

RESISTING INSANITY

| Severity | Boon/Bane |
|----------|-----------|
| Minor | 1 boon |
| Moderate | - |
| Major | 1 bane |
| Severe | 2 banes |
| Extreme | 3 banes |



MADNESS (P. 35)

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

Note: Once the madness ends, reduce your Insanity total by 1d6 + your Will modifier (minimum 1).

shadow of the demon lord

CORRUPTION (P. 35)

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

MARK OF DARKNESS (P. 35)

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

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ANATOMY OF A ROUND

| Phase | Activities |
|--------------|-------------------------------|
| Fast Turns | Use an Action OR Move Speed. |
| Slow Turns | Use an Action AND Move Speed. |
| End of Round | Resolve Effects |

ACTIVITIES USING ACTIONS

| Activity | Pg |
|---------------------------|----|
| Attack with Melee Weapon | 50 |
| Attack with Ranged Weapon | 51 |
| Attack with Two Weapons | 51 |
| Attack with Item | 51 |
| Attack with a Spell | 51 |
| Cast a Utility Spell | 48 |
| Charge | 52 |
| Concentrate | 48 |
| Defent | 48 |
| Distract | 51 |
| End an Effect | 49 |
| Escape | 52 |
| Feint | 52 |
| Find | 49 |
| Grab | 52 |
| Help | 49 |
| Hide | 49 |
| Knock Down | 52 |
| Prepare | 49 |
| Pull | 52 |
| Reload | 49 |
| Retreat | 49 |
| Rush | 49 |
| Shove | 52 |
| Stabalize | 49 |
| Use an Item | 49 |

SPECIAL MOVEMENT

| Activity | Page |
|----------|------|
| Balance | 47 |
| Climb | 47 |
| Crawl | 47 |
| Fly | 47 |
| Jump | 47 |
| Ride | 48 |
| Sneak | 48 |
| Swim | 48 |
| Teleport | 48 |



RANGE AND DISTANCE

| Range | Distance |
|---------|----------------------|
| You | Yourself |
| Reach | Size, Minimum 1 yard |
| Short | 5 yards |
| Medium | 20 yards |
| Ling | 100 yards |
| Extreme | 500 yards |
| Sight | Whatever can be seen |

ILLUMINATION

| Type | Effect |
|---------|-----------------------------------|
| Lit | Sighted creatures can see in area |
| Shadows | Area is partially obscured |
| Darknes | Area is totally obscured. |

OBSCUREMENT

| Type | Effect |
|-----------|---|
| Partially | Rolls that depend on sight made with 1 bane. |
| Heavily | Rolls that depend on sight made with 2 banes. |
| Totally | Creatures in area are blinded. |



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SITUATIONAL BANES TO ATTACK ROLLS

| Target is... | Effect |
|------------------------------|--------------|
| Half covered | 1 bane |
| Three-Quarters covered | 2 banes |
| Totally covered | Auto failure |
| In a partially obscured area | 1 bane |
| In a heavily Obscured area | 2 banes |
| In a totally Obscured area | 3 banes * |

* You must gues the targets location (see Hide p.49)

MELEE ATTACK OPTIONS

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

RANGED ATTACK OPTIONS

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

BASELINE DAMAGE

| Level | Unlimited | Limited |
|----------|-----------|---------|
| Starting | 1d6 | 1d6+2 |
| Novice | 1d6+1 | 2d6+1 |
| Expert | 2d6 | 4d6 |
| Master | 4d6 | 8d6 |

FALLING DAMAGE

| - Surface - | | |
|-------------|-------|--------|
| Distance | Solid | Liquid |
| 4 or less | - | - |
| 5-9 | 2d6 | 1d6 |
| 10-14 | 4d6 | 2d6 |
| 15-19 | 6d6 | 3d6 |
| 20-24 | 8d6 | 4d6 |
| 25-29 | 10d6 | 5d6 |
| 30-34 | 12d6 | 6d6 |
| 35-39 | 14d6 | 7d6 |
| 40-44 | 16d6 | 8d6 |
| 45-49 | 18d6 | 9d6 |
| 50+ | 20d6 | 10d6 |

INCAPACITATED CREATURES

A creature becomes incapacitated when its damage total equals its Health score and immediately falls prone. The creature remains incapacitated until its damage total no longer equals its Health. If it takes any damage while incapacitated, the creature dies. Creatures other than player characters that become incapacitated either die or fall unconscious for 1d3 hours, as the GM decides. Player characters, however, become disabled and make fate rolls to determine what happens to them. A fate roll is a roll of a d6

Land Prone: If you take damage from landing after a fall, you fall Prone.

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

Disabled Creatures

A disabled character is defenseless and makes a fate roll at the end of each round.

- On a 1, the character starts dying.
- On a 6, the character heals 1 damage and become impaired for 1 minute.
- Any other number has no effect.

After 3 rounds of being disabled, the character becomes unconscious for 1d3 hours and stops making the fate roll. When this time, the character heals 1 damage and becomes impaired for 1 minute.

Dying Creatures

A dying character is unconscious and makes a fate roll at the end of each round.

- On a 1, the character dies.
- On a 6, the character becomes disabled.
- Any other number has no effect.



AFFLICTIONS

| Affliction | Effect |
|-------------|--|
| Asleep | A sleeping creature is prone and unconscious. Another creature that can reach it can use an action to wake it up. Unless otherwise noted, taking damage removes this affliction. |
| Blinded | A blinded creature cannot see. It treats everything else as totally obscured (see "Obscurement"). Other creatures make attack rolls with 1 boon against a blinded creature's Defense or Agility. Perception challenge rolls that rely on sight automatically result in a failure. Finally, the blinded creature's Speed becomes 2 unless its normal Speed is lower. |
| Charmed | A charmed creature sees the source of the affliction as a trusted friend and ally. The charmed creature cannot choose the creature that bestowed the affliction as the target of its attacks. |
| Compelled | A compelled creature cannot use actions or move. Instead, during each fast turn (see "Combat"), the creature that bestowed the affliction can force the compelled creature to move up to its Speed or to use an action. The creature that bestowed the affliction makes all decisions on the compelled creature's behalf. |
| Dazed | A dazed creature cannot use actions. |
| Deafened | A deafened creature cannot hear. Perception challenge rolls made to listen automatically result in failure. |
| Defenseless | A defenseless creature cannot defend itself. Its Defense is 5, it cannot use actions, and its challenge rolls using attributes result in failure. The creature can still perceive its surroundings, however, and can make Perception challenge rolls as normal. |
| Diseased | A diseased creature makes all attack rolls and challenge rolls with 1 bane. |
| Fatigue | A fatigued creature makes all attack rolls and challenge rolls with 1 bane. |
| Frightened | A frightened creature makes all attack rolls and challenge rolls with 1 bane. As well, frightened creatures cannot take fast turns (see "Combat"). |
| Grabbed | The effects of the affliction depend on the creature's Size. If the grabbed creature's Size is equal to or less than that of the creature grabbing it, the grabbed creature cannot move away from the creature that grabbed it until it removes the affliction. If the grabbed creature's Size is larger than that of the creature grabbing it, whenever the grabbed creature moves, the creature grabbing it can choose to move with it (by clinging to the grabbed creature's body) or end the grab. (See "Grab" for more information on how to grab, and "Escape" for how to escape a grab.) |
| Immobilized | An immobilized creature has Speed 0 and cannot benefit from bonuses to Speed. Other creatures make all attack rolls against the immobilized creature with 1 boon. |
| Impaired | An impaired creature makes all attack rolls and challenge rolls with 1 bane. |
| Poisoned | A poisoned creature makes all attack rolls and challenge rolls with 1 bane. |
| Prone | A prone creature lies on the ground. Other creatures can move through its space. While prone, the creature can move only by crawling or use its move to stand up. The prone creature makes Strength and Agility rolls with 1 bane. Creatures that can reach the prone creature make all attack rolls against it with 1 boon, while creatures that cannot reach it make attack rolls against its Defense with 1 bane. |
| Slowed | A slowed creature can take only a slow turn (see "Combat"), its Speed is halved, and it cannot benefit from increases to Speed. |
| Stunned | A stunned creature cannot move or use actions. The creature automatically gets failures on all challenge rolls it would make. Other creatures make all attack rolls against the stunned creature with 1 boon. |
| Surprised | A surprised creature cannot use actions, cannot move, and automatically gets a failure on all challenge rolls it would make. |
| Unconscious | An unconscious creature is unable to act, move, or perceive its surroundings. The creature's Defense is 5. It cannot use actions or move, and all its challenge rolls result in failure. |

ENCOUNTER FREQUENCY

| Threat level | Check |
|--------------|------------------------|
| Extreme | Hourly |
| Major | Once per 4 hours |
| Moderate | Once per 8 hours |
| Minor | Once per day and night |



ENCOUNTERS

| Encounter | - Threat Level - | | | |
|--------------------|------------------|----------|-------|---------|
| | Minor | Moderate | Major | Extreme |
| Helpful | 20 | 20 | - | - |
| Harmless | 18-19 | 18-19 | 20 | - |
| Environment | 14-17 | 14-17 | 18-19 | 19-20 |
| Nothing | 6-16 | 8-13 | 14-17 | 17-18 |
| Easy Combat | 2-5 | 4-7 | 8-13 | 13-16 |
| Average Combat | 1 | 2-3 | 4-7 | 7-12 |
| Challenging Combat | - | 1 | 2-3 | 3-6 |
| Hard Combat | - | - | 1 | 1-2 |

MOVEMENT BY PACE

| Time | Cautious | Walk | Jog | Run |
|--------|----------|----------|-----------|-----------|
| minute | 30 yards | 60 yards | 120 yards | 240 yards |
| hour | 1 mile | 2 miles | 4 miles | 8 miles |
| day | 8 miles | 16 miles | 32 miles | - |



BASIC MELEE WEAPONS

| Name | Dmg | Hands | Properties | Price | Availability |
|----------------|-------|-------|-------------------------|-------|--------------|
| Axe | 1d6+1 | 1 | - | 1ss | C |
| Club | 1d6 | 1 | - | 5cp | C |
| Dagger/knife | 1d3 | Off | Finesse, Thrown, Rng(S) | 5cp | C |
| Dart | 1 | Off | Thrown, Rng(S) | 1cp | C |
| Hammer/Hatchet | 1d3 | Off | Thrown, Rng(S) | 1ss | C |
| Javelin | 1d3 | 1 | Finesse, Thrown, Rng(M) | 1ss | C |
| Sickle/Spear | 1d6 | 1 | Finesse | 1ss | C |
| Staff | 1d6+1 | 2 | Finesse | 5cp | C |
| Unarmed Strike | 1 | Off | Finesse | - | - |

RANGED WEAPONS

| Name | Dmg | Hands | Properties | Price | Availability |
|------------------|-------|-------|----------------------------------|-------|--------------|
| Blowgun | 1d3 | 1 | Rng(M), needles | 1ss | U |
| Bow | 1d6 | 2 | Rng(L), arrows | 5ss | C |
| Crossbow | 2d6 | 2 | Rng(L), reload, bolts | 1gc | C |
| Hand Crossbow | 1d6 | Off | Rng(S), reload, bolts | 2gc | R |
| Longbow (Str 9+) | 1d6+1 | 2 | Size 1, Rng(L), arrows | 1gc | U |
| Pistol | 2d6 | Off | Misfire, Rng(M), reload, bullets | 5gc | E |
| Rifle | 3d6 | 2 | Misfire, Rng(L), bullets | 10gc | E |
| Sling | 1d3 | Off | Rng(M), stones | 5cp | C |

SHIELDS (REQUIRES STRENGTH 9 OR HIGHER)

| Name | Dmg | Hands | Properties | Price | Availability |
|--------------|-----|-------|----------------------|-------|--------------|
| Small Shield | 1 | Off | Defensive +1 | 5 cp | C |
| Large Shield | 1d3 | Off | Size 1, Defensive +2 | 1 ss | C |

MILITARY MELEE WEAPONS (REQUIRES STRENGTH 11 OR HIGHER)

| Name | Dmg | Hands | Properties | Price | Availability |
|--|-------|-------|----------------------------------|-------|--------------|
| Battleaxe, flail, morning star, pick, or sword | 1d6+2 | 1 | - | 5ss | U |
| Glaive, Halberd, Poleaxe | 1d6+2 | 2 | Reach +1 | 1gc | U |
| Lance | 1d6+1 | 2 | 1 handed while mounted, Reach +2 | 5ss | U |
| Mace | 1d6 | Off | - | 5ss | C |
| Bastard Sword, warhammer | 2d6 | 2 | Cumbersome | 1gc | R |
| Pike | 1d6 | 2 | Size 1, Reach +2 | 5ss | U |
| Spear | 1d6 | 1 | Finesse, Rng(S) | 1ss | C |
| Trident | 1d6 | 1 | Thrown, Rng(S) | 5cp | U |

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

| Name | Dmg | Hands | Properties | Price | Availability |
|---|-------|-------|-------------------|-------|--------------|
| Chain, cutlass, long knife, scourge, or small sword | 1d6 | Off | Finesse | 5 ss | U |
| Rapier, Saber, Scimitar | 1d6+1 | One | Finesse | 1 gc | U |
| Whip | 1d3 | Off | Finesse, Reach +1 | 5 ss | U |

HEAVY MELEE WEAPONS (REQUIRES STRENGTH 13 OR HIGHER)

| Name | Dmg | Hands | Properties | Price | Availability |
|-------------------------------|-----|-------|------------|-------|--------------|
| Bastard Sword or warhammer | 2d6 | One | Cumbersome | 1 gc | R |
| Greataxe, greatsword, or maul | 3d6 | Two | Cumbersome | 2 gc | R |

CLOTHING AND ARMOR

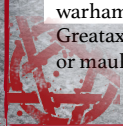
| Name | Defense | Price | Availability |
|---|------------|--------|--------------|
| Clothing (No Strength Requirement) | | | |
| Clothing | Agility | Varies | C |
| Soft Leather | Agility +1 | 2 ss | C |
| Light Armor (Requires Strength 11 or higher) | | | |
| Hard Leather | Agility +2 | 5 ss | C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

AMMUNITION

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

WEAPON PROPERTIES

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











The Northern Reach

And its surrounding environs



WEST

EAST

SOUTH