

# THE HERO'S COMPANION



JAMES M. SPAHN

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## EVERY HERO NEEDS A STEADFAST COMPANION

Introducing *The Hero's Companion*, for use with *The Hero's Journey Second Edition*. The optional rules in this book will expand your character while still remaining true to the spirit of classic fantasy literature and timeless folk tales.

New lineages, archetypes, and heirlooms all inspired by those legendary tales of childhood are just a few of the options available to expand your legendarium.



BRG-002



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# THE HERO'S COMPANION

optional rules for  
The Hero's Journey, second Edition

JAMES M. SPAHN

# THE HERO'S COMPANION

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## Second Edition

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## **Dedication**

For Jason M.

My companion at the beginning.

My companion to the end.

# INTRODUCTION

*The Hero's Journey Fantasy Roleplaying* was born of humble origins. I sat down and said, "I want to write my perfect fantasy RPG, and I want to make it professional enough to sit on a shelf next to real gaming books." Well, with the help of a few companions, I set out on an adventure—and boy what an adventure it has been!

My little book of house rules and personal tweaks to the original fantasy roleplaying game took me on my own journey. It became one of the best-selling products in the history of Barrel Rider Games and even took me halfway across the United States and back when *The Hero's Journey Fantasy Roleplaying, First Edition* was nominated for a Three Castles Award at North Texas RPG Con in 2017. The runaway success of *The Hero's Journey 2e* still leaves me astounded, stunned, and humbled. It was just supposed to be a modified version of an antiquated little game. It was never supposed to go on such a big adventure.

Journeys, more often than not, feature more than one hero. King Arthur and Sir Lancelot. Don Quixote and Sancho Panza. Granny Weatherwax and Nanny Ogg. Every hero needs a companion.

*The Hero's Companion* is a smaller, humbler tome to serve that purpose. It is filled with new Lineages, new Archetypes, optional rules, and new Heirlooms. It won't likely be given accolades or go off on any adventures on its own. No, unlike the hero of the story, the companion is there to help along the way and not complete the quest themselves.

But sometimes when they're in a pinch, a trusty companion has just the thing a hero needs to save the world and become what they were always destined to be.

**-James M. Spahn**

March 10<sup>th</sup>, 2020



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## chapter one

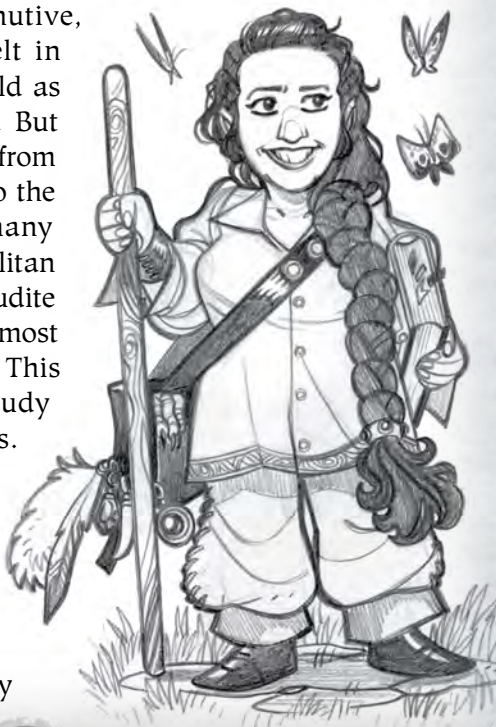
# LINEAGE & ARCHETYPES

The Goodly Folk of *The Hero's Journey* are more diverse than most would imagine; heroes come in all shapes and sizes. Some beings born to evil even manage to turn from the darkness and aid the forces of good, while others are surprising and unlikely allies. Described below are six new Lineages available for player characters, with Narrator approval.

In addition, a new optional Archetype is introduced: the Wayfarer. By learning a disparate collection of skills and talents as they adventure, the wayfarer becomes a unique ally to their boon companions and often has just the right ability to snatch victory from the jaws of defeat.

### ✧ GNOME

Legends say that these diminutive, almost elfin beings once dwelt in the deep stone veins of the world as distant kin of strange kobolds. But generations ago, gnomes broke from their enigmatic ancestors, rose to the surface world, and have for many long centuries dwelt in metropolitan environments. Scholarly and erudite by nature, gnomes possess an almost instinctive academic curiosity. This has, naturally, led them to study arcane magic in all its forms. Gnomes are often found in large cities, typically working as scholars, diplomats, teachers, and in other academic or advisory occupations. Younger, more adventurous gnomes often wish to do more than study



journals and musty old books. They take up the road as archaeologists, explorers, and even treasure hunters. This drive for a deeper understanding of the great mysteries of the world is not without its mischief and may find its origins in their ancestral ties to the stone-dwelling kobolds. More than one gnome has gotten into trouble when curiosity overwhelmed caution, and they delved a bit too deeply into a strange subterranean chamber.

Gnomes typically stand around three feet tall, with cherubic, yet puckish features; though they are prone to round, dimpled cheeks, and youthful smiles. They have nimble fingers and a lively step, often seeming as though they are perpetually cheerful. In their early years, most gnomes have black, red, or chestnut hair with emerald green eyes, though as they age, this hair always fades to a snowy white. Male gnomes typically grow long pointed beards, which are a source of great pride. Meanwhile, female gnomes often wear long, intricately woven braids that run to their heels. Gnomes are a long-lived species, reaching adulthood at seventy-five years—but capable of remaining healthy well into their third century.

**Table 1-1:  
Gnome Attributes**

Attribute	Dice Pool
<b>Might</b>	2d6+1
<b>Finesse</b>	3d6
<b>Resolve</b>	3d6
<b>Insight</b>	2d6+6
<b>Bearing</b>	3d6
<b>Weal</b>	3d6

**Table 1-2:  
Gnome Archetypes**

Archetype	Level Limit
<b>Bard</b>	7
<b>Burglar</b>	7
<b>Knight</b>	4
<b>Ranger</b>	5
<b>Swordsman</b>	7
<b>Warrior</b>	4
<b>Wayfarer</b>	7
<b>Wizard</b>	10
<b>Yeoman</b>	4

## Gnome Lineage Abilities

**Combat Curiosity:** Gnomes are able to wield short blades and light crossbows, regardless of their chosen Archetype. Narrators permitting the use of firearms in their legendarium should permit gnomes to use pistols regardless of their Archetype.

**Arcane Scholar:** Due to their fascination with all things magical, gnomes may cast *Insight of the Wise* once per day. This spell functions as if cast by a 1st level wizard.

**Lifetime of Study:** Because they have spent their life pursuing knowledge, all gnomes may use the Lore ability as if they were a 1st level bard. Gnomish bards receive a +1 to their Lore class ability and Gnomish wizards with a Bearing of 15 or higher who have reached 4th level also receive a +1 to their Arcane Lore class ability. This ability cannot increase the Lore ability above 5.

**Instinctive Archaeologist:** Gnomes have a sharp eye for ancient caverns, strange architecture, and crumbled ruins. They can detect secret or concealed doors, sloping stone passages, unusual stone-craft, and even large-scale mechanical constructs on a 1-2 on 1d6 simply by passing within 10 feet of them. This chance increases to 1-4 on 1d6 if they are actively searching for these things. In addition, gnomes can discern and operate large scale mechanical constructs and devices if they make a successful Lore check.

**Small Size:** Gnomes receive a +2 bonus to their Defense due to their small size. This also grants them a +1 bonus on their attack rolls when attacking foes who are human-sized or larger. Gnomes have the same movement rate as halflings and dwarves.

**Dark Vision:** Gnomes can see in starlight, moonlight, or even total darkness at a distance of up to 60 feet.

## ✠ GOBLIN

Beady-eyed and malicious, goblins are a diminutive underground dwelling species often regarded as a blight on the world by the rest of the goodly folk. Typically standing from three to four feet tall and weighing no more than fifty pounds, most goblins have putrid green skin, malicious yellow eyes, and greasy black hair. Their narrow ears are long and pointed, and grotesquely broad grins frame a mouth full of needle-like teeth.

Living in underground communities ruled by the largest and most brutal of their own kind, goblins delight in creating devices and clever machines capable of mass carnage. They regularly raid small communities and prey upon the weak but grovel and cower in fear when a genuine threat presents itself.

A rare few of these wicked creatures choose to escape the evil tyranny of their own people and flee to the surface world in hopes of making a



better life. Most often, they find ridicule and persecution. But on rare occasions, they discover an unlooked-for compassion and sense of purpose—both within themselves and a rare few surface dwellers able to see beyond a legacy of cruelty and suffering.

**Table 1-3:  
Goblin Attributes**

Attribute	Dice Pool
<b>Might</b>	1d6+2
<b>Finesse</b>	1d6+12
<b>Resolve</b>	2d6+1
<b>Insight</b>	3d6
<b>Bearing</b>	2d6+1
<b>Weal</b>	2d6+6

**Table 1-4:  
Goblin Archetypes**

Archetype	Level Limit
<b>Bard</b>	4
<b>Burglar</b>	10
<b>Knight</b>	-
<b>Ranger</b>	7
<b>Swordsman</b>	4
<b>Warrior</b>	4
<b>Wayfarer</b>	7
<b>Wizard</b>	4
<b>Yeoman</b>	7

## Goblin Lineage Abilities

**Hidden Blade:** Goblins may always wield daggers, short blades, and whips regardless of any restrictions placed on them by their Archetype. If they are attacking with a dagger or short blade and the target is unaware of that attack, the goblin receives Advantage on both their attack and damage rolls. Narrators permitting the use of firearms in their legendarium should permit goblins to use pistols regardless of their Archetype.

**Clever Trapsmith:** All goblins are considered to have a Thievery ability, just like the burglar Archetype—but only as it pertains to finding, disarming, and setting traps. Their rank in this ability is equal to 1 plus their Finesse modifier. When a goblin successfully disarms a trap, they can opt to spend one round to reset the trap instead—meaning it can be set off again instead of simply being disarmed. Goblins who choose the burglar Archetype receive a +1 bonus to their Thievery ability when interacting with traps, though their Thievery ability can never be above 5.

**Unabashed Coward:** If a goblin has not successfully inflicted damage during a combat, they can choose to spend their entire round

cowering and pleading with their opponents in order to appear non-threatening. All opponents within 30 feet of the goblin must make an Insight-based Attribute Saving Throw when they see this, or they ignore the goblin in favor of a more threatening target until that goblin shows themselves to be a threat. This ability only affects intelligent creatures.

**Small Size:** Goblins receive a +2 bonus to their Defense due to their small size and quick reflexes. They also receive a +1 bonus on their attack roll when attacking foes who are human-sized or larger. Goblins have the same movement rate as halflings and dwarves.

**Dark Vision:** Goblins can see in starlight, moonlight, or perfect darkness at a distance of up to 60 feet.

## ✠ ROVER

Dogs are silly creatures. Wandering little pups sometimes find themselves traveling far afield and stumble into the magical places of the world where enchantment falls upon them and they are drawn into adventures most wild. Whether native to the boring, mundane realm of the real world or raised in a world filled with elves, magic, and dragons, their courage and tenacity has drawn them into far grander plans than they ever could have imagined.

Rovers are small dogs, typically between fifteen and fifty pounds that have gotten themselves involved in the merry and dangerous adventures of the world. With a surprising intellect, irrepressible optimism, and unwavering loyalty, they bring a unique collection of talents and a whole lot of heart to whatever company of wandering travelers they join.



Rovers appear, to the mundane observer, to be normal dogs, most often of mutt, mongrel, smaller hunting dogs, or terrier breeds. In spite of their uncanny intellect (for a canine) and remarkable abilities, they do not show any signs of enchantment. It is almost as though they are simply their purest self on these adventures: loyal, brave, and true.

**Table 1-5:  
ROVER ATTRIBUTES**

Attribute	Dice Pool
<b>Might</b>	1d6+2
<b>Finesse</b>	2d6+6
<b>Resolve</b>	2d6+6
<b>Insight</b>	2d6+1
<b>Bearing</b>	2d6+6
<b>Weal</b>	1d6+12

**Table 1-6:  
ROVER ARCHETYPES**

Archetype	Level Limit
<b>Bard</b>	-
<b>Burglar</b>	7
<b>Knight</b>	-
<b>Ranger</b>	7
<b>Swordsman</b>	-
<b>Warrior</b>	-
<b>Wayfarer</b>	7
<b>Wizard</b>	-
<b>Yeoman</b>	10

## Rover Lineage Abilities

**Ankle Biter:** Rovers are incapable of using any weapons regardless of what their Archetype permits. Fortunately, their surprisingly fearsome bite does 1d6 points of damage. This is considered a melee attack, and the rover adds their Might modifier to any attack and damage rolls made with their bite. This bite attack can damage any creatures normally immune to damage from mundane weapons. Rovers have a tiny modicum of protection from their thick fur, which provides a Reduction Value of 1. This serves them well as they cannot wear armor or use shields.

**Cause for Paws:** Because they have no opposable digits, rovers cannot perform many tasks normally available to other Lineages (as determined by the Narrator). Rover burglars, however, dedicate much of their time to learning to use a Tool Kit clenched in their teeth to pick locks and disarm traps.

**Eager and Excitable:** Rovers can see as easily in starlight or other low light as they can in daylight. Their keen sense of smell, uncanny hearing, and generally excitable nature grants them Advantage on



all Initiative rolls and means they can normally only be surprised on a roll of 1 on the first round of combat.

**Keen Instincts:** Rovers naturally sense the presence of magic and creatures from Fairie, both natural and foul. They can automatically detect the presence of these things in a manner exactly as described in the *Insight of the Wise* spell.

**Small and Swift:** Rovers receive a +2 bonus to their Defense due to their small size and quick reflexes. They also receive a +1 bonus on their attack rolls when attacking foes who are human-sized or larger. Rovers are quick little creatures and have the same movement rate as humans and elves.

**Wandering Canine:** All rovers, regardless of Archetype, can use the Forestry ability with a rating of 2, as if they were a 1st level ranger. At 4th level, their Forestry ability increases to 3, and at 8th it increases to 4. A rover whose Archetype is ranger receives a +1 bonus to their Forestry ability, though this can never increase that ability above 5.

**Languages:** Rovers are also able to speak the language of canines, permitting them to talk to other dogs, as well as wolves, wargs, hell hounds, and the like. They can understand the common tongue but can neither speak it nor the lineage-specific languages of humanoids.

## ✠ SCION (HUMAN VARIANT)

In ancient times there were once glorious kingdoms ruled by just kings and queens. By their noble deeds and kind words, realms of compassion and plenty rose in those legendary days. But as evil grew and darkness spread across the land, goodly regents fell to darkness and despair. These noble heroes were broken and scattered across the realm until they were all but forgotten — or worse, thought to have never existed in the first place.

Scions are humans who carry a fragment of that noble majesty. They are a living symbol of the glory and grandeur of days long passed. Whether or not they hope to reestablish these high days is up to them, but the gifts that come from their knowledge of ancient heroics gives them the drive and opportunity to rise from the ashes of a broken past and find some new glory — for good or for ill.

Scions are as diverse as any other human in their reasons for taking up the road for adventure, though often they seek to learn more about the heroes of yore and find fragments of this long-lost glory. Though some are humble or even reluctant to take up the cause left behind

by forgotten heroes, their insight into the past and natural ability to restore both body and spirit reflects that nobility—no matter how diminished—can shine through from a time of legends.

**Table 1-7:  
Scion Attributes**

Attribute	Dice Pool
<b>Might</b>	3d6
<b>Finesse</b>	3d6
<b>Resolve</b>	2d6+6
<b>Insight</b>	3d6
<b>Bearing</b>	2d6+6
<b>Weal</b>	2d6+1

**Table 1-8:  
Scion Archetypes**

Archetype	Level Limit
<b>Bard</b>	7
<b>Burglar</b>	10
<b>Knight</b>	10
<b>Ranger</b>	10
<b>Swordsman</b>	10
<b>Warrior</b>	10
<b>Wayfarer</b>	-
<b>Wizard</b>	7
<b>Yeoman</b>	7



## Scion Lineage Abilities

### Practiced Swordsmen:

Carrying on the legacy of ancient heroes, scions seek to achieve mastery with a blade. All scions can wield long blades, regardless of any restrictions imposed by their Archetype.

### A Legacy of Hidden Lore:

All scions, regardless of Archetype, can use the Lore ability with a rating of 1, as if they were a 1st level bard. At 4th level, their Lore ability increases to 2, and at 8th it increases to 3. Scions whose Archetype is bard (or a wizard, if they meet the

Prerequisite Ability requirements) receive a +1 bonus to their Lore ability, though this can never increase that ability above 5.

**Ancient Majesty Revealed:** A scion can drive back despair by calling upon the lost glory of once forgotten heroes and reveal the essence of nobility that lies within the spirit of all goodly folk. Once per day, if a scion confronts an enemy with a Despair rating five points higher than their own level, and they would be required to make a Despair Saving Throw caused by Overwhelming Evil, they can immediately use this ability to automatically succeed in that Saving Throw. In addition, when a scion activates this ability, all allies within 120 feet of the scion who are also subject to a Despair Saving Throw caused by Overwhelming Evil or currently under the effects of such Despair may immediately make a new Despair Saving Throw with Advantage.

**Healing Hands of Old:** It is said that ancient heroes could heal the sick and wounded with but a touch, even unto driving sickness from a ravaged victim. A faint hint of this power still remains in scions. After a battle, when a scion performs a Binding Wounds action on an ally, that ally recovers 1d6 Endurance instead of 1d4. In addition, in lieu of restoring Endurance, if a scion should come across one of the kindred Lineages that is currently suffering from the effects of a disease or poison that has not yet killed them, the scion can attempt to set new healing upon this malady. By spending ten minutes tending to such an injury and expending all the resources of a healing kit, the victim under the scion's care gains a new Saving Throw to overcome their current condition. If this Saving Throw is successful, the diseased or poisoned character recovers from the effects; though they still require a day of bedrest after the scion's treatment to do so.

**Noble Legacy:** Though Scions do not receive the normal Lineage abilities as other humans, scions are considered to be human in all other respects.

## ✧ SKIN-CHANGER

Skin-Changers resemble gargantuan humans that tower to heights of over seven feet tall and weigh in excess of three hundred pounds. Deep in the wilderness, they live in solitary homesteads or tiny communities of no more than a dozen of their own kind. There they seek to live in harmony with the natural world, nurturing the birds and beasts while serving to protect them from encroachment and corruption of the



so-called civilized world. In spite of their massive size and aggressive demeanor, skin-changers cherish the lives of these creatures and never eat the flesh of animals.

On rare occasions, a skin-changer leaves their hidden cabin or secret community to confront some terrible evil that threatens their beloved wilderness and its denizens. Those who harm natural creatures face the full and terrible wrath of the skin-changer, for then its true nature is revealed. All skin-changers, when driven to rage or under the light of the full moon, can transform into terrible bears capable of felling small armies of foul goblins or laying low a powerful warrior in a single blow. While in this transformed state, a skin-changer is totally at the mercy



of its unchecked predatory instincts and some have even turned on their allies when consumed with rage.

Though skin-changers are wary of outsiders and the civilized world, through the ages, a handful of these hidden savages have formed a bond of friendship as deep as blood with outsiders who have kindly hearts towards the natural world they love so much. These rare few who have earned a skin-changer's respect, have earned a powerful (if more than a bit dangerous) companion to stand beside them against any darkness.

**Table 1-9:  
Skin-Changer Attributes**

Attribute	Dice Pool
<b>Might</b>	2d6+6
<b>Finesse</b>	3d6
<b>Resolve</b>	1d6+12
<b>Insight</b>	3d6
<b>Bearing</b>	1d6+2
<b>Weal</b>	2d6+1

**Table 1-10:  
Skin-Changer Archetypes**

Archetype	Level Limit
<b>Bard</b>	-
<b>Burglar</b>	4
<b>Knight</b>	-
<b>Ranger</b>	10
<b>Swordsman</b>	-
<b>Warrior</b>	7
<b>Wayfarer</b>	-
<b>Wizard</b>	7
<b>Yeoman</b>	7

## Skin-Changer Lineage Abilities

**Barrel-Chested Lumberjacks:** Skin-Changers are skilled woodcutters and lumberjacks. Because of this, they are able to wield battle axes and hand axes without penalty regardless of their Archetype restrictions. Unfortunately, their large size prohibits them from wearing any type of armor normally permitted by their Archetype, though they can make use of shields. Skin-changers have the same movement as a human.

**Kinsman of the Woodland Realm:** Natural creatures do rarely react with hostility to skin-changers unless directly and obviously threatened. They regard skin-changers as natural creatures of the wilderness and typically view them as friends and allies—or at the very least as not hostile.

**Bearsark:** Skin-Changers are solitary and have a brutal reputation for a reason. If a skin-changer sees an animal suffering cruel or sadistic treatment at the hands of a sentient creature or if they are reduced to less than one-half of their maximum Endurance due to wounds or injury, then the skin-changer must make a Bearing-based Attribute Saving Throw. If this Saving Throw fails, the skin-changer transforms into a massive grizzly bear and goes on a violent rampage, first targeting the source of the inflicted cruelty and then potentially moving on to innocent bystanders or even allies.

This transformation occurs in the moments between when the skin-changer was injured and their action on the next round, meaning they do not lose an action while they are transforming. Anything the skin-changer is wearing snaps, tears, or pops off their body during this transformation and they drop any hand-held items. Though mundane items can be destroyed during the transformation, magical items are not. Once transformed into a bear, the skin-changer is now eight feet tall and weighs around eight-hundred pounds. Their thick fur and dense skin provide them with a Reduction Value of 2 while in bear form. Unable to attack with normal weapons, the newly-transformed skin-changer strikes with their bone-snapping bite and swipes from each of its claws. This means that the skin-changer can make three attacks in a single combat round. The bite attack inflicts 1d8 damage, while each of its two claw attacks inflict 1d6. These are melee attacks, and the skin-changer adds their Might modifier to their attack and damage rolls when using these natural weapons. These attacks can damage any creatures normally immune to damage from mundane weapons. In the event that the skin-changer successfully attacks a target no larger than itself with both of its claws in the same round of combat, it overwhelms the target and pushes them to the ground where it pins that target. All further attacks made by the skin-changer in bear form against this prone target are made with Advantage until the victim can make a successful Might-based Attribute Saving Throw to escape being pinned.

Once transformed, the skin-changer will remain in bear form for three rounds, or for as long as it takes to defeat the threat that incited the rage (whichever takes longer). While in bear form, they must perform as many attacks as possible each round against the source which drove them to rage. If the threat is crushed in less than three rounds, the skin-changer directs their rage toward any obvious allies of that threat or, if there is no such target available,



the nearest sentient being, whether friend, foe, or bystander. At the beginning of the fourth round of being in bear form (assuming the original target of the rage has been defeated) or of the round after the original target was dealt with (if this took more than three rounds), a skin-changer may attempt to change back to its humanoid form. This requires a Resolve-based Attribute Saving throw, to be made with Disadvantage. If they fail, the skin-changer continues to rage this round, and may attempt another Resolve-based Attribute Saving Throw on the next round — though this time without any penalty. As before, if this Saving Throw fails, the skin-changer's rampage continues unabated for another round. On the following round, and every round thereafter, the skin-changer may again attempt a Resolve-based Attribute Saving throw, this time with Advantage, until they break free from their animalistic madness.

The only time a skin-changer can willingly transform to and from its bear shape is in the evening and under the light of the full moon. During those rare evenings, it has full control of its ability to transform. Note that a skin-changer is not a lycanthrope and cannot infect others, nor does it suffer ill effects from silver.

**Short-Tempered** Skin-Changers are quick to violence and known for their flaring tempers. Because of this, they receive Advantage on their Initiative rolls.

**Resilient:** Skin-Changers are hardy beyond that of most other beings and receive +1 to their Endurance at 1st level, and an additional +1 to their Endurance when they reach 2nd level and again at 3rd level.

## ✧ TREE FOLK

Known in legends as shepherds of the forest, tree folk are a race of treants and appear to outsiders to be living trees in a vaguely humanoid form. They stand between eight and ten feet tall, often with beards of lichen or moss and have deep, booming voices.

All but invisible when dwelling or traveling in their beloved forests, tree folk do sometimes travel beyond the borders of their native lands—particularly when outsiders and monsters threaten these forests. Still, tree folk are wary of outsiders, whom they regard as reckless and hasty.

Should a tree folk develop a kinship with outsiders, they are steadfast companions and unwaveringly loyal. Though slow to anger, their wrath is terrible, and they are a force of nature when driven into combat.

**Table 1-11:  
Tree Folk Attributes**

Attribute	Dice Pool
<b>Might</b>	1d6+12
<b>Finesse</b>	2d6+1
<b>Resolve</b>	2d6+6
<b>Insight</b>	3d6
<b>Bearing</b>	2d6+1
<b>Weal</b>	2d6+1

**Table 1-12:  
Tree Folk Archetypes**

Archetype	Level Limit
<b>Bard</b>	7
<b>Burglar</b>	-
<b>Knight</b>	-
<b>Ranger</b>	10
<b>Swordsman</b>	4
<b>Warrior</b>	7
<b>Wayfarer</b>	-
<b>Wizard</b>	7
<b>Yeoman</b>	7

## Tree Folk Lineage Abilities

**Fists of Ashwood:** When tree folk fight unarmed, and with their bare hands, they roll 1d6 points of damage (plus their Might modifier).

**Drink of the Earth:** When tree folk slumber, their feet literally root themselves into the earth, where they draw sustenance from the soil and do not need to eat or drink. When resting in earthen soil, such as that found in a forest or open field, they automatically recover 1d6 Endurance each night. But, when forced to sleep in urban or underground environments, their rest is fitful, and they are incapable of any natural healing.

**Flesh of Oak:** While tree folk cannot wear armor of any type due to their large size and unusual physique, their skin is tough and highly resistant to damage. All tree folk have a Reduction Value of 3.

**Forest Walker:** Whenever one of the tree folk is traveling through a forest or other woodland terrain, they leave no trace of their passing and appear as a mundane tree if they remain still. They must be alone, with other tree folk (or elves), or at least 90 feet away from their allies to benefit from this ability.

**Strength of Snakewood:** When using a thrown weapon, tree folk ignore any penalties applied by long range. In addition, they are capable of hurling large rocks and small boulders (typically weighing about 20 lbs.) up to 70 feet, if these projectiles are available. These boulders inflict 1d10 points of damage, plus the tree folk's Might modifier. When in a terrain where boulders naturally occur, a tree folk

can recover one boulder for every 1d4 hours they spend searching for such an object. A tree folk can carry on their person no more than one (plus their Might modifier) of these boulders at any given time.

**Unhasty:** Tree Folk are slow to react and suffer Disadvantage on all Initiative rolls. In addition, they are slow and lumbering creatures. Tree Folk have the same movement rate as dwarves and halflings.







**Table 1-13: Professions**

Profession	Gnome	Goblin	Rover	Scion	Skin-Changer	Tree Folk
Armorer	01-03	01-10	–	01-04	–	–
Bowyer	04-08	11-15	–	05-08	01-03	01-02
Cartographer	09-15	16-17	–	09-12	04-05	03-05
Cook	16-18	18-21	–	13-16	06-10	06-07
Farmer	19-20	22	–	17-20	11-21	08-10
Fisherman	21-22	23-24	–	21-24	–	11-12
Forester	23-24	25-28	01-21	25-28	22-69	13-65
Gambler	25-27	29-32	–	29-32	–	66
Groom	28	33	–	33-36	–	–
Hunter	29-30	34-36	22-43	37-40	–	67-70
Jeweler	31-37	37	–	41-44	–	–
Miner	38-43	38-44	–	45-48	70-71	–
Navigator	44-54	45	44-65	49-52	–	–
Sailor	55-60	46	–	53-56	–	–
Scribe	61-71	47	–	57-60	–	71-72
Stonemason	72-75	48-55	–	61-64	72-73	–
Tailor	76-78	56	–	65-68	74-78	–
Tanner	79-80	57-60	–	69-72	–	–
Teamster	81-85	61	–	73-76	–	–
Trapper	86-87	62-72	–	77-80	–	73-75
Unskilled	88	73-78	66-78	81-84	79	76-80
Urchin	89-90	79-89	79-100	85-88	–	–
Weaponsmith	91-94	90-96	–	89-92	–	–
Woodworker	95-99	97-100	–	93-96	80-100	81-100
Nobility	100	–	–	97-100	–	–



## ✧ WAYFARER (OPTIONAL ARCHETYPE)

**Requirements:** Resolve 8, Weal 15

**Lineage Level Limits:** Changeling 7, Dwarf 7, Gnome 7, Goblin 7, Half-Elf 7, Halfling 7, Human 10, Rover 7. Lineages not listed cannot be Wayfarers.

Sometimes an unlikely hero is called to adventure (willingly or otherwise) with little formal training. With nothing more than a willing heart, they set off into the wild world to take up against the forces of darkness. Along the way, these reckless itinerants learn a myriad of different skills from their friends and allies, though never achieve true mastery. Instead, it is this diverse training and real-world experience that gives them a collection of unique talents to survive whatever dangers they might fight.

Wayfarers begin with few useful abilities, but as they gain experience, they are able to learn a mixture of talents to survive the rigors of the road as well as to aid their companions. By drawing upon the knowledge of their allies and their own experiences, they are infinitely adaptable and often have just the right trick up their sleeve to save themselves and their friends from whatever danger is at hand.

**Table 1-14: wayfarer Archetype Advancement**

Level	XP	Endurance	Atk	ST
1	0	6	+0	14
2	2500	1d6	+0	13
3	5000	1d6	+0	12
4	10000	+1	+1	11
5	20000	+2	+1	10
6	40000	+1	+2	9
7	80000	+2	+2	8
8	160000	+1	+3	7
9	320000	+2	+3	6
10	640000	+1	+4	5

**Weapon/Armor Restrictions:** Wayfarers do not begin with much in the way of combat training. They may use clubs, daggers, light crossbows, slings, short blades, short bows, spears, and staffs in combat. They may wear jerkins and use bucklers.

**Attribute Increase:** Wayfarers may increase a single Attribute of their choosing by one point when they reach 3rd level. They may select another Attribute to increase by one point again upon reaching 6th level. A third Attribute increase occurs at 9th level. The same Attribute may be selected each time if the player chooses, but no Attribute can be raised above 18 through these increases. Beginning at 2nd level, and every level thereafter, the character earns a single Myth Point. Myth Points and their use are detailed in *Chapter Nine: Treasure and Magical Items of The Hero's Journey, Second Edition*.

**Eager Student:** Unlike other Archetypes, the wayfarer can benefit from the Receive Instruction Camp Action twice when learning from a bard, burglar, knight, ranger, swordsman, or warrior. This means they can potentially increase their Acrobatics, Forestry, Lore, or Thievery by 2 (if given the proper time and instructor), learn two separate weapon proficiencies from a warrior or receive +1 to their Attack Modifier with two different weapons when under the tutelage of a knight. They may still only have one instructor at a time and must receive instruction a second time from the same Archetype to receive increased benefits.

**Talent:** At 2nd level, the wayfarer can pick a single Talent from the list below and receive the benefits described. Some Talents can be taken more than once, as detailed in each individual Talent. The wayfarer gains an additional Talent at 4th, 6th, 8th, and 10th level.

- **Academic Dabbler:** The wayfarer gains the Lore ability (just like a bard) at a rating of 1. This talent can be taken multiple times. Each time it is taken, the wayfarer's Lore ability increases by 1, though their total Lore ability can never rise above 5.
- **Arcane Apprentice:** The wayfarer selects one Apprentice-level spell. They may now cast this spell once per day. This ability may be taken multiple times. Each time it is taken, the wayfarer can either select a new Apprentice-level spell they are able to cast once per day, or they may choose to be able to cast any Apprentice-level spell they know one additional time per day.
- **Armsman Training:** The wayfarer can select two weapons, types of armor, or shields outside those listed in their Weapon/Armor Restrictions and make use of them without penalty as if they were



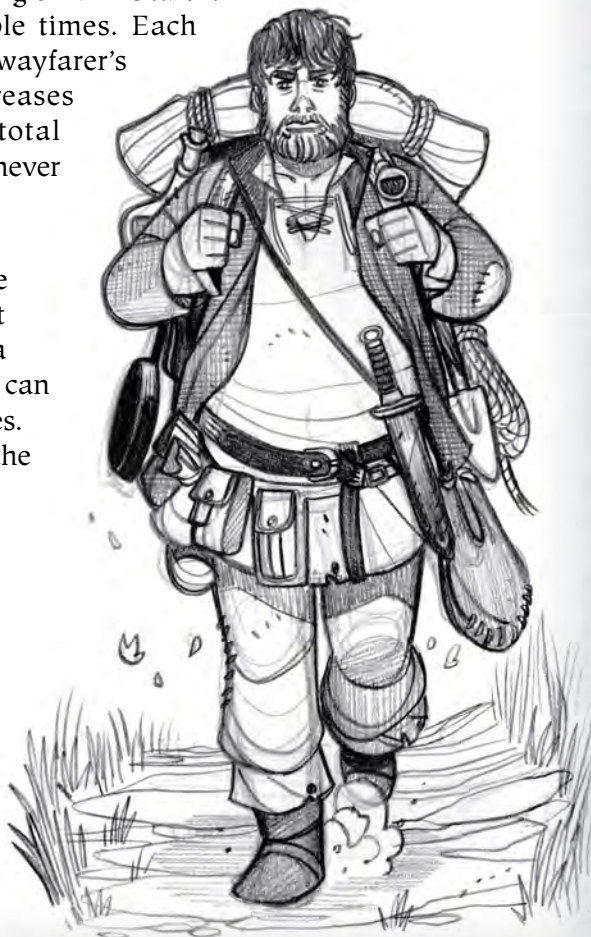
permitted by their Archetype. This talent can be taken multiple times. Each time it is taken, the wayfarer selects two additional choices.

- **Clever Diplomacy:** The wayfarer is able to request the hospitality of a noble lord or lady in a manner similar to a knight's Hospitality ability. However, this hospitality extends only to the wayfarer (and not necessarily their allies or companions) and never lasts more than a number of days equal to the wayfarer's level. If the wayfarer ever needs to use this ability twice on the same noble, that noble is free to request a service or boon from the wayfarer.

- **Combat Veteran:** The wayfarer receives a permanent +1 to their Attack Modifier. This ability may be taken multiple times but cannot be selected more than three times.

- **Criminal Accessory:** The wayfarer gains the Thievery ability (just like a burglar) at a rating of 1. This talent can be taken multiple times. Each time it is taken, the wayfarer's Thievery ability increases by 1, though their total Thievery ability can never rise above 5.

- **Natural Acrobat:** The wayfarer gains the Acrobatics ability (just like a swordsman) at a rating of 1. This talent can be taken multiple times. Each time it is taken, the wayfarer's Acrobatics ability increases by 1, though their total Acrobatics ability can never rise above 5.



• **Polyglot:** The wayfarer can select three previously unknown languages which they can now read, write, and speak fluently. The Narrator may restrict the availability of some languages based on the nature of an individual legendarium.

• **Sharp Senses:** The wayfarer has a keen eye for danger and is only surprised on a 1 in 1d12 during combat.

• **Tough as Nails:** The wayfarer increases their maximum Endurance by three points. This ability may be taken multiple times but cannot be selected more than three times.

• **Wilderness Wanderer:** The wayfarer gains the Forestry ability (just like a ranger) at a rating of 1. This talent can be taken multiple times. Each time it is taken, the wayfarer's Forestry ability increases by 1, though their total Forestry ability can never rise above 5.

**Tucked Away:** Once per day, a wayfarer can dig through their supplies to see if they have a piece of basic non-magical equipment that would be useful to the current dilemma faced by the group. This could be a set of iron spikes, a lantern, a coil of rope, or any other mundane items deemed appropriate by the Narrator. The wayfarer simply spends one full round going through their possessions and if they are able to make a Weal-based Attribute Saving Throw, they discover that they were carrying the previously unnoticed item. At 3rd level, this ability may be used twice per day, and at 5th level, they can use it three times per day. Once the wayfarer reaches 7th level, they receive Advantage on their Weal-based Attribute Saving Throw when using this ability.

**Unlikely Hero (Prerequisite Ability):** In desperate times, wayfarers with a Resolve of 15 or higher are able to find a well of untapped potential. The first time a wayfarer's Endurance is reduced below one-half its maximum during a combat encounter, they enter a heightened state. They receive Advantage on all attack rolls, initiative rolls, Saving Throws, and damage rolls from the time of their injury until after their next action, though not longer than one round. This ability triggers only once per combat encounter.

**Saving Throw:** Wayfarers receive Advantage on any one Saving Throw of their choice each day. They must declare this Advantage before making the roll.

**XP Bonus For Weal:** A wayfarer with a Weal of 18 or higher receives a +5% bonus on all experience points earned.

## Exceeding Lineage Level Limits

Level limits reflect a Lineage's natural affinity or lack talent in certain Archetypes. However, if the Narrator wishes to ignore level limits within their own legendarium, they should feel free to do so. It is recommended that once a character has reached their Lineage's limit within an Archetype that any Experience Points they earn in the future be reduced by one-half to reflect the difficulty of striving past the unique challenges of their Lineage in order to reach these hallowed heights of ability.

## ✠ VARIANT ARCHETYPES

If the Narrator allows, players may opt to play a Variant Archetype as described below. The Variant may only be selected at character creation and may not be changed once selected.

Each Variant provides several new abilities that replace the traditional ones found in the associated Archetype. Unless otherwise stated in each Variant description, they function as their original Archetype.

### Anstruth (Bard Variant)

Anstruths are bards that specialize in the songs of nature and the fey. They have a deeper connection to the untouched flora and fauna of the world, often singing their songs to the birds and beasts instead of to tavern patrons and courtly nobles. Most are rough-hewn, but gentle, and their traditional appearance is that of an unkempt traveler bearing a gnarled staff, a long beard, and a merry twinkle in their eyes.

**Weapon/Armor Restrictions:** Anstruths may use all the normal weapons allowed a bard and can use the same shields but may only wear jerkins as armor.

**Woodwalker (Prerequisite Ability):** Beginning at 2nd level, an anstruth with an Insight of 15 or higher can cast the *Errant Pilgrim* spell once per day without expending one of their Apprentice Spells per day. This replaces the traditional bard's Charmer ability found on page 32 of *The Hero's Journey, Second Edition*.

**Forestry:** An anstruth is most at home in the wilderness and in the natural places of the world. Their forestry ability may be used to track both humanoids and animals in natural environments. When



in these natural environments, forestry may aid one to remain both unseen and silent. Finally, when an anstruth encounters a natural wild beast, they may utilize this ability to soothe and calm such an animal. To use this ability, the Narrator rolls 1d6. If the number rolled is equal to or below the anstruth's forestry ability, they have succeeded. This ability replaces a standard bard's Lore ability, though it follows the same progression of the Lore ability on Table 3-1: Bard Archetype & Spell Advancement found on page 31 of *The Hero's Journey, Second Edition*.

## **Knave (Burglar Variant)**

Most burglars specialize in stealth by remaining concealed in the shadows and striking at the most opportune moment. The knave relies less on being unseen but is instead a master of deception. Using their silver tongue, they lie, cheat, and charm their way into and out of trouble and rely less on concealment and luck to see them through whatever dangers arise on an adventure.

**Weapon/Armor Restrictions:** Knaves rely on lighter weapons than traditional burglars. They may only use one-handed melee weapons and quarterstaves in melee combat, though they can use any ranged weapons they choose. They may have the same armor and shields of a standard burglar.

**Fence (Prerequisite Ability):** A knave with a Bearing of 9 or higher knows the right place to sell their wares, stolen or otherwise, at a better than average price. Whenever a knave sells an item, they receive an additional 10% of whatever the normal-selling price would be per level. This means that a 2nd level knave selling an item that would normally sell for 20 gold pieces would receive 24 gold pieces since that is an additional 20% over the item's normal price. Knaves receive half this bonus (5% per level) whenever they are purchasing goods. This means that a 10th level knave would be able to sell an item for twice its normal sell value (an increase of 100%) or purchase it at one-half its normal cost (a decrease of 50%). This replaces the traditional burglar's Proficient Climber ability.

**Silver Tongue:** All knaves have the gift of gab and can spin fantastic—but somehow believable—lies in an instant. A knave can use their Thievery ability to tell a convincing lie to any intelligent creature who understands their language. This ability cannot be used on creatures immune to mind-influencing effects, and if the lie is particularly

outrageous or unbelievable, the target may receive a Saving Throw (possibly with Advantage!) at the Narrator's discretion.

**Underworld Connections (Prerequisite Ability):** A knave with a Bearing of 15 or higher seems to have friends in low places in every town they visit. Whenever they enter a town or city, they can spend one hour attempting to contact the locals of ill-repute (whether this reputation is warranted or not) with a successful Thievery check. If this check is successful, they can learn the latest news, gossip, and other clandestine news in town that would remain hidden or concealed by more upstanding citizens. This ability replaces the traditional burglar's Thief-Acrobat ability.

## Feysworn (Knight Variant)

While most knights swear their swords to a noble lord or lady, a few brave (and foolish) offer all of themselves to the service of a Fey Queen. Though they have not yet been named a consort to their queen, they are bound body and soul to her service, and the essence of Fairie has begun to permeate their essence, leaving them forever changed.

### Courtier of Miracles:

While you have no power in the noble courts of the Mortal Realm, you can request hospitality in the courts of Fairie. They provide basic lodging and protection for your character but may request favors to do the same for any allies with you. Because of your deep understanding of the principles and paradoxes of the Fey Court, you are immune to the spells and enchantments of all Fey creatures that are not in the



service of the Fey Queen to which you are sworn—though only during your time of hospitality among the Fey. In addition, you can eat and drink Fey food with no ill effect, including Goblin Fruit. This ability replaces the standard knight's Hospitality ability.

**Sworn to the Fey:** A Feysworn must swear themselves to a Fey Queen of Fairie. The Feysworn is expected to follow the orders (though not necessarily the intent of those orders if they are clever and reckless) of their queen. If they break their oath, their Fey Queen denies the character, preventing the Feysworn from making use of or benefiting from their Courtier of Miracles ability. In honor of their service, their Fey Queen provides them with a Feycraft long blade and enchanted sword belt with a matching scabbard. If these items are lost or destroyed, they reappear in the character's possession at dawn the next morning. This replaces the knight's Oath of Fealty ability.

**Fey Warrior:** Feysworn have been trained by Fey Consorts, Redcaps, and other dangerous beings of Fairie. They receive a +2 bonus on all attack rolls made when wielding a weapon with the Feycraft Aspect. This replaces the knight's Tournament Champion ability.

**Entwined with Fairie:** Beginning at 4th level, the Feysworn forever changes. They suffer damage as if they were Fey when struck with weapons with the Cold Iron Aspect and can never use any item with the Cold Iron Aspect. However, once per day, if the Feysworn is in an area of untouched wilderness, they can choose to step out of the Mortal Realm and into Fairie. Unfortunately, they cannot return to the Mortal Realm of their own power until sunset of the next day. This ability replaces the traditional knight's Squire ability.

## Reeve (Ranger Variant)

While the wilderness has many dangers that goodly folk are right to fear, the city houses its own dangers. A stout few take up the mantle of urban protector or metropolitan lawman. They are known collectively as reeves and wander the streets under the eaves of their shadowed city to see that those who sleep safely in their beds never know the terrors, both mortal and magical, that threaten their lives. Some operate as legitimate officers of the law, while others are more vigilante in their methodology, but all reeves strive to stave off the darkness that dwells even in the heart of the city.

**Thievery:** Reeves are stealthy and vigilant. The Thievery ability may be used for a number of subtle or stealth-based actions. From palming small objects to picking locks, discovering and disarming traps,



remaining silent and hidden while moving or even climbing walls free-handed; these talents are reflected in the ability of Thievery. The Narrator has the final say as to whether an action falls under the purview of thievery or not. When the reeve attempts to use this ability, the Narrator rolls 1d6. If the result of the roll is equal or less than their thievery ability, the reeve is successful in their attempt. Reeves are often unaware when their attempts to remain stealthy fail and the reeve always *believes* they are successful. When a reeve fails using this ability while free climbing a wall or disarming a trap, they can endanger themselves with either a great fall or being in the path of a poisonous dart or concealed trap. This replaces the standard ranger's Forestry ability, though it follows the same progression of the Forestry ability on Table 3-4: Ranger Archetype Advancement found on page 38 of *The Hero's Journey, Second Edition*.

**Defender of the People:** When fighting common folk or goblins of any type, reeves receive Advantage on all attack rolls. This replaces the standard ranger's Giant-Slayer ability.

**Inspiration Against Darkness (Prerequisite Ability):** Beginning at 3rd level, a reeve with an Insight of 15 or higher may cast *Simple & Goodly Blessings* once per day. At 6th level, they may do this twice per day and at 9th level, they may do this three times per day. Unlike some other spellcasters, a reeve doesn't keep a spellbook or need time studying each day to cast *Simple & Goodly Blessings*. This replaces the standard ranger's Natural Wanderer ability.

## **Pugilist (Swordsman Variant)**

Some combatants need no weapons. Whether they're barroom brawlers, trained grapplers, or simply street fighters who learned their craft at the school of hard knocks, they favor using fists, knees, elbows, feet, and their own body as a weapon over anything crafted by the hands of a smith. The pugilist does this with surprising skill, and because of their intense training, they are never defenseless.

**Weapon/Armor Restrictions:** Even more so than the traditional swordsman, the pugilist has limitations to their martial training. In combat, they can wield clubs, daggers, and quarterstaves only. They can wear jerkins and brigandine armor as a traditional swordsman, but do not use any kind of shield.

**My Body is My Weapon:** When fighting unarmed, a pugilist receives +2 to their attack and damage rolls. In addition, a pugilist's unarmed attacks inflict damage as a club (1d6 before the application of any

modifiers). Upon reaching 4th level, a pugilist's unarmed attacks are considered to have both the Blessed and Cold Iron Aspects for purposes of damaging magical creatures. This replaces the swordsman's Master Swordsman ability.

**Fists, Feet, Elbows, and Knees (Prerequisite Ability):** A pugilist with a Finesse of 15 or higher may make two attacks each combat round when they are fighting without a weapon. This replaces the swordsman's Florentine Style ability.

## Archer (warrior variant)

While all warriors are fearsome in battle, some choose to focus on ranged combat. Whether with bows, crossbows, or even thrown weapons, they are able to rain terror on their opponents from a great distance by forgoing some of the more aggressive traditions of the warrior.

**Trick Shot:** Instead of making a standard attack with a ranged weapon, the archer can opt to attempt a trick shot. This can include firing an arrow to disarm a foe holding a melee weapon or to cut a rope in the distance, ricochet a sling stone off a wall, or knock an opponent's shield away at a critical moment. These attacks are made against a target's Defense or against a Defense of 14 when attempting trick shots that involve inanimate objects (though this can be modified at the Narrator's discretion, depending on the situation). If the trick shot is reasonably plausible and the attack roll is successful, then it is successful. This replaces a standard warrior's Shattered Shields ability.

**Deadly Aim:** When firing any ranged weapon other than a heavy crossbow, the archer increases the die type of that weapon by one. A d6 becomes a d8, a d8 becomes a d10, and a d10 becomes a d12. No weapon's damage can increase above a d12. This replaces a standard warrior's Terrible Blows ability.

**XP Bonus for Finesse:** An archer with a Finesse of 15 or higher receives a +5% bonus to all Experience Points earned. This replaces the traditional warrior's XP Bonus for Might.

## Scholar (wizard variant)

The life of a wizard is one of dedication to the arcane arts and discipline of the mind. But not all sorcerers and spellcasters seek to master the unfathomable power of ancient arcana. Some wizards study their art simply for the joy of learning and gain a more diverse, if not as

deep, understanding of the nature of magic. Supplemented with a love of history, language, and forgotten lore, they are known as scholars. While many traditional wizards look down on scholars as academic dabblers in the craft, no one can deny the scholar's broad understanding and insight into the world of both the mundane and the mythic.

**Academic Arcanist:** Scholars have dabbled in spellcraft, and though they are not as skilled as a true wizard, their exploration of the arcane arts is quite diverse. Scholars begin play knowing *all* Apprentice level spells. A scholar can cast a number of Apprentice level spells each day as shown on Table 3-8: Wizard Spell Advancement on page 45 of *The Hero's Journey, Second Edition*.

Scholars can never learn to cast Journeyman or Master level spells but can spend Journeyman and Master spells listed on Table 3-8: Wizard Spell Advancement to cast additional Apprentice level spells each day. Scholars do not require a spellbook to recall their incantations. This replaces a traditional wizard's Spell Casting ability.

**Controlled Channeling (Prerequisite Ability):** Scholars with a Resolve of 13 or higher can sacrifice a small part of their physical body to cast spells after they have run out of spell slots for the day. Even after a scholar has expended a spell slot, they can opt to cast a spell they could normally prepare and cast by ripping away their own life force. Whenever a scholar wants to cast a spell they know, but do not have the ability to currently cast, they simply inform the Narrator they are performing a controlled channeling and drawing upon their body to cast the spell as if they had prepared it. Immediately after casting the spell, the scholar suffers 2d4 points of damage (instead of the normal 2d6). This damage ignores any Reduction Value they currently have.





Controlled channeling can kill a scholar if it reduces their Endurance below zero, but still they successfully cast the spell. Scholars cannot use controlled channeling to cast Journeyman or Master spells. This ability replaces the traditional wizard's Tap the Essence ability.

**Master Philologist:** The scholar begins play knowing how to speak, read, and write one additional language of their choice. Each time the scholar gains a level, they may select a new language. In addition, if the scholar encounters a map, book, or script that is unfamiliar to them or written in an unfamiliar language, they can spend one minute per page studying the document to glean the general meaning of it. Once a scholar reaches 4th level, if they are able to spend one day per page studying such a document that is at least thirty pages long and the scholar has had exposure to a similar or related language (as determined by the Narrator), they may add the previously unknown language to their list of known languages. This replaces the normal wizard's Magical Awareness ability.

**Diverse Education:** Scholars learn a myriad of things in their studies and may use Lore as if they were a bard of equal level. At the Narrator's discretion, a scholar's breadth of knowledge may go beyond the standard folktales and histories of the standard Lore ability and may provide information on the natural world or even offer some basic insights into the nature of strange and exotic creatures. This replaces the standard wizard's Arcane Lore ability.

## Lineages and Archetype variants

*The Hero's Journey, Second Edition* provides level limits for each Archetype based on a character's Lineage. Narrators should feel free to modify these to suit their own legendarium when using Variants. Perhaps the Narrator has decided that a thematically appropriate nature of a changeling knight who has chosen to use the Feysworn variant warrants them being permitted to rise to 7th level, instead of the listed limit of 4th level for a standard changeling knight. Or perhaps a skin-changer swordsman using the pugilist variant makes a lot of sense to the Narrator, so they have opted to increase the level limit for that Variant as well.

In short, if a Narrator is so inclined, they should increase a Lineage's level limit by three (to a maximum of 10) if the Lineage and the Variant combination feels natural and makes a lot of sense. Remember, Narrators, it's your game and no rule is absolute—especially not when it inhibits your fun at the table.

## chapter Two

# OPTIONAL RULES

During a legendarium, the player characters will explore dark caverns and dangerous dungeons. They will cross wild and untamed lands. And hopefully, hope and deeds done in friendship will see them through even the most perilous realms. This chapter includes expanded and optional rules for underground travel, new camp actions, and new combat tactics.

### ✧ EXPLORING UNDERGROUND ENVIRONMENTS

While underground exploration traditionally happens via a defined map in what in common parlance is a “dungeon crawl” with defined and detailed encounters and structure, it is possible that player characters may find themselves exploring vast and expansive underground environments beyond the scope of this traditional style. This style of subterranean adventuring is called Underground Exploration. The description is below, and it functions very similarly to Wilderness Exploration, with a few exceptions.

Traveling through the winding and seemingly random tunnels that run beneath the surface of the world is a meandering method of travel, rarely permitting for the more direct method of overland travel. Moreover, it requires a constant light source unless all of the explorers are able to see in the dark. As such, when characters are Exploring Underground Environments, they move at a very slow pace of 1d6 miles per day. This rate of travel can increase by +2 if there is a character of dwarf or gnome Lineage in the group and again by another +2 if the party has a reliable map of the area to be traveled or is very familiar with it. If the characters do not have access to a map or are not familiar with the underground realm being traveled, any character with the Lore ability can make a successful check using his skill to receive +1 to this distance traveled—though only if there is no map or familiarity availability. Simply put, the character using Lore is recalling from

memory and knowledge a few hints about the subterranean realm being explored.

For every day that the group spends Exploring Underground Environments, the Narrator should roll 1d6. If the number rolled is equal to or under the number of days the party has spent underground, they have an Underground Environment encounter as detailed below. The only exception to this is after the fifth day when a 6 is rolled on 1d6, no encounter happens regardless of the number of days that have passed.

For example, if a 1 is rolled on a 1d6 on the first day of travel underground, then an encounter occurs. If a 1 or 2 is rolled on the second day of travel, an encounter occurs, and so on.

Whether an Underground Hazard, Underground Monster, or Band of Travelers, the exact nature of what the characters encounter should be determined by the Narrator based on their individual campaign or can be determined randomly using the chart below. Underground Hazards can be collapsing caverns, winding switchbacks, pockets of poisonous gas, or any other strange danger beneath the earth. Underground monsters should be appropriate to the details of the underground environment being explored or suited to the Narrator's campaign. A band of travelers does not necessarily mean other adventurers or explorers and could be any kind of strange underground explorer—perhaps a company of wandering dwarven miners, an encampment of strange kobolds, or a warband of goblins on their way to battle.





**Table 2-1: Underground Exploration Encounters**

Roll (1d6)	Encounter Type
1-3	Underground Hazard
4-5	Underground Monster
6	Band of Travelers

### **A NOTE ABOUT UNDERGROUND HAZARDS**

Underground Hazards, such as unstable caverns or sudden pitfalls while traveling underground function similar to traps as detailed in *The Hero's Journey, Second Edition*. Narrators may rule some characters may attempt to search for Underground Hazards, though it is likely to be something only done by experienced spelunkers like those with the miner profession, dwarves, gnomes, or goblins. Unlike Wilderness Hazards, the *Errant Pilgrim* spell does not reveal the presence of Underground Hazards.

## **✧ SEASONS AND WEATHER**

The change of seasons can impact wilderness travel. Roads seem fair and bright in the spring breeze while they vanish under a field snow in the dead of winter. This, coupled with changes in weather, can turn traditional Hex Crawling into a danger in and of itself without the need for monsters or other new dangers. Narrators may use the options detailed below to reflect particularly adverse weather, whether by season or circumstance.

Reduction Value granted from armor does not normally mitigate any Endurance lost from exposure to weather.

**Choking Haze:** Whether thick smoke from a raging fire or volcanic ash, the very air you breathe is a noxious fume. Vision is obscured to a distance of twenty feet for all characters and creatures that rely on sight as their primary sense have their chance to be surprised increased by +2. In addition, each round that a character is caught in a choking haze they must make a Resolve-based Attribute Saving Throw or be overcome by a wracking, choking cough from the dangerous air they breathe. If this Saving Throw fails, the character loses a single point of Endurance and suffers Disadvantage on all attack rolls and Saving Throws as poison air slithers into their lungs.

Each round, on their action the coughing character can make a new Resole-based Attribute Saving Throw to recover from this coughing, though this recovery Saving Throw is made with Disadvantage.

**Extreme Heat:** Extended exposure to extreme heat (above 100 degrees Fahrenheit or 38 degrees Celsius) can be taxing. Characters without proper protection from the blazing sun lose 1d4 Endurance for each hour of exposure. As mentioned on page 87 of *The Hero's Journey, Second Edition* characters also need to consume twice the normal amount of water to remain hydrated as well.

**Heavy Fog:** A thick fog settles across the land, obscuring vision and muffling sound. Any creatures that rely primarily on sight and sound have their chance of being surprised increased by +3 and suffer Disadvantage on all ranged attack rolls. Use of the Thievery ability to remain hidden, concealed, or silent are made with Advantage. Vision is obscured beyond ten feet, though Lineages able to see in dim or low light can see twice this distance.

**Rain and Storms:** Rain knows no single season, though in many regions summers often experience torrential downpours and terrible thunder battles in the sky. Even a light rain makes it all but impossible to strike up campfires and ignite torches. Heavy rain soaks characters to the bone (as well as potentially damaging gear sensitive to water) and can be near-blinding. Characters caught in heavy rain have their chance of being surprised increased by +2 and suffer Disadvantage on all ranged attack rolls.

**Sandstorm:** Applicable only in desert or badlands environments, characters caught in a sandstorm must shield their entire body, including their eyes to avoid being blinded or even injured by the whipping grains of sand. Exposed characters lose a single point of Endurance each round they are caught in a sandstorm and must make a Saving Throw each round or be blinded. Those who make their Saving Throw still suffer Disadvantage on all ranged attack rolls and have a +4 to their chance to be surprised. In addition, all ranged attacks have their range reduced by one-half.

**Snow:** Snow falls most often in winter, though in some regions it can begin as early as fall and can last well into spring. Light snow causes few problems, but heavy snow obscures vision, increasing the chance of being surprised by +2 for anyone traveling through it. In addition, ranged attacks suffer Disadvantage when made in heavy snow. As snow accumulates, those not wearing protective clothing or taking

proper measures to stay warm lose 1d4 Endurance for each hour of exposure, with Grievous Wounds often appearing as the result of frostbite. Attempts to track a target using the Forestry ability after a heavy snow are done with Disadvantage,

**Tornados and Extreme Winds:** High winds, those over thirty-five miles per hour, make ranged attacks impossible at ranges further than ten feet. In addition, they can kick up dust and cause temporary blindness in extreme circumstances at the Narrator's discretion — though characters should receive a Saving Throw to avoid this when exposure occurs. In the rare instance that a character is sucked up into a tornado, they lose 5d10 Endurance and are flung 10d10 feet away from the tornado in a random direction at high speed.

## ✠ CAMP ACTIONS

In *The Hero's Journey, Second Edition* characters can attempt to Relax Around the Campfire each night while traveling. Described below are several new camp actions that can be taken instead of Relaxing Around the Campfire. Regardless of which action a character chooses, certain circumstances may prohibit all of the options described below from being available and are subject to the Narrator's approval. Regardless of what action they select, a character may only take one of the Camp Actions listed below (or Relax Around the Campfire) in a single evening.

**Cover Your Tracks:** Instead of Relaxing, the character spends their time at camp covering up tracks the party has left of their passing, from minimizing signs of their passage to leaving false leads. Rangers, as well as any character with the Hunter or Trapper profession, can attempt this action. They make an Insight-based Saving Throw. If this Saving Throw is successful, any mundane attempts to track the group for the next twenty-four hours are done so at Disadvantage. This includes Attribute-based Saving Throws and uses of the Forestry ability.

**Forage:** A character can attempt to search the landscape for edible food, like berries and nuts, instead of relaxing with their companions. This action can be taken by rangers or any character with the cook or forester profession. The character makes an Insight-based Saving Throw. If successful, they discover 1-day's worth of food and water for 1d4 people. This Saving Throw suffers Disadvantage during extreme weather, or in Blighted Lands, Tundra, and Desert environments.





**Pious Devotion:** A character that has shown themselves to hold deep religious convictions can opt to spend their evening in solitary, pious prayer as they attempt to find strength and conviction through their beliefs. This works exactly like *Relaxing Around the Campfire* (as described on page 90 of *The Hero's Journey, Second Edition*), except they do so privately and instead of requiring a Bearing-based Attribute Saving Throw, the character makes a Resolve-based Attribute Saving Throw. If this Saving Throw is successful, the character finds strength through their convictions and receives Advantage on a single Saving Throw of their choice the following day. They must declare Advantage before the Saving Throw roll is made.

**Plan for Battle:** Instead of relaxing, a character can attempt to plan for a battle that is coming (or they believe to be coming) the next day. A player taking this action informs the Narrator what type of battle they are planning for with a general description of the creature and location they are preparing for. An example might be “goblins in the forest we’ll be moving through” or “the dragon in its lair beneath the mountain.” If, on the next day, the character encounters a situation the Narrator deems appropriate to their previous description, that

character receives Advantage on their first Initiative roll during that combat and cannot be surprised.

**Provide or Receive Instruction:** This action represents player characters forgoing their time relaxing and either providing or receiving instruction from another member of their adventuring party. A player character cannot both receive and provide instruction.

- **Provide Instruction:** A character taking this action is, instead of relaxing, teaching one of their traveling companions a skill that they themselves have already mastered. Through time and patience, if a character uses this camp action (or has an appropriate opportunity as determined by the Narrator) for thirty days, a single character performing the Receive Instruction action under their tutelage gains a new, permanent benefit. This benefit is determined by the instructor's Archetype, as shown below. The character acting as a student can only benefit from one instructor's lessons at a time and can only learn each Archetype's benefit once. In addition, instructors can only Provide Instruction to one student at a time. A bard, burglar, ranger, or swordsman performing this Camp Action must have the appropriate ability at a level higher than the character performing the corresponding Receive Instruction.

- **Receive Instruction:** A character taking this action is, instead of relaxing, studying under another player character. By spending thirty days under their instructor's tutelage, they can learn a single benefit described below, permanently. A character can only receive instruction from one person at a time. If a student spends more than one week without instruction, they must start their studies over, either with the same instructor or with a new one. Finally, a character can only benefit from the Receive Instruction Camp action once per Instructor Archetype and cannot Receive Instruction from someone of their own Archetype.

**Table 2-2: Instruction (Part 1)**

Instructor's Archetype	Student's Benefit
<b>Bard</b>	<b>Songs of Lore:</b> The student learns a few rhymes and snippets of ancient lore that may be useful on occasion. They gain the Lore ability (see page 32 of <i>The Hero's Journey, Second Edition</i> ) at the rank of 1. If the character already has the Lore ability their rating in that ability increases by +1, though it can never increase above 5 and they cannot learn from someone whose ability is lower than their own.

**Table 2-2: Instruction (Part 2)**

Instructor's Archetype	Student's Benefit
<b>Burglar</b>	<b>Clever Tricks:</b> The student learns a few techniques for avoiding danger and remaining unnoticed. They gain the Thievery ability (see page 34 and 35 of <i>The Hero's Journey, Second Edition</i> ) at the rank of 1. If the character already has the Thievery ability, their rating in that ability increases by +1, though it can never increase above 5 and they cannot learn from someone whose ability is lower than their own.
<b>Knight</b>	<b>Tournament Training:</b> The student spends time mastering the nuances of tournament combat and gains a permanent +1 bonus to their Attack Modifier when wielding either long blades, maces, or lances. Which weapon they earn this benefit with is determined by the instructor, and the student must already be proficient with the weapon before receiving instruction.
<b>Ranger</b>	<b>Wilderland Paths:</b> The student learns the basics of wilderness survival, including interacting with wild beasts and identifying dangerous flora and fauna. They gain the Forestry ability (see page 39 of <i>The Hero's Journey, Second Edition</i> ) at the rank of 1. If the character already has the Forestry ability, their rating in that ability increases by +1, though it can never increase above 5 and they cannot learn from someone whose ability is lower than their own.
<b>Swordsman</b>	<b>Greatest of Ease:</b> The student learns a few acrobatic techniques and improves their athletic ability. They gain the Acrobatics ability (see page 41 of <i>The Hero's Journey, Second Edition</i> ) at the rank of 1. If the character already has the Acrobatics ability, their rating in that ability increases by +1, though it can never increase above 5 and they cannot learn from someone whose ability is lower than their own.
<b>Warrior</b>	<b>Weapon Training:</b> By reviewing basics, performing drills, and engaging in sparring, a warrior instructs a student in the use of a single weapon that is unfamiliar to them. The student gains proficiency in one weapon of the instructor's choice that their Archetype does not normally permit.
<b>Wayfarer</b>	<b>Practical Porter:</b> The student learns a few tricks to help them be prepared for the unexpected situations that arise during an adventure. They may use the Tucked Away ability (see page 26) as if they were a 1st level wayfarer.



**Table 2-2: Instruction (Part 3)**

Instructor's Archetype	Student's Benefit
<b>Wizard</b>	<b>Basic Warding:</b> The instructor spends time reviewing the basics of magical defenses, including warding gestures and mental discipline. After a month of training, the student gains a permanent +2 bonus on all Saving Throws made to resist any spells that target them.
<b>Yeoman</b>	<b>Hope Springs Eternal:</b> The instructor spends a month helping the student more easily recall the reasons why they stand against the darkness and recalling that beyond the present evil there is a hope in the world that evil cannot undo. The student gains a permanent +2 bonus on all Despair Saving Throws.

**Scout the Trail:** This action allows the character to mark the trail they and their allies have taken through the wilderness and look for signs of other trails ahead. By doing this instead of relaxing rangers and those with the Forester or Navigator Profession can make an Insight-based Saving Throw. If this is successful, then the group has Advantage on the next day's Wilderness Exploration roll as they are able to more easily avoid encountering Monsters, Natural Hazards, or Bands of Travelers.

## ✦ TACTICS

The use of Tactics is optional and should only occur with Narrator permission. At the beginning of any combat round, before a character has acted and if they are not surprised, they can choose to perform any one of the following Tactics if they meet each Tactic's individual requirements.

**Defensive Combat:** Being more concerned with saving their own skin than aggressively pursuing their opponent, a character focuses on parrying and dodging incoming stabs and slashes. This tactic may only be performed while wielding a melee weapon or if the character is carrying a shield larger than a buckler. Anyone making a melee attack against a character using this tactic suffers Disadvantage on their attack roll. However, the character performing this tactic also suffers Disadvantage on all attack rolls during that same round.

**Footman's Charge:** While wielding a spear or polearm, a character using this tactic receives Advantage on the damage roll of their first

melee attack in a combat round as long as they moved at least half of their movement rate in a straight line before making that attack. Unfortunately, this single-minded focus on one target makes them easier to pick off, and any ranged attacks made against a character using this tactic receive Advantage.

**Take Aim:** By taking their time and being patient, a character using this tactic receives Advantage on any attack roll made using a ranged weapon they are currently wielding. Unfortunately, because they are focusing on achieving this perfect shot, they always act as if they had rolled a 1 on their Initiative (without being surprised) and cannot trade places in the initiative order with other members of the party during the round they are using this tactic.

**Take Cover:** This tactic can only be used by a character wielding a Small Shield or Large Shield. Doing so allows the character to use their shield in a focused effort to deflect all incoming attacks. The character receives a +2 bonus to their Defense and on all Saving Throws to resist or avoid damage from sources where the shield would be beneficial, such as dragon's breath. They can take no other actions for the round while using this tactic.

**Quick Throw:** With a flick of the wrist, a character using this tactic draws a ranged weapon with the Thrown trait and quickly hurls it at a nearby enemy with their off hand. Any character with a free hand and targeting an enemy within the listed range of the weapon they are throwing may use this tactic. They receive a free attack with this thrown weapon, but the attack roll is made at Disadvantage. Moreover, the first melee attack made against them during the combat round in which they use this tactic is made with Advantage.

**Reckless Assault:** Forgoing any efforts to defend themselves in melee combat, a character attempts to overwhelm an opponent with a relentless assault of attacks in personal combat. This tactic may only be performed while wielding a melee weapon and grants the attacker Advantage on their first attack roll in a combat round; however, *all* attacks made against them until their next turn also receive Advantage.

## ✠ HEROIC LEGACIES

Heroes live on after their own death, inspiring the generations that come after to emulate and even surpass those held as legends and icons of the past. To reflect these heroic legacies, Narrators may permit the following optional rules in the event of a player character's demise.

## Death of a Hero, Birth of a Legend

In death, many heroes leave a legacy. Player characters are no different. When a player character of 3rd level or higher dies, they leave behind an Heirloom. Any mundane item or Heirloom they invested Myth Points into during their life becomes tied to their legacy and is forever tied to the fallen hero's deeds. The player character may spend a number of Myth Points equal to their level at the time of their character's death, as well as any unspent Myth Points the character had at the time of death, to create a unique item tied to the notable deeds that character performed in life. Players and the Narrator are encouraged to work together to create something that truly reflects the slain character and should use the rules in Chapter Nine: Treasure and Magical Items of *The Hero's Journey, Second Edition* as guidelines.

When a player character of 7th level or higher is slain, some of those whose life has been impacted by their heroic deeds build some form of a monument in their honor within a year. This can range from a tomb,





mausoleum, or statue to an appropriate building—such as a library named in honor of a wizard, a college named in honor of a bard, or a military outpost named in honor of a warrior. Anyone who visits this monument who is of the same Archetype as the slain player character and pays honor to the dead hero may sacrifice a single Myth Point to gain a +25% bonus to all Experience Points they earn until they reach their next level of experience. This bonus is combined with any other Experience Point bonuses, even if the total bonus goes beyond the limit described on page 13 of *The Hero's Journey, Second Edition*. No character can benefit from this boon more than once in their life.

When a player character of 9th level or higher is slain, their legendary deeds spread far and wide over the course of the next year. Whenever the player characters enter a social event, such as a tavern or noble court, there is a 1-in-1d6 chance that they will hear a recounting of the slain hero's deeds of renown. Hearing these inspiring deeds can help all who hear them to stand fast against the darkness, granting them a +2 bonus on the first Despair Saving Throw they make within one week of hearing the tale.

All of the above effects are cumulative. Thus a 9th level character will leave behind an heirloom, have a monument raised, and have their deeds renowned far and wide.

## **Rally Against Sorrow**

If the player characters witness the death of one of their own in combat against a foe whose Despair Rating is at least three higher than the slain character's level, they can opt to delay making a Despair Saving Throw to resist Overwhelming Grief until after the battle is over and choose to Rally Against Sorrow. Everyone in the group must agree to this and choosing to do so is not an action. The choice is made when a player character is slain, and its effects last for a number of rounds equal to the level of the slain player character. A group may only Rally Against Sorrow once in a combat and only if they are not currently under the effects of the Despair effect of Overwhelming Grief.

While under the effects of a Rally Against Sorrow, all living player characters receive the following benefits:

They immediately heal 1d4 Endurance per level of the player character that was slain, up to their Endurance maximum.

They receive Advantage on all attack rolls and Saving Throws for a number of rounds equal to the level of the slain player character.

After the battle is over, all characters that benefited from a Rally Against Sorrow must immediately make their Despair Saving Throw against Overwhelming Grief at the death of their comrade. This Saving Throw is made at Disadvantage.

## Legacy of Heroism

Through the course of a legendarium, years may pass; and once-wandering characters sometimes set down roots and raise families. There are no hard and fast rules for this, as it should evolve organically within the context of the legendarium as is appropriate to each individual player character. Should a player character sire a child it is possible (some say likely, or even destined) that this child will rise to heroism as well. As such, if the circumstances are appropriate, players may opt to play the child of one of their slain or retired characters. These are called Legacy Characters and receive the following benefits as long as their parent was at least 4th level before retiring or being slain.

Legacy characters gain the following benefits:

A legacy character begins play with *one* Heirloom or other magical item that their parent owned. The Narrator must approve this item, and there must be a reason given for why the character has taken possession of this item within the context of the legendarium.

Legacy characters receive a two point bonus on all Renown checks due to the fame of their bloodline.

Legacy characters receive a +5% bonus on all Experience Points earned, provided they are the same Archetype as their famous parent.

Unfortunately, being the child of a famous hero is not without its drawbacks. Adventures and other troubles of the world seek them out, locals familiar with their famous parent plead with them for aid, and the forces of evil actively seek to destroy them. Indeed, the unfinished business left behind by their renowned progenitors and unforeseen consequences of the previous generation's heroics inevitably interfere with the legacy character's life. Monsters and adversaries aware of the legacy character's heritage often seek them out in battle, hoping to end their bloodline before it can interfere even more with their nefarious plans.

In addition, living up to the famous legacy is often a heavy burden. If ever a character is called upon because of their bloodline to perform some heroic task and they fail in their endeavors or somehow shame their bloodline, they must make a Despair Saving Throw with Disadvantage or suffer Disadvantage on all attack rolls and Saving Throws for 3d6 days or until they have atoned for their actions.

## ✧ A TIME OF REST

Even heroes must take time to rest and recover from their past adventures or prepare for the adventures to come. If the player characters are able to spend three months or more resting in an area of peace, safety, and security, then they are considered to be taking a Time of Rest. Most civilized areas (such as cities or peaceful villages) and all Blessed Lands are permissible areas for a character to take a Time of Rest.

During a Time of Rest, each player character may engage in any one of the following activities of their choice as long as they have permission from the Narrator.

A character can only take one Time of Rest each year, though they are under no obligation to adventure. They're simply not gaining any more benefits by extending their reprieve. The cost for all Time of Rest actions and upgrades are listed in parentheses below.

**Construct or Purchase an Estate (250 gold pieces):** During their Time of Rest, the player character builds or constructs a modest home, known as an Estate. Over time, this simple home can grow into a vast mansion. This usually begins as a simple house consisting of no more than a few rooms. It is in a safe neighborhood or rural location and provides a basic level of comfort. If the player character has previously chosen to Construct or Purchase an Estate, they can select this option again if they take a Time of Rest at that home's location at a cost to permanently add an Upgrade to their home. When the character selects an Upgrade, they can add new features to their estate by paying the listed price. Instead of adding a new Upgrade, a character can choose to benefit from one of their existing Upgrades during their Time of Rest as detailed below. The following Upgrades are available, and unless otherwise stated in its description, each Upgrade may only be selected once. During their Time of Rest, a character can only benefit from up to one Upgrade unless otherwise stated.

- **Archery Yard:** A field containing targets and all the implements of archery is constructed on the grounds of the player character's estate. If they spend their Time of Rest practicing in the Archery Yard, they receive a +1 bonus on all attack rolls made with ranged weapons for a number of months equal to their character level. **Cost:** 100 gold pieces.
- **Armory Upgrade:** A small training room is constructed, allowing the character to hone their combat skills between adventures. At the





end of every Time of Rest they receive a +1 bonus to their Defense while in melee or ranged combat for a number of months equal to their level. **Cost:** 100 gold pieces.

- **Constable Upgrade:** Before a character can select this Upgrade, they must have one available Extra Bedroom Upgrade, which the Constable occupies. The character maintains the service of a Constable who tends to the upkeep, stables, and kennels of the house. During a Time of Rest, the Constable can make use of Kennel Upgrades or Stable Upgrades instead of the character, granting the player character the benefit of that Upgrade. **Cost:** 100 gold pieces.

- **Extra Bedroom Upgrade:** A bedroom is added to the estate, permitting one additional character to take up residence alongside the player character. These are known as Residents. Additional residents can gain the benefits of other upgrades during their own Time of Rest. This Upgrade may be selected up to four times. **Cost:** 50 gold pieces.

- **Fairie Garden Upgrade:** A portion of the property is left to grow wild and free, overflowing with wildflowers and the occasional mushroom ring. The home gains the service of one Brownie (see *The Hero's Journey, Second Edition*, page 150) which cleans and maintains the home in return for being left a cup of cream and honey. In addition, as long as the player character maintains the Fairie

Garden and treats the Brownie properly, they receive Advantage on all Saving Throws made to resist any spells or magical effects tied to Fairie. Unfortunately, this can also attract other denizens of Fairie and each Time of Rest the character spends at their home they must roll on Table 2-3: Strange Visitors to see if any wayward fey or wandering Goblin Merchant arrive from out of the garden to cause trouble. **Cost:** 250 gold pieces.

- **Greenhouse Upgrade:** A small greenhouse, along with a garden and apothecary's work area are added to the grounds of the character's estate. If the character spends their Time of Rest working in that area of their home, they receive 1d4+1 Healer's Kits or a single dose of poison for free. **Cost:** 50 gold pieces.

- **Kennel Upgrade:** A kennel is added to the grounds of the estate, allowing the owner to train one hunting dog during a Time of Rest. This hunting dog has statistics identical to a Wolf (see pages 190 and 191 of *The Hero's Journey, Second Edition*) and knows the following commands: sit, stay, heel, fetch, and sic. A kennel can house no more than four trained hunting dogs at a time. **Cost:** 50 gold pieces.

- **Library Upgrade:** A small library is added to the estate, allowing the character to benefit from a +1 bonus to their Lore ability during their Time of Rest, though their Lore ability can never be higher than 5. If the character does not have the Lore ability, they are considered to have Lore ability at a rating of 2 during their Time of Rest. Finally, during their Time of Rest, the character can attempt a Lore check to learn a useful clue regarding the location of an Heirloom, or other interesting clue relating to their next adventure. **Cost:** 250 gold pieces.

- **Master-at-Arms Upgrade:** Before a character can select this Upgrade, they must have one available Extra Bedroom Upgrade, which the Master-at-Arms occupies. The character maintains the service of a Master-at-Arms that tends to the upkeep and care of the arms and weapons of the house. During a Time of Rest, if the

**Table 2-3:  
Strange Visitors**

Roll (d%)	Strange Visitor
1-90	No Visitor
91	Fairie Dragon
92	Fetch
93	Fey Cat
94	Fey Consort
95	Goblin Merchant
96	Hag
97	Puck
98	Redcap
99	Satyr
100	Fey Queen



character chooses to make use of the Archery Range or Tournament Field for weapons training purposes, they receive a +2 bonus to their ranged or melee attack rolls for a number of months equal to their level, instead of the normal +1. **Cost:** 100 gold pieces.

- **Seneschal Upgrade:** Before a character can select this Upgrade, they must have one available Extra Bedroom Upgrade, which the Seneschal occupies. The character maintains the service of a Seneschal that tends to the upkeep and administrative needs of the house. During a Time of Rest, the Seneschal can make use of Greenhouse Upgrades or Library Upgrades instead of the character, granting the player character the benefit of that Upgrade. **Cost:** 100 gold pieces.

- **Stable Upgrade:** A small stable is built on the estate's grounds, allowing the character to care for and train a horse for their own use. The character can make use of their stable to break a wild horse and during a Time of Rest, may train that wild steed into a draft horse. Draft horses can be trained into riding horses in a single Time of Rest, and riding horses can be trained into medium warhorses in a single Time of Rest. It can house no more than three horses, though while a character maintains an estate with the Stable Upgrade they are considered to have the Groom profession. **Cost:** 50 gold pieces.

- **Tournament Field Upgrade:** Before selecting this Upgrade, a character's estate must already have the Stable Upgrade. A tournament field is built on the grounds of the character's home, allowing them to practice mounted combat and host tournaments of martial prowess that include melee combat and jousting. If a character spends their Time of Rest practicing at the Tournament Field, they receive a +1 bonus on all attack rolls made in melee combat for a number of months equal to their level. Alternately, the character can spend 1000 gold pieces to host a courtly jousting tournament full of pomp and circumstance. Doing so grants them a +2 bonus on all Renown checks for a number of months and allows any characters who are not knight Archetypes to make use of the Hospitality ability once over the course of the next year as if they were a knight. **Cost:** 100 gold pieces.

**Carouse (100 gold pieces):** The character spends their time of rest drinking, gambling, and generally living a libertine lifestyle during their Time of Rest. During their Time of Rest, the character can make a Saving Throw. If this Saving Throw is successful, the cost to Carouse during a Time of Rest is reduced to 0 gold pieces. Particularly



reckless characters can make this Saving Throw at Disadvantage. If it is successful, the character actually *earns* an additional  $1d4 \times 50$  gold pieces through gambling and pays no cost for their Carousing. If this Saving Throw with Disadvantage is failed, the character loses *all* of their gold, except for  $1d4$  gold pieces. They're left destitute from their mounting debts and reckless activities.

**Start or Run a Business (400 gold pieces):** The character can open a business during their Time of Rest. That business is almost always tied to their Profession, though this is not a requirement. Thus, for example, a fisherman can purchase a boat and attempt to catch and sell fish, or a weaponsmith can open a smithy and sell their weapons. It takes one full Time of Rest to Start a Business. Successive Times of Rest can be spent Running the Business. Included in the cost of Starting a Business are a tiny apartment or other domicile, though it cannot be modified or improved.



Once a character has spent a single Time of Rest Starting a Business, successive Times of Rest may be spent Running the Business. The character spends the Time of Rest performing the appropriate tasks related to their business and must make a Saving Throw. If the Saving Throw is successful, the character earns  $2d4 \times 100$  gold pieces, though must still pay the listed cost above during each Time of Rest. This means that, while in most cases the character's business will be profitable, it is possible to lose income. If at any point the character is unable to pay this lost income, their business is considered closed, and they must Start a Business all over again.

With Narrator permission, a character may open a business that is not tied to their Profession, though their Saving Throw made to run the business is made with Disadvantage in such instances. If at any point a character accumulates a total of 1000 gold pieces in revenue from their business and sets it aside, future Saving Throws are made with Advantage if the business is associated with the character's Profession, or without Disadvantage if it is not.

Finally, if a character running a business that is not associated with their Profession accumulates 3000 gold pieces in revenue, then they are considered to have learned that Profession and may note it on their character sheet. All future Saving Throws made to maintain the business are done as if the business were tied to the character's Profession — because now it is! Regardless of how successful a character's business is, they can never have more than three Professions.

**Forge an Alliance (250 gold pieces):** This Time of Rest Action can only be selected by characters of 4th level or higher. The cost of this Time of Rest action represents an expenditure of resources necessary to establish the relationship. In some cases, this companion accompanies the player character on adventures, while in other instances the companion remains in civilized realms and aids the character through other means. The Alliance is specific to each character's Archetype (for instance, only a bard character can Establish a Patron), as described below, with the exception of Wayfarers as described in their Unexpected Allies ability detailed on page 55.

- **Bard — Establish a Patron:** The bard establishes a patron who provides them with free food, lodging, clothing, and musical instruments. In addition, whenever the bard is traveling in foreign realms that are friendly to their patron, they may use the Hospitality ability as if they were a knight, though each night that a bard benefits from this ability, they will be expected to perform for the local lord's court.
- **Burglar — Street Contacts:** The burglar has made connections with a vast and extensive network of street beggars and child pick-pockets. Whenever a burglar enters an urban environment, they can, within one hour, get the latest news from their alley-dwelling friends if they make a successful Bearing-based Attribute Saving Throw. If successful, they learn how the local underworld in that town works and are considered to be a local, and thus less likely to be troubled by the local criminal element and more likely to learn what is secret to those outside illicit circles and the criminal underworld.



• **Knight — Page's Service:** A young lad or lass serves as the knight's page. Part servant and part herald, the page records and recounts all the knight's heroic deeds for all to hear. While a page travels with the knight, the knight increases their Renown by 2 and may re-roll one failed Despair Saving Throw each day. Pages are statistically identical to Peasants, as described on page 127 of *The Hero's Journey, Second Edition*.

• **Ranger — Animal Companion:** The ranger has earned the friendship of a mundane animal, which is a loyal friend and companion. The animal companion is either a goat, raven, stag, or wolf (ranger's choice). This companion knows one simple command (sit, lay down, stay, heel, etc.) per level of the ranger and learns a new command whenever the ranger gains a level. If the animal companion is slain, the ranger can spend their Time of Rest earning a new one, but they cannot have more than one animal companion at a time.

• **Swordsman — Known to One and All:** The swordsman's dashing persona and deeds of daring to have earned them many admirers across the land, increasing their Renown to 10. By fostering friendships across the realm, any time a Swordsman enters a new town, village, or other bastion of civilization they will always be able to find free food and lodging at a local inn of at least reasonable quality. In addition, the Swordsman can make a Renown check when entering such a place and if that





check is successful then they hear rumors of some grand adventure or great and secret treasure hidden away in a dangerous locale nearby.

- **Warrior – Shieldbearer:** A would-be hero has come to learn from the warrior and has agreed to serve as both their sparring partner and shieldbearer. Whether a mercenary or peasant hero, as long as this brother-in-arms and the warrior train together for a total of at least four hours each week, they both receive a +1 bonus to their Attack Modifier and Defense. The brother-in-arms has statistics identical to a Guard as defined on pages 126 and 127 of *The Hero's Journey, Second Edition*.

- **Wayfarer – Unexpected Allies:** Because of their ability to learn from a myriad of sources, the wayfarer can select the benefits of one other class of their choice when Forging an Alliance. In addition, unlike other Archetypes, a Wayfarer may Forge an Alliance twice instead of only once. Unfortunately, each time the Wayfarer does this they must spend 500 gold pieces instead of the standard amount.

- **Wizard – Familiar:** Wizards can choose to form a magical bond with a small animal, such as a raven, rat, or other innocuous creature. This bond creates loyalty and friendship between the two, and as long as the wizard is within one mile of their familiar, they can close their eyes and see what their familiar sees and hear what it hears. Small avians have the statistics identical to a raven, while small mammals are identical to that of a rat.

- **Yeoman – Loyal Beast:** Most yeomen are of humble and simple stock, and many retain the services of a loyal beast of burden, such as a horse or goat. This loyal beast is unwaveringly devoted to their master and cannot be compelled to abandon their master, even through magic. In addition, this earnest companion has twice the normal Endurance of its standard counterpart. These creatures are often goats, horses, and stags; though in some cases large dogs with statistics identical to wolves serve a yeoman faithfully.



## chapter three

# NEW EQUIPMENT

Detailed below are several new weapons and types of armor which may be used with Narrator permission. Players should not assume these items are automatically available for use, nor are they necessarily commonly found. Their availability and frequency are determined completely by the Narrator.

At the bottom of each new weapon and armor description is a list of which Archetypes and Lineages are automatically proficient in that item.

**Table 3-1: New Melee weapons**

Weapon	Damage	Weight (lb.)	Cost (gp)	Traits
<b>Shepherd's Staff</b>	1d6	10	3	Two-handed
<b>Whip</b>	1d4	5	5	Agile, Chain

## ✦ MELEE WEAPON DESCRIPTIONS

**Shepherd's Staff:** This simple wooden walking stick between four and six feet in length, with a sling mounted on its top. This allows the user to hurl large stones at range, though at a shorter range than a traditional sling.

*Proficient:* Bard, burglar, knight, ranger, wayfarer, warrior, yeoman.

*Proficient Lineages:* Halfling.

**Whip:** A length of braided leather nearly twenty feet in length with a long handle, a whip is typically used to control cattle and other large livestock. However, in a pinch, it can serve as a suitable combat weapon. Capable combatants can attack a foe up to twenty feet away with this weapon and may even attempt an attack roll with Disadvantage in an attempt to disarm their foe. If this attack roll is successful, the target must make a Saving Throw or drop any one-handed weapon they are holding. Targets holding a two-handed weapon receive Advantage on their Saving Throw.

*Proficient:* Bard, burglar, knight, ranger, swordsman, warrior.

*Proficient Lineages:* Goblin.



**Table 3-2: New Ranged weapons**

Weapon	Damage	Range	Weight (lbs.)	Cost
Arrows, broadhead (20)	–	–	5	5
Bullet (10)	–	–	2	20
Pistol	3d4	20 ft.	10	150
Powder (10)	–	–	1	50
Rifle	3d4	40 ft.	20	250
Shepherd's Staff	1d4	20 ft.	10	3
Slingshot	1d4	30 ft.	1	2
Shot (20)	–	–	2	5

## ✠ RANGED WEAPON DESCRIPTIONS

**Arrow, Broadhead:** Broadhead arrows have large, bladed tips designed for hunting and warfare used by archers wielding longbows and short bows. They cannot be used in crossbows. Broadhead arrows are more costly to produce and purchase than standard arrows. Any time a wielder is firing a longbow or short bow while using a broadhead arrow as their ammunition, they increase the damage die of that attack by one. Thus, a longbow, which normally inflicts 1d8 points of damage, would inflict 1d10 points of damage if the attacker were using a broadhead arrow. Arrows are always expended when fired and cannot be recovered.



**Bullet:** These large lead balls, about the size of a human finger segment, are the projectiles fired from pistols and rifles. Once a bullet has been fired, it is lost and cannot be recovered. Silver bullets may be purchased at five times the cost of standard bullets at the Narrator's discretion.

**Pistol:** This is an early one-handed firearms device, similar to a flintlock pistol found in the real world 17th century. It requires one dose of powder and a bullet be prepared before the weapon can be fired. Preparation requires a ramrod, detailed below. If the powder or pistol is wet or in a moist environment, the weapon will not fire and must be dried before it can be used. It takes 1d6+4 rounds to load a pistol after a single shot. While reloading, a character can perform no other actions.

*Proficient:* Bard, burglar, knight, ranger, swordsman, warrior.

*Proficient Lineages:* Dwarf, gnome, goblin.

**Powder:** Also known as gunpowder or black powder, this particulate explodes when exposed to sparks or fire. It is sold in ten "wads," which are wrapped in paper. The paper is torn open and the powder is poured down the barrel of a pistol or rifle to prepare the weapon for use. If powder gets wet, it is ruined and unusable. If powder is exposed to fire, it explodes and all the powder carried by an individual also explodes. This inflicts one point of damage on the person carrying the powder per dose of powder they are carrying.



**Rifle:** This is an early two-handed firearms device, similar to a flintlock rifle found in the real world 17th century. It requires one dose of powder and a bullet be prepared before the weapon can be fired. Preparation requires a ramrod, detailed below. If the powder or rifle is wet or in a moist environment, the weapon will not fire and must be dried before it can be used. It takes 1d6+4 rounds to load a rifle after a single shot. While reloading, a character can perform no other actions.

*Proficient:* Bard, burglar, knight, ranger, warrior.

*Proficient Lineages:* Dwarf.

**Shepherd's Staff:** This simple wooden walking stick between four and six feet in length, with a sling mounted on its top. This allows the user to hurl large stones at range, though at a shorter range than a traditional sling.

*Proficient Archetypes:* Bard, burglar, knight, ranger, wayfarer, warrior, yeoman.

*Proficient Lineages:* Halfling.

**Slingshot:** A small y-shaped piece of wood with a strap of pliable leather strung between the forks. By drawing back the strap while holding the slingshot by the throat, small projects (most often stones) can be launched a fair distance with a surprising level of accuracy. Because a slingshot relies primarily on its user's strength, it is considered to have the Thrown trait and is considered to be a thrown weapon—though it cannot be used in melee.

*Proficient Archetypes:* Bard, burglar, knight, ranger, wayfarer, warrior, yeoman.

*Proficient Lineages:* Halfling.

**Shot:** Shepherd staffs, slings, and slingshots all use stones as their standard ammunition. However, sometimes a wielder may wish to purchase specially designed ammunition usually reserved for hunting and taking down small game. These are tiny metal balls, simply known as shot, and are smaller than a marble and quite deadly. Any time a wielder is firing a shepherd's staff, sling, or slingshot while using shot as their ammunition, they increase the damage die of that attack by one. Thus, a sling, which normally inflicts 1d4 points of damage, would inflict 1d6 points of damage if the attacker were using shot. Shot is always expended when fired and cannot be recovered.

## A NOTE ON FIREARMS

Whether or not to include firearms as an option in this supplement was a matter of long discussion between the creators. After much consideration, it was agreed upon that they should be included as an *option available only with Narrator permission* due to their presence in a handful of fairy tales and folk stories that have been the inspiration for *The Hero's Journey, Second Edition*. The presence of firearms is included solely for that purpose and Narrators are well within their rights to simply state that firearms and powder do not exist in their legendarium.

The rules provided here are simple, and if further detail regarding firearms is required, the Narrator is encouraged to use the information found here as a springboard for their own ideas.

## FIREARMS AND MISFIRES

Though optional, Narrators are strongly encouraged to rule that any time a character attacking with a firearm rolls an unmodified 1 on the die while making an attack roll with a firearm causes the weapon to misfire. The character must then make a Weal-based Attribute Saving Throw. Success means the weapon simply did not fire and must be cleaned using a cleaning kit (see page 61 below) before it can be fired again. If this saving throw fails, the powder in the weapon explodes in the wielder's hand. The wielder suffers 1d6 damage that is not reduced by their armor and the weapon is destroyed.

The chance of misfire increases by one for each day a character fails to use a cleaning kit to properly tend to their weapon. Thus on the second day, a misfire occurs on an unmodified 1 or 2 on the die, increasing to 1, 2, or 3 on the third day, and so on. Once a weapon has been properly cleaned using a cleaning kit, its chance to misfire returns to 1-in-20.



**Table 3-3: New Armor**

Armor	Reduction Value	Weight (lb.)	Cost (gp)
Arming Jacket	1	10	5

## ✠ NEW ARMOR DESCRIPTION

**Arming Jacket:** A long coat of padded cloth that is worn beneath heavy armor, such as plate armor—though its Reduction Value does not add to armors layered atop it. The cloth is quilted with several arming points for attaching key pieces of armor. It was sometimes worn by itself as a form of meager protection for infantry. Unlike Jerkins, Arming Jackets are not durable, and if an Arming Jacket is ever the target of an attack that inflicts ten or more points of damage, then it is destroyed.

*Proficient:* Bard, burglar, knight, ranger, swordsman, warrior wayfarer, yeoman.



**Table 3-4: New Equipment**

Equipment	Weight (lb.)	Cost (gp)
Cleaning Kit	10	25
Ramrod	3	5

## ✠ NEW EQUIPMENT DESCRIPTIONS

**Cleaning Kit:** This is a collection of tools used to keep a firearm clean and operational. It includes a cleaning brush, large cloth, a folding rod of thin, flexible wood, a metal pick, a small hand wrench, a muzzle cap, and a small file. It is stored in an oiled leather pouch, which is stored in an oiled leather bag. Cleaning a firearm requires ten minutes, and a firearm must be cleaned each day to avoid misfires. In addition, if a firearm is wet, it must be cleaned and left to dry before it can be fired again.

**Ramrod:** Sold for use with either a pistol or a rifle, a ramrod is a brass metal rod either two or four feet in length that is used to load a firearm. Without it, a firearm cannot be loaded properly and therefore cannot be fired.

### **New Profession: Gunsmith**

If your legendarium permits the use of firearms and the Narrator allows it, a player character may select the following Profession at character creation. It is never rolled randomly, and the Narrator is well within their rights to refuse its availability, even in legendariums where firearms are present.

**Gunsmith:** You know the art of crafting black powder, as well as how to forge the components of both pistols and rifles. It is no easy task, requiring long months of work and vast resources. You can recognize quality firearms craftsmanship when you see it and easily identify combustible materials as well. *Starting Gear:* Pistol or Rifle (choose one), Bullets (10), Powder (10), Cleaning Kit, Ramrod, 1d6x10 gold pieces.

### **Weapon Damage Die Limits**

Through combining different abilities and equipment, it is possible for characters to increase the die rolled for a weapon's damage to truly impressive heights. A warrior-variant Archer firing broadhead arrows from a longbow could increase their damage from the long bow's base damage of 1d8 to 1d12, one die-type increase (from d8 to d10) from their Deadly Aim ability and another increase (from d10 to d12) for using broadhead arrows. It is important to note that regardless of the weapon being used and any abilities or circumstances that increase the damage die of a weapon, no weapon's damage die can ever increase beyond 1d12.

Other modifiers, such as those that come from having a high Might, grant Advantage on a damage roll, or simply grant a static numeric modifier, still apply. It is the base damage die itself that is capped.

## chapter Four

# MYTH POINTS & CHARACTER OPTIONS

Originally introduced in *The Hero's Journey, Second Edition* Myth Points are normally spent to infuse items with magical properties tied to a player character's legendary deeds. This chapter provides more detail on how Myth Points may be earned beyond the standard reward received from earning a level of experience as well as unique ways to spend Myth Points beyond empowering items with the magic of heroic deeds.

### ✦ NEW MYTH POINT OPTIONS

If the Narrator permits, player characters may spend their Myth Points to gain benefits outside of empowering or creating Heirlooms and magical items. Instead of spending their Myth Points in the normal fashion, player characters can select one of the options below.

**Aid Ally:** A character can spend a Myth Point in order to cause an ally (but not themselves) to automatically succeed on a single attack roll or Saving Throw. They must spend the Myth Point immediately before the attack roll or Saving Throw is made.

**Lessen Grievous Wound:** If a character is about to suffer a Grievous Wound, they can spend a Myth Point to automatically cause that Grievous Wound to be a Grazing Blow.

**Learn Prerequisite Ability:** Many Archetypes feature Prerequisite Abilities that require the character to have a certain Attribute minimum in order to receive the benefits associated with that ability. If a character does not meet the Attribute requirements associated with a Prerequisite Ability, the player may spend a single Myth Point in order to forgo the requisites for a single desired Prerequisite Ability:

*Example:* Flynn, a half-elf bard, has a Finesse of 12 and does not normally qualify to use the bard's Prerequisite Ability Bardic Thievery. He can spend 1 Myth Point to gain access to that ability, even though he would normally need a Finesse of 15.



It is important to note that the Attribute itself does not increase to the prerequisite amount by spending Myth Points; the character is now simply able to access an ability for which they did not previously qualify. If at any point after spending Myth Points to Learn Prerequisite Ability the character's Attribute permanently increases, qualifying them for that Ability, they *are not* refunded the spent Myth Points. They are forever spent.

## ✧ QUESTING FOR MYTH POINTS

Normally, player characters earn a single Myth Point every time they gain a level of experience. It also states in *The Hero's Journey, Second Edition* that an additional Myth Point may be earned at that time if the character performed some particularly notable and heroic deeds, but that is left entirely at the Narrator's discretion and should be a very rare occurrence. If the Narrator wishes to allow the player characters to earn more Myth Points, they can allow the characters to Quest for Myth Points.

Questing for Myth Points allows Narrators to tailor a one-on-one session of play between a single player character and themselves. It is,



for all intents and purposes, a side quest in the grand scheme of the overall legendarium and should play to the individual player character's abilities and their background. In addition to earning Myth Points through this quest, it is an opportunity for both Narrator and player to explore exactly who the character is, and without the expense of that player character consuming the Narrator's focused attention during a group session of play. It's also a great vehicle for creating adventures when all of the players can't make it to a game session.

In order to Quest for Myth Points, the player character and the Narrator should discuss what kind of quest to undertake. This quest is always very dangerous and typically requires the player character to travel to a distant land and face off against dangerous foes. Indeed, it must be a quest worthy of myth and legend. While Questing for Myth Points, the player characters earn *no experience points*. It is best for the player characters and the Narrator to come up with a few ideas for what kind of endeavors will be undertaken when Questing for Myth Points so that the Narrator can flesh out a few of these sessions in advance and have them ready for play at a later date.

Example quests might include "Defeat the goblin horde massing in the frozen northlands," "Find the ghost ship of Captain Don Fernando, Black Specter of the Seas and set the captain and its crew to rest," and "Recover the lost spellbook of Morthanas the Everdying and destroy it."

The quest itself should take the character *at least* one hundred miles from their current location (minimum distance of ten hexes) and always involve facing exceptional danger. This can include trap-laden dungeons, predatory monsters, clever riddles, and hostile natural environments. Narrators are encouraged to seed their individual legendariums with hints and rumors early during play that they can later elaborate into plot hooks for questing.

Typically, the overall quest during a Quest for Myth Points should require as much time as a single session of group play. If the Quest for Myth Points was successful, the player character earns *a single Myth Point*, which they can save or spend as they see fit.

Optionally, the Narrator may permit other player characters to accompany the individual who is Questing for Myth Points and earn experience points normally. However, those assisting the player character Questing for Myth Points earn no extra Myth Points themselves beyond those that are earned if they gain a level.





## **one-on-one and single character-focused play**

Questing for Myth Points should not be common, and the rules described above are provided to accommodate a way for players and their characters to still actively participate in their legendarium when not everyone can make it to the gaming table. It also serves as a vehicle for the Narrator to provide a tailored one-on-one experience for a single player. That single player character can work towards a coveted reward without unbalancing overall game play. Thus a single character is less likely to earn an excess of Experience Points and overshadow other players who were unable to make it to the gaming table due to unforeseen circumstances or real-world obligations.

In addition, Questing for Myth Points serves as a way for the Narrator to design adventures where one player character and their story is the focus of an adventure while other player characters recognize that this is a temporary affair, and they will not be overshadowed in the grand scheme of the legendarium. Thus, they still earn Experience Points while the character that is Questing for Myth Points receives both a temporary narrative spotlight and an appropriate reward.



## chapter Five

# NEW HEIRLOOMS

Detailed below are several new Heirlooms related to the new Lineages introduced in Chapter One. The Narrator is encouraged to use the Heirlooms described below for guidance in creating their own custom items for their own legendarium or to guide players in spending their Myth Points to create unique items worthy of their characters' heroic deeds.

### ✧ GNOME HEIRLOOMS

**King Goldenmar's Lucky Bones:** Some say Goldenmar was the first gnome, born of kobold parents. Others say he was the first gnome to reach the surface world or that he established the first formal college of learning. A rare few say he was actually a dwarf. Regardless of the legend, all the stories agree that Goldenmar loved a good game of dice. Some say this pair of dice is made from foolish subterranean explorers who met his axe, while others say they are the literal knucklebones of the king himself. Whatever the case, those who dare to roll Goldenmar's Lucky Bones risk a profound effect on the luck of the owner. Once per day, whenever the character misses a roll (whether it be an attack roll, a Saving Throw, a Thievery, Forestry, Lore, or any other type of roll that is not a damage roll as determined by the Narrator) by one, they can *choose* to instead roll a second die of the same type as if they had Advantage. If the second roll is successful, then it replaces the initial failed rolled, but if both dice indicate a failure, then not only is the attempted action unsuccessful, but something terribly unlucky has occurred related to the event in question, as determined by the Narrator. **Cost:** 3 Myth Points.

**Kobold's Mattock:** Long ago, a clan of gnomish spelunkers is said to have made a strange pact with a tribe of their kobold ancestors and disappeared forever into the space between stones. Legend recalls that a great kobold chieftain gave them mattocks, which permitted them to act as kobolds do and pass as easily through stone as these strange elemental beings, though not without cost. The mattock itself

appears as a mundane and well-worn tool, though one can wield it in combat as a Dwarf-Forged hand axe. In addition, while carrying it, the owner can pass through stone freely — though doing so causes injury. For every foot of stone the owner passes through, they suffer 1d4 damage which cannot be reduced by armor or other forms of protection. **Cost:** 4 *Myth Points*.

**Orator's Chronicle:** Being consummate scholars and intrepid archeologists, gnomes often keep meticulous records of their discoveries when exploring ancient places. While on such expeditions, they often find themselves in places where sitting down by candle or lantern light to scrawl a few lines of text is all but impossible. Fortunately, a gnomish chronicler in days long past crafted a strange journal and quill set that has since been replicated by later generations. The Orator's Chronicle is a small 100-page leather journal with a griffin-feather quill. When the owner of the Orator's Chronicle speaks the command word (which is typically a gnomish phrase), the journal flips open and the quill dances to life, recording the owner's spoken words until that owner commands it to stop. The Orator's Chronicle does not record anyone else's words and writes the information in the spoken language. Magical incantations cannot be recorded—only mundane text. It takes about one minute of speaking to cover a single page. An Orator's Journal has 1d4 x 100 blank pages when discovered, and if the owner has spoken the command word for it to begin recording and does not speak for five minutes, the Chronicle automatically goes dormant. **Cost:** 2 *Myth Points*.





**Scholar's Glass:** A simple, but highly prized heirloom among gnomes, the Scholar's Glass is a pair of half-moon spectacles set into wire frames. The wearer is able to read any mundane text that they are able to see, though magical incantations, spells, and wards remain undeciphered. They are very fragile, however, and can easily break.

**Cost:** 2 Myth Points.

**Spelunker's Compass:** This strange wooden compass is crafted from stone and crystal, giving off a faint violet glow as a candle when opened for use. It was created by early gnomes and is still a critical tool to some of the bravest of their archeologists. The compass does not point north but instead points towards the shortest path to the surface whenever the user is underground. It does not function at all when above ground; and the path it points out, though always the shortest, is not necessarily the safest. **Cost:** 1 Myth Point.

**Surtr's Scroll Case:** This large, black leather scroll tube appears scorched and charred by fire. In truth, it is crafted from the flesh of a fire giant and anything stored within it cannot be damaged by fire or heat, no matter how hot. Even magical fire and the flaming breath of an Elder Wyrms does no damage to the contents of Surtr's Scroll Case. In addition, the Scroll Case can be unstitched and used as a large book cover for a single book of no more than five hundred pages. It magically alters its size to cover a book when used in this fashion and offers that book the same protection it offers when used as a scroll case. Surtr's Scroll Case measures almost a foot long, with a diameter of three inches. When in its tube form, it can store up to thirty individual scrolls. **Cost:** 1 Myth Point.

## ✧ GOBLIN HEIRLOOMS

**Ash Powder:** Being treacherous and cowardly, goblins prefer to ambush their foes. Ash powder is one of the most common methods of gaining an advantage over their adversary. Crafted from the bones of dwarves, elves, and other goodly folk that has been burnt to a fine particulate, Ash Powder is carried in small packets that burst on impact. Once burst, Ash Powder fills a thirty foot radius area with a black cloud of dust, which causes any non-goblin in the cloud to feel their eyes flood with stinging tears and begin coughing uncontrollably. This cloud lasts for 1d4+1 rounds and unless non-goblins in this area make a successful Saving Throw each round they are exposed, they suffer Disadvantage on all Attack Rolls and Finesse-based Attribute Saving Throws. Goblins are immune to Ash Powder



and can see through it perfectly. In addition, any goblin burglar receives Advantage on all Thievery checks to remain unseen while in a cloud of Ash Powder. Ash Powder is usually found in large, crudely sewn leather sacks which contain six of the small, fragile pouches. The pouches have a range of twenty feet and can be thrown as a ranged weapon. **Cost:** 3 Myth Points.

**Drum of Skin and Sinew:** This large drum has a head of stretched human flesh bound to a bone frame by sinew and muscle fiber. One carries it via a pair of shoulder straps and it comes with matching bone mallets which are used to beat it. Each round spent playing the drum and singing, during which the performer can only move and may not attack, cast spells, or perform other significant actions, allows the performer to grant all beings within sixty feet the benefits as if they were under the influence of a Goblin King's Song ability. This means that goblins receive a benefit, while non-goblins suffer a penalty as described on page 170 of *The Hero's Journey, Second Edition*. This range extends out an additional ten feet for each round the performer continues playing, to a maximum of 100 feet after five rounds of playing. If the performer suffers any damage while playing the Drum of Skin and Sinew, they must make a Resolve-based Attribute Saving Throw, or they lose the song and must start over. **Cost:** 4 Myth Points.

**Goblin Wallet:** In spite of its name, a Goblin Wallet is made from the flesh of a troll and is slimy to the touch. It is capable of holding up to 20 lbs. of gear (or the equivalent of two significant items). If anyone opens the Wallet other than the character



who currently owns it, the Wallet screams out in Common, "Eh?! Who are you?!" very loudly and is easily heard up to a distance of up to three hundred feet. **Cost:** 2 *Myth Points*.

**Map of Mischief:** Goblins use this strange piece of burnt and torn parchment to lure adversaries into dangerous places. Its owner can "give" it to any being they choose, and that person retains possession of the map for 3d6 days. The Map of Mischief appears to its new owner to lead to something that individual values greatly, whether it be wealth or a sought-after destination. Each day that this false owner makes use of the map, they automatically have a Wilderness or Underground Exploration encounter without rolling. In addition, the Map of Mischief leads their target in the opposite direction from the item or place they are seeking. After 3d6 days have passed, the Map of Mischief magically reappears in its true owner's possession when the victim is not looking at it or has stowed it away. A sincere gifting of the Map of Mischief does not cause the new true owner to suffer any ill effect. **Cost:** 4 *Myth Points*.

**Trapsmith's Kit:** This set of rusty, half-broken thief's tools grants its owner a +2 bonus on their Thievery ability (to a maximum of 5), though only when disarming traps. In addition, it allows non-goblins to attempt to reset traps as if they were a goblin (see page 10) using their Thievery skill. Unfortunately, whenever a non-goblin successfully resets the trap, that character must make a Saving Throw, or the trap goes off unexpectedly 1d6 rounds after being reset. **Cost:** 2 *Myth Points*.

**Wolftooth Amulet:** This aptly named heirloom appears as nothing more than a large wolf tooth on a leather cord. The wearer can speak and understand the languages of all Wolf-type creatures who then regard the character, at least initially, as someone who is not prey. However, this does not lessen a predator's true nature and the wearer should tread carefully when attempting to parlay with such dangerous predators. **Cost:** 1 *Myth Point*.

## ✠ ROVER HEIRLOOMS

**Bag of Treats:** This small leather pouch is no larger than a coin purse. Legend holds that Maxwell owned it, a loyal if perpetually hungry golden retriever, who disappeared while chasing a vendor selling salted pork across the streets of the city of Port Corsai. The only thing that was ever recovered was this little leather pouch, which smells vaguely of sausage. Each day the Bag of Treats can be emptied



to provide sweet, salted pork which provides a rover with enough sustenance for the day — though it does not provide water. These delectable treats keep rovers in good cheer, and any day in which they have partaken from the Bag of Treats, they receive a +2 bonus on all Despair Saving Throws. Non-Rovers can eat from the Bag of Treats to survive each day, though the taste is disgusting, and they receive no other benefits other than easing their hunger with what is, to them, a disgusting meal of poor quality meat. **Cost:** 2 Myth Points.

**Dragonbone:** This massive gnarled bone is marred with tooth marks and is large enough to serve as a cudgel for most human-sized beings. Legend holds that it was a favored chew toy of Buck, the beloved pet of Sir Green, the Dragon-Slayer, in ages past. When wielded by anyone other than a rover, it functions as a Dwarf-Forged Club. Rovers, however, can take it into their mouth and wield it without penalty. When used by a rover (who is automatically considered proficient in the Dragonbone, regardless of their Archetype), it functions as a polearm with the Dwarf-Forged, Blessed and Balanced Aspects. **Cost:** 4 Myth Points.

**Floppy Felt Hat of Fastidious the Fantastic:**

Tales among rovers and other canine creatures regarding Fastidious the Fantastic are outrageous beyond imagination and often at odds with themselves. Some say he once played a game of fetch with himself, while others claim he was the first rover to be told he was a “good dog.” The two universal traits to this, the most famous rover of them all, is that he wore a strange patchwork felt hat and that he was a great wizard. His floppy pointed hat is said to still hold great magical power





and lore. Rovers says that any of their kind that finds it can become a powerful spellcaster. When a non-rover wears the Floppy Felt Hat of Fastidious the Fantastic, they receive no benefit, save that all rovers and mundane dogs (but not wolves) tend to regard the character as a friend. However, should it come into the possession of a brave rover willing to wear it, they can carry on the legacy of Fastidious the Fantastic. Rovers receive a +4 bonus to their Insight Attribute while wearing the hat. Moreover, they immediately learn a single randomly selected Apprentice-level Spell, which they can cast as if they were a 1st level wizard. The rover can choose to maintain a secondary Experience Point track in order to improve their spellcasting abilities, as defined below. Any Experience Points dedicated to this progression cannot be applied to their original Archetype. Note that this arcane learning only grants the ability to cast and learn spells, as described below. The rover has no Magical Awareness, cannot Tap the Essence and has no access to Arcane Lore. Once a rover has invested 10,000 Experience Points, they can choose to learn and cast Journeyman Spells and at 160,000 Experience Points, they may learn and cast Master Spells. It is important to note that spells which depend on a character's level still use the rover's Archetype to determine effects. If a rover ever loses the Floppy Felt Hat of Fastidious the Fantastic, their Insight bonus vanishes, as does their ability to cast spells. All Experience Points invested in learning the arcane arts are lost unless the rover is able to recover the Hat in 101 days or less. **Cost:** 8 Myth Points.

**Table 5-1: Floppy Felt Hat of Fastidious the Fantastic**

XP Invested	Apprentice Spells Per Day	Journeyman Spells Per Day	Master Spells Per Day	Spells Known
0	1	-	-	1
2500	2	-	-	2
5000	3	-	-	3
10000	3	1	-	4
20000	4	1	-	5
40000	4	2	-	6
80000	5	2	-	7
160000	5	2	1	8
320000	5	3	2	9

**Good Dog's Golden Collar:** This simple red leather collar is tooled and etched with images of a dog merrily playing alongside a young child and has a large silver name tag hanging from it. When worn by a rover, that character increases their Bearing and Weal bonuses by +1, even if either of these Attributes is already 18. In addition, the name tag magically etches itself with the rover's name, and whenever the rover barks, the back of the name tag magically etches itself with a message of the rover's choice no more than ten words in length, written in the common language. Non-Rovers can wear the Good Boy's Golden Collar as a leather bracer. Those that do can understand and speak with rovers and other dogs (but not wolves) with perfect clarity. **Cost:** 5 Myth Points.

**Tag of the Beloved Master:** This simple wooden chit can be worn by a rover on a collar or by a humanoid on a cord of leather. When worn by a rover, the rover can select one individual whom they identify as their "master" at the beginning of each day. They automatically know the location and health of their master, regardless of distance between the two. When worn by humanoids, the humanoid can select one rover or canine as their "beloved" and automatically know the location and health of the rover or canine. **Cost:** 1 Myth Point.

**Wanderer's Whistle:** This simple brass dog whistle offers a strange enchantment. Should a rover walk around the whistle three times and then lay down to sleep on top of it for one night, its enchantment is activated. Until such a time as another rover does the same, once per day, the Wanderer's Whistle may be blown to immediately teleport the rover to the side of the one who blew it as long as both are in the Mortal Realm, appearing to suddenly come around the nearest appropriate obstruction or shadowy concealment. **Cost:** 3 Myth Points.

## ✧ SCION HEIRLOOMS

**Kingstone:** This ancient relic was once said to be the great seeing stone of an elder noble house. Its power is forever tied to heroes who would act as those nobles did and carry on the legacy of those who crafted the Kingstone. That legacy of honor and true-hearted nobility must be carried by anyone attempting to use a Kingstone, lest they risk going mad. Kingstones appear as white marble spheres, perfectly polished to an almost mirror-like shine. When a scion uses the Kingstone, they may choose any location or person in the Mortal Realm. They do not need to know the exact location they are

selecting but must have a general sense of where it is. If selecting a person, they must at least know the person's name. The scion then sees reflected in the Kingstone events that are happening in the present moment at their chosen location or surrounding their chosen person. This vision lasts for one minute per level of the scion, and the scion may choose to look at a different location or person during a single use of the Kingstone, though they must spend a minimum of one minute per person or location before changing that person or location. The scion can only see the person or location. No other senses are extended through the use of the Kingstone and the scion cannot communicate with their chosen person or anyone at their chosen location when using a Kingstone. If the scion knows the location of another Kingstone, they can choose to contact that stone directly as long as both stones are in the Mortal Realm. Full communication is permitted via telepathy if another individual is in close proximity to the Kingstone being sought. When anyone who is not a scion attempts to use a Kingstone, they must make a Saving Throw as their mind is assaulted by a jumble of images, flashes of insight, and rapid-fire images of those they both love and hate appear inside their mind. If this Saving Throw is successful, the non-scion user can use a Kingstone for general scrying—though only for one round per level instead of one minute per level. Non-scion users cannot use a Kingstone to communicate with another Kingstone unless the scion has initiated that communication, and the stone they are using is the target. If a non-scion user fails their Saving Throw when using a Kingstone, they permanently lose a point of Resolve. A Kingstone can only be used once per day, whether for general scrying or to communicate with another Kingstone and regardless of whether the user is a scion or not. **Cost:** 6 Myth Points.

**Forgotten Scales:** In ages long past, it is said that some brave scions were able to slay even Elder Wyrms with their sharp blades and keen bows. But as the ages passed and noble hearts wavered, these truths faded into legend. When fighting these terrible dragons, it was said that the sword of a scion could loosen the scales of these beasts and expose their vulnerable flesh. These cast-off scales, known as Forgotten Scales, were swept away in river currents, trampled into the ground on the battlefield, or lost in the ruins left behind in the wake of an Elder Wurm. Infused with the unwavering dedication of the scions who knocked them from the natural mail of the Elder Wurm, they are infused with a lingering magic that empowers their bearer should they face a dragon in battle. Forgotten Scales



are found singularly and appear as a single gleaming scale, as strong as iron and unblemished. They range in size from a few inches across to as large as a foot or more. Any character carrying a Forgotten Scale may ignore the Reduction Value of any Dragon-type creature they face in battle. In addition, they are immune to Petrifying Gaze of the Basilisk, the Death Gaze of the Cockatrice, the Breath Weapon of an Elder Wyrm, the Poison Breath of the Lindworm, and the Poison Barb of the Wyvern. These dangers simply have no effect on the bearer of a Forgotten Scale. **Cost:** 4 Myth Points.



**Fragments of Forgotten Wars:** These tattered old journals recorded the valorous deeds of arms of those who came before, and though many have been lost in ruined castles and the tales forgotten by even the most well-versed songsmith, scions and other heroes that recover these lost tomes find new hope in their legendary stories. Any character may read from the Fragments of Forgotten Wars as part of an attempt to Relax Around the Campfire. The reader and anyone else who is also Relaxing Around the Campfire with them, and makes their Bearing-based Attribute Saving Throw to do so, receives Advantage on one attack roll and one Saving Throw of their choice the following day. **Cost:** 3 Myth Points.

**Scabbard of the Sacred Blade:** It is said by some that the blade of a king or queen remains unbroken as long as their spirit also remains unbroken. The swords carried by scions are as varied as the scions themselves, as are the scabbards in which they carried these noble blades. The scabbards are said to, over time, empower the blade that is housed within. Scabbards of the Sacred Blade are almost

always designed to carry a long blade, though in rare cases, some are designed for two-handed swords or even short blades. If an appropriate-sized sword is sheathed for six hours a day in a Scabbard of the Sacred Blade or more, that sword gains the Dwarf-Forged Aspect for the next eighteen hours. In addition, the bearer of the Scabbard (regardless of Archetype or Lineage) can draw forth a sword and attempt to Rally the Company once per day as if they were a 4th level warrior. Warriors that are 4th level or higher may do this in addition to their own Archetype ability of the same name. **Cost:** 3 Myth Points.

**Signet of Unsung Heroes:** This tarnished signet ring bears the sigil or symbol of an ancient hero of legend that has long been all but forgotten. It was passed from scion to scion before being lost to the ages. The lingering enchantment set upon it by long association with the heroes of old grants the wearer subtle grace and gravitas. The wearer of the Signet of Unsung Heroes increases their Bearing Attribute bonus by +1, even if their Bearing is already 18. **Cost:** 5 Myth Points.

**Tattered Mantle:** This tattered and travel-stained cloak is a dull, colorless gray that is easily overlooked. It may have once been the noble mantle of some lost lady or lord in ages past, but time has worn it away to little more than rags. If worn by any Lineage other than a changeling, that character is considered to have the changeling Lineage ability To Be Ignored Is To Be Forgotten as described on page 20 of *The Hero's Journey, Second Edition*. If worn by a changeling, that character's ability to remain invisible and silent when using the ability of the same name increases to 1-4 on 1d6 instead of the normal 1-2 on 1d6. At the Narrator's discretion this may also be considered a Changeling Heirloom. **Cost:** 3 Myth Points.

## ✧ SKIN-CHANGER HEIRLOOMS

**Birdsong Whistle:** This tiny wooden whistle is delicately carved to appear as a songbird in mid-flight. It is said that skin-changers that lived in the mountainous places of the world and kept council with ravens carved them as both signals and gifts to allies of the avian folk. Once per day, a character can blow on the Birdsong Whistle, and a merry twittering song rings out across the air. All goodly birds, from High Hawks to Ravens, to the common finch within one mile hears the song, and one bird (chosen by the Narrator) will come to the whistle-blower within 3d6+2 minutes and regard them as a

friend. Such birds are typically eager to exchange gossip. The blower of the Whistle can freely speak with all Avian-type creatures as long as they have it in their possession. **Cost:** 2 Myth Points.

**Hardy Travel Cakes:** Skin-Changers are skilled bakers and make travel cakes capable of sustaining a soldier over long distances and even healing their wounds over time. One travel cake, no larger than a biscuit, is able to sustain a man for a day and will not go bad for a year and a day. In addition, anyone who eats a Hardy Travel Cake regenerates 1d4 Endurance each hour over the next eight hours. Hardy Travel Cakes are usually found in a baker's dozen of thirteen.

**Cost:** 3 Myth Points.

**Hror's Handy Hatchet:** This lumberjack's hatchet is a Balanced, Dwarf-Forged hand axe. Once per day, the wielder can cleave through any large wooden object with a single blow. This can be a table, a large door, or even a fully grown tree. In addition, the head of the axe serves as an ever-sparking flint. When using it for this purpose, the wielder can always start a fire, even if they have wet tinder or other difficulties. This fire is non-magical. **Cost:** 5 Myth Points.

**Mantle of Medved:** This great mantle is a woven patchwork of warg-skin, goblin-flesh, and even a mane of a manticore. It was said to belong to Medved, the greatest skin-changer who came down from the ancient homeland of his people to protect the wilderness from whatever evil dared threaten it. This Mantle is a testament to his prowess. When worn by anyone other than a skin-changer, the wearer receives no benefit and is actually likely to draw the ire of any skin-changer who sees them wearing it. When worn by a skin-changer, that character is capable of willingly transforming either into their human form or into bear form once per day — regardless of circumstances or magical influences. **Cost:** 3 Myth Points.

**Slayer's Mail:** This gruesome set of armor is sized for a skin-changer but can be worn by particularly large humans at the Narrator's discretion. It is a strange shirt of countless goblin bones, some white with age, and others stained pink with blood. Woven together and empowered by the skin-changers' hatred of these foul beasts, it is the only form of armor they ever wear. When worn by skin-changers, it serves as a Goblin-Bane hauberk (Reduction Value 3, or 5 vs. goblins) that bleeds slightly when a goblin comes within 120 feet of it. When worn by anyone else, it serves as a mundane hauberk. **Cost:** 4 Myth Points.





**Trackless Boots:** Appearing as ragged, but massive, boots of cloth with wooden soles sewn into the bottoms, skin-changers make use of these to remain unseen in the wilderness as they traverse the land. Trackless Boots shrink to fit any humanoid creature as small as a gnome or halfling and can grow large enough to be worn by skin-changers. The wearer does not leave footprints when traveling through the wilderness while wearing these boots. Instead, they leave behind only the tracks of whatever native beast is most common in this area. This enchantment makes tracking or following the wearer all but impossible through mundane means. **Cost:** 2 Myth Points.

## ✧ TREE FOLK HEIRLOOMS

**Briarwood Heart:** It is said that nature never truly dies, but instead it regrows anew. The essence of life from death lies in the rare and beautiful Briarwood Heart rumored to grow in the center of a forest that has never known the touch of mortals. Appearing as a knot of polished briarwood no larger than a human's fist, tree folk that carry a Briarwood Heart can be reborn from death if they are ever slain. If a tree folk carrying a Briarwood Heart falls, the Heart becomes infused with their essence. If planted in natural soil within the next

three days, it is expended and slowly grows into a new body identical to the tree folk that previously carried the Heart. This new body can be plucked from the soil after three days, though not yet returned to full strength. Tree Folk resurrected in this fashion are a few feet tall and have a Might of 3 upon their return. Their maximum Endurance upon rebirth is only 5. At the end of each day they are alive after the first, both their Might and Endurance increase by 1 (with their physical size increasing accordingly) until they are restored to their previous values before the tree folk was slain. Tree Folk retain all their memories, as well as their Archetype and Lineage abilities during this time, with the exception of the Strength of Snakewood Lineage ability. Strength of Snakewood does not return until the tree folk's Might reaches 13 or higher. Though a Briarwood Heart can offer no such revivification to beings other than tree folk, when other Lineages carry one on their person, they receive a +1 bonus to their Defense. **Cost:** 6 Myth Points.

**Fruitful Seed:** Appearing as a single, simple seed, a Fruitful Seed can be planted in the soil, and in one round, a fully grown tree will spring forth from the ground at full maturity. Towering oaks over 100 feet tall, redwoods fifteen feet in diameter, and even fruit trees in full bloom can all be born from a Fruitful Seed. These trees immediately push aside any obstruction, often obliterating it when they spring to life, and fruit trees provide 10d20 pieces of fruit when formed. This tree continues to live and thrive a natural life cycle. Fruit produced by such a tree remains fresh a standard amount of time before beginning to rot. These trees can still be chopped down and harvested for wood and have no magical protections. **Cost:** 3 Myth Points.

**Mossflower Seed:** Tree folk rejuvenate through their connection with the earth, and when forced to spend long periods in underground or urban environments, they grow weary and can even begin to wither. Ages ago, a tree folk whose name has been lost to time learned to grow Mossflower Seeds, which bring natural life to whatever surface they touch and allow tree folk to find solace. A single seed can be set on the ground of an underground or urban environment and cause a twenty foot radius area of that ground to sprout a gentle bed of grass and moss that grows instantly to life, but wither and die in less than twelve hours. During that time, a single tree folk is able to rest on that enchanted ground as if it were natural earth, thus gaining the benefits of their Drink of the Earth Lineage ability, even when not otherwise on appropriate ground. Each Moss Flower seed can only



be used once, but they are created in bundles of twelve and most often found in small pouches containing a dozen of them ready for use. **Cost:** 2 Myth Points.

**Raindraught:** Gathered from the hollows of ancient and gnarled trees, Raindraught falls only on Spring Equinox and can only be gathered by tree folk by a secret and special means. When a tree folk consumes a single pint of Raindraught they immediately heal 1d8+2 points of damage, as well as cleansing any poisons currently in their system. In addition, any imbiber (tree-folk or otherwise) increases their natural Reduction Value by one point for the next twenty-four hours—even if it is currently zero—although natural Reduction Value cannot be increased more than once in this fashion during that time. If any Lineage other than tree-folk drinks a dram of Raindraught, they immediately grow one inch in height. Raindraughts are harvested and kept in wooden canteens and contain six doses. **Cost:** 2 Myth Points.

**Sparrow's Nest:** Deep in the unblemished wilderness where the tree folk dwell, beasts and birds travel freely and live at peace with the shepherds of the woodlands. In rare cases a kindly songbird will build its nests in the boughs of a tree folk directly, and this nest will serve future generations of avians. These are known as Sparrow's Nests and the bird that has named this to be its home forms a link with a Tree Folk that carries the nest. The bird (which has statistics





identical to a Raven as found in *The Hero's Journey, Second Edition* on page 125) and the tree folk can share senses to a distance of up to one mile and they are capable of speaking one another's native tongue. If the bird is slain, the tree folk must make a Despair Saving Throw as if they'd suffered the effects described under Fallen Allies (see *The Hero's Journey, Second Edition*, page 79). A new bird comes to nest if the tree folk travels to a Blessed Land and waits for three full days, though they cannot be under the effects of Despair during this time. Lineages other than a tree folk can make use of a Sparrow's Nest if they discover one, though carrying the Nest itself may be awkward. **Cost:** 3 *Myth Points*.

**Trailstone Bag:** Woven from the strands of the vines that grow on the sides of the highest peaks, these large bags store the massive stones that tree folk often throw in combat. Any such boulders stored in this Trailstone Bag become much easier to carry as their weight is magically lessened. A tree folk using a Trailstone Bag may carry three additional throwing stones above and beyond their normal limit and regardless of the number of stones in the bag, it never weighs more than twenty pounds. In addition, at dawn each day, if the bag is empty, a single throwing stone appears in it. This magically appearing throwing stone (and only this stone) can be thrown by any character as if they were a tree folk using the Strength of Snakewood Lineage ability. **Cost:** 3 *Myth Points*.



ESTATE OWNER: \_\_\_\_\_

RESIDENTS: \_\_\_\_\_

GENERAL DESCRIPTION/LOCATION: \_\_\_\_\_

Initial purchase of a home costs 250 gold pieces. During each Time of Rest the owner and any other residents can opt to add a new Upgrade for an additional cost (as indicated below) or make use of an existing Upgrade. Some Upgrades have prerequisites or requirements as detailed below.

### UPGRADES

- ☐ **Initial Purchase (250gp):** A small home has been purchased. It is a modest dwelling with one bedroom.
- ☐ **Archery Yard (100gp):** Using this Upgrade during a Time of Rest grants the resident a +1 bonus on all ranged attack rolls for one month per the resident's level
- ☐ **Armory (100gp):** Using this Upgrade during a Time of rest grants the resident a +1 bonus to their Defense for one month per the resident's level.
- ☐ ☐ ☐ ☐ **Extra Bedroom (50gp):** Allows one additional person beyond the owner to become a resident of the estate. No more than four Extra Bedrooms may be added to an estate.
  - ☐ **Constable (100gp):** Is considered a resident. May spend a Time of Rest making use of a Kennel or Stable on another resident's behalf, allowing that resident to receive the benefits of its use as if they had used it themselves.
  - ☐ **Master-at-Arms (100gp):** Is considered a resident. When another resident makes use of the Archery Range or Tournament Field they receive double the listed bonus.
  - ☐ **Seneschal (100gp):** Is considered a resident. May spend a Time of Rest making use of a Greenhouse or Library on another resident's behalf, allowing that resident to receive the benefits of its use as if they had used it themselves.
- ☐ **Fairie Garden (250gp):** A Brownie secretly cleans and blesses the house. Spending a Time of Rest here grants a resident Advantage on all Saving Throws to resist Fey-based magical effects. Roll on the Strange Visitors (see page 50) table to determine if any trouble occurs during any Time of Rest where a Fairie Garden is used.
- ☐ **Greenhouse (50gp):** Using this Upgrade during a Time of Rest allows the resident to create 1d4+1 Healer's Kits or one dose of Poison.
- ☐ **Kennel (50gp):** Using this Upgrade during a Time of Rest allows a resident to train one hunting dog to understand how to sit, stay, heel, fetch, and sic. It can house no more than four canines.
- ☐ **Library (250gp):** Using this Upgrade during a Time of Rest grants the resident the ability to research one subject of choice with a +1 bonus to their Lore ability. This can never increase Lore above 5 and characters using a Library without the Lore ability are considered to have a Lore of 2.
- ☐ **Stable (50gp):** Using this Upgrade during a Time of Rest allows a resident to train one purchased Draft Horse into a Riding Horse or one Riding Horse into a medium Warhorse. Alternatively, they can recover and break a Wild Horse to train it into a Draft Horse. It can house no more than three horses.
  - ☐ **Tournament Field (100gp):** Using this Upgrade during a Time of Rest grants a resident +1 on all melee attack rolls for a number of months equal to their level. Alternatively, the resident may host a knightly tournament at the cost of 1000 gold pieces and receive a +2 bonus on all Renown checks for a number of months equal to their level and make use of the Knight's Hospitality ability one time during a number of coming months equal to their level.

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