
TALISMAN
ADVENTURES
Fantasy Roleplaying Game
Core Rulebook
Pegasus Spiele

TALISMAN™ ADVENTURES



Talisman Adventures Fantasy Roleplaying Game
Core Rulebook

Pegasus Spiele



Map of the Realm

TALISMAN ADVENTURES

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Pegasus Spiele

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BOOK I: PLAYER'S GUIDE



A Tale of the Crown Seekers

When the blacksmith tells a story to her children, her face turns grim. It's like the expression she has when she's hammering an iron bar into a blade. That day, she gathered all six of her children under the spreading chestnut tree at twilight, put the baby in her lap, and began.

"Before I married your Papa and came to live in Villedoc, I lived and worked in the Tavern on the other side of the Great Forest. Many brave adventurers fell into their cups there, bragging and boasting of the Treasure Beyond All Treasures and how close they came to finding it. We were barmaids: we all sighed, we blushed at their stories, and we took their money. Most of us didn't believe a word of it, but wherever there are dreamers, there are fools.

On the day Darg the Minstrel came to town, I was so busy serving ale and wiping tables I hardly noticed the man. The next day, when he took his leave to search for the Treasure Beyond All Treasures, we all took notice. Lovely Myrande, the prettiest barmaid, rode away on the back of his mule.

Myrande was a newcomer, but she took quickly to tavern work, and she'd never put on airs because of her beauty. We were all fond of that sweet maiden and sorry to see her go. She said the minstrel promised her a unicorn if she rode away with him, so off she went, poor thing."

"Did she see a unicorn?" interrupted her youngest girl.

"Oh, yes. Yes, she did."

"I want to see one too!" demanded Baby. He was seven years old, but we still called him Baby because he was the last child born.

"Hmmph," said his Mama. "Myrande didn't return to the tavern for over a year, but she did return in the dead of winter with no minstrel, no mule, and no money."

"But she had a unicorn!"

"No, child, but she had a story. She and her minstrel bought passage on a ship across the Storm River to the Temple on the other side. Each said their own separate prayers. Then the minstrel hired a guide to help them travel the Middle Realm. Myrande was scared but also excited. She said she watched the minstrel charm a lion and saw that lion kill a boar when the minstrel commanded it. She was feeling very safe indeed when the three companions entered the woods. Then it happened: a unicorn approached from the darkness of the trees and rested its head in Myrande's lap, just like in the stories.



A Tale of the Crown Seekers (Cont.)

She rode it through the woods. She fed it soft grass and groomed its long mane, and when they travelled out of its woodland home, it kept following her past the Temple, even when they walked through a hot, dry desert.

In the desert, they found a mysterious cave. Darg the Minstrel went in alone, and when he came out, he said he knew the secret to the key to the Treasure Beyond All Treasures. He had an odd glint in his eye, Myrande said. Before she knew what was happening, the minstrel shouted, "Warlock, behold my sacrifice!"

He drew his sword, and he stabbed his faithful guide until the poor man gurgled his last breath. Myrande screamed. If not for her loyal unicorn, she might be screaming there still. They galloped away from the mad minstrel, galloped and galloped until they had to stop and walk. Then they walked and walked until they could barely move. And then they were horrified to find Darg standing right in front of them.

Her brave unicorn used his last burst of energy to charge at the minstrel, but instead of running him down, he and the minstrel both fell into a deep, dark chasm."

The blacksmith stretched and started to rise.

"What happened next?" begged Baby. "Did the unicorn escape?"

"Lovely Myrande came back to us. Her hair was white as snow, and she had a horrid case of the shakes every time she heard a man singing. That's the end of the story. No unicorn. No great treasure. Just death, madness, and scars that won't heal. So… do you still want to go treasure hunting, my little love?"

"Yes!" exclaimed Baby, climbing out of his mother's lap and brandishing his toy sword.

His mother smiled wearily. "Then I guess I'll be keeping my eye on you," she said.

What is *Talisman Adventures*?

The *Talisman Adventures Fantasy Roleplaying Game* is set in the world of *Talisman: The Magical Quest Game*. You can explore the world of *Talisman* in new ways, creating your own characters and telling your own stories. The game board has been set aside, replaced by a map and your imagination. You and your friends can now forge your destiny and discover the world on your terms. There is no longer one set goal; instead, there's an entire realm to travel and explore, strange monsters to battle, precious treasure to find, and ancient secrets to uncover. Think of the Realm of *Talisman* as a dark faery tale, one where you take on roles as heroes, anti-heroes, or even villains. You'll encounter many obstacles along your path to fame and glory, but in this game, you get to decide how you deal with them. Do you challenge the dragon and fight it head-on, or do you sneak into its lair while it's sleeping to steal its treasure? Your fate is in your hands.

What is Roleplaying?

Roleplaying games may seem strange and mysterious, but most of us have roleplayed throughout our lives. As children, we play make-believe. Later in life, we might go through a haunted house on Halloween, attend a murder mystery, or go to an Escape Room; those could also be considered forms of roleplaying. Any shared experience where you suspend your disbelief in order to tell a consensual story is a form of roleplaying. When you're playing *Talisman Adventures*, you're sitting around a table or on a comfy couch in the living room and telling a story with your friends. The only difference is that one person, the Game Master, guides the story while the players use dice to determine the outcome of certain situations. Do you successfully defeat the monster, jump across the chasm, or bluff your way past the guard?

Those of you who have played the *Talisman* board game may wonder how this game is different. On the surface, a board game and a roleplaying game can seem

very similar. In both games, you have a character who sets out to explore the world and its mysteries. Your character then becomes more powerful as you defeat enemies and overcome dangers. In the roleplaying game, you are in complete control of your character. Gone is the game board and a singular goal, such as obtaining the Crown of Command. Now you have a map of the Realm. You're free to explore as you wish, forging your own destiny.

Perhaps the key difference between the two is that you and the other players are no longer competing with one another. Now you're working together to accomplish your goals. You're part of a party of adventurers who have banded together to fight off the Darkness that threatens to engulf the Realm. One player takes on the role of the Game Master, the storyteller who guides the other players through the story, describes the world as you explore it, and plays the role of the various monsters and people (often known as non-player characters or NPCs) that you encounter during your journey. The Game Master places terrible dangers in front of you, but the Game Master is not your enemy. You use dice when you fight a monster or attempt to overcome some other peril, but for the most part, this is a game of storytelling. The players and the Game Master work in collaboration to tell an epic story of fantasy and adventure, one you will hopefully remember for years to come.

Where to Begin

Where should you begin? At the beginning, of course! Seriously, though, you've already begun. The first thing you need to do is read this book. The *Talisman Adventures Player's Guide* is dedicated to player characters (also known as PCs), offering everything you need to know as a player. It contains the basic rules of play, rules for character creation (including ancestries and classes), equipment lists, spells, and an in-depth look at the history and geography of the Realm–the setting for the *Talisman Adventures Fantasy Roleplaying Game.*

The second book, the *Talisman Adventures Game Master's Guide*, is full of information important to the Game Master (also called the GM). This book contains advice on storytelling, information on Allies and Followers, rules for exploration, tons of Enemies, and finally, details on rewards and character advancement. We've also included an adventure that allows you to jump right into the action.

Once you've learned the rules of the game, you'll need to assemble a group of players. You'll want at least three or four, although you can play with as many as six or more. One of you must decide to be the Game Master. The GM can use a prewritten adventure, like the one that comes with this game, or they can create their own stories, using the information in the GM's book as a guide. Besides that, you'll want to have some six-sided dice, pencils, paper, and maybe some snacks. Then you're ready to go!



Glossary of Game Terms

Alignment: This trait describes a character's connection to the greater forces of good, evil, and neutrality. A character's alignment can limit their choices during a story, such as which magic items they can use. Some places are dedicated to good or evil, which may have effects on characters of the same or opposite alignment.

Allies: The term "allies" includes characters and other NPCs friendly to you. The GM also has rules for NPC allies who are friendly towards the heroes and may assist them in some way.

Ancestry: Describes your character's origins and background. There are seven ancestries available: elf, dwarf, ghoul, human, leywalker, troll, and sprite.

Aspects: Your two main attributes, Craft and Strength, are also two categories of **aspects**. Craft includes three aspects: Insight, Wits, and Resolve. Strength includes three aspects: Brawn, Agility, and Mettle. A character can add their aspect to a roll when attempting a task with a skill.

Attitude: Describes an NPC's current relationship to a player character.

Attributes: Characters have two main attributes. They're called Craft and Strength, and each one has a number between 1 and 10. Attributes affect various things in the game, including the amount of damage you inflict, your spell points, and your carrying capacity. Each attribute is also a category of **aspects** (as defined above).

Bonus Die: Gives you an extra die that you add to a test roll. You get to choose which three dice to keep, although you must always keep the Kismet Die. A character can only ever roll one bonus die, even if multiple bonus dice are granted by different Special Abilities.

Class: Describes your character's profession and determines their role in the game: fighting, casting spells, stealth attacks, etc. The following classes are available in *Talisman Adventures*: assassin, druid, minstrel, priest, prophet, scout, sorcerer, thief, warrior, and wizard.

Degree of Success: Describes how well you accomplished an attempted action. **Failure** means that you failed the test and suffer any consequences. A **Standard Success** means that you succeed, but with some mitigating circumstances. A **Great Success** indicates that you fully succeed in your action. An **Extraordinary Success** means you not only succeeded but also possibly gained some extra benefit.

Difficulty: When a test is required, the GM sets a number as the Difficulty for that roll. When you're making a test, you want to roll equal to or higher than its Difficulty. Sometimes, the test's description includes an adjective (such as Moderate or Hard) that lists its degree of Difficulty.

Enemy: Any NPC that's a threat to the heroes is an Enemy. Enemies have their own traits.

Experience: Characters earn experience by defeating monsters and overcoming dangers. A certain amount of experience is required for a character to gain levels.

Focus: A character may choose a focus as a specialisation for a skill. Most skills have more than one focus to choose from during character creation. When a character performs an action that requires a roll and involves a focus, that character has a +2 bonus to the roll.

Followers: This type of non-player character can assist your character in various ways during an adventure. A Follower might grant benefits (like a Special Ability) or provide a bonus under certain circumstances.

Game Master (or GM): This person describes the world where the game is set, including all the places the player characters explore. The GM also controls the actions and words of all of the people and monsters the player characters encounter. The Game Master is the final arbiter of any rules disputes, although they should always give the players' opinions careful consideration.

Guide Test: This type of Exploration test is made by a character leading an adventuring party through the wilderness. The result of the test determines how quickly the group travels toward their destination.

Hunter Test: This type of Exploration test is made to find prey while travelling through the wilderness. The result of the test determines whether characters must consume rations.

Kismet Die: This die is a different colour than other dice. When you roll a 1 or 6 with it, special events occur.

Level: This trait represents a character's power. At each level, a character gains skills, new Special Abilities, a higher Life trait, and so on.

Life: This trait is an indicator of how much damage a character can take. Attacks cause damage, which reduces Life. When a character's Life reaches zero (0), they are dying.

Glossary of Game Terms (Cont.)

Load: This number represents an item's bulk and weight, which allows the GM to figure out how much weight a character can carry before becoming encumbered. For example, an item might weigh 1 load, and a character might be able to carry 25 load.

Loyalty: Each Follower has a Loyalty trait that indicates how long they remain with the character they serve.

Fate: The game includes Light Fate and Dark Fate. Light Fate is used by players to assist in tests and activate special abilities. Dark Fate is used by the GM in the same way, but it's used to assist enemies.

Focus: A specialization of a skill that gives the character +2 to any test made where the focus applies.

Non-Player Character (or NPC): The Game Master controls this type of character.

Player: Each person playing the game is a player who controls a player character (see below).

Player Character (or PC): Each player character is one of the heroes of the story. A player character is controlled by one of the players; that player gets to decide what that character does during the story. A PC is often referred to as a character or hero.

Skills: Characters perform certain actions using skills, including actions listed in the relevant skill's description. If a character has the proper skill, they get to add an aspect (determined by the GM and player) to the roll. If a character does not have the proper skill, they do not get to add an aspect. Some actions (such as spellcasting) require the character to have the skill before they can attempt the action.

Special Abilities: Each character can attempt special actions or effects; these Special Abilities are defined by the character's ancestry and class. Some require Light Fate to activate; some require the player to roll a 6 on a Kismet Die; others can be used at any time.

Speed: This trait represents the number of metres a character can move in a round.

Spells: Some classes can use magical effects called spells. There are three schools of magic: Arcane, Mystic, and Nature. Each spell has its own description.

Spell Points: This number determines how many spells a character can cast. Each spell has a spell point cost the character must pay when casting that spell.

Stranger: This type of non-player character is someone the players don't know well. They might become an Enemy, an Ally, or even a Follower, depending upon the actions of the player characters.

Test: The Game Master calls for a test when a player wants their character to do something that requires a degree of risk. That player rolls three six-sided dice and totals all three; one die, known as the Kismet Die (see above), is a different colour. The Difficulty is the number you want to roll or exceed to be successful. A **defence test** is like a normal test, but it's only made when a character is trying to avoid the effects of an attack or hazard.

 Indicates the player must spend Light Fate.

 Indicates the Game Master must spend Dark Fate.

 Indicates a roll of 6 on the Kismet Die is required.

 Indicates a roll of 1 on the Kismet Die is required.

More than one  or  may be indicated, meaning that the player or GM must spend more than one of the type of Fate indicated. For example,  means that a player must spend two Light Fate.

Threat: This is the Difficulty number necessary to affect an Enemy with an attack or spell. Each Enemy has a Threat rating.

Watcher Test: This type of Exploration test is made while travelling to detect ambushes and other dangers.

Enemies, Followers, and Strangers

We sometimes use capitalisation to signify game terms. For example, we capitalise the words ***Enemy*** and ***Follower*** in *Talisman Adventures* when we're referring to NPCs with statistics. We capitalise the word ***Stranger*** when that NPC might become an Enemy or Follower (or an NPC ally.) However, not every mention of enemies you see will be capitalised. This is especially true in sections of the book that deal with lore rather than rules. For example, you may meet many *enemies* during your travels, but they are not *Enemies* until they're engaged in combat or targeted by a harmful class ability.

Example of Play

The following is an example of five people beginning a game session of *Talisman Adventures*: Spring (The Game Master), Bruce (playing Eldren, a human wizard), Ed (playing Khaz, a ghoul thief), Tara (playing Ariawyn, an elf warrior), and John (playing Thicket, a sprite minstrel). This is their first session after creating characters.

Spring *(speaking to the players after looking over her notes)*: While we were making characters, we decided that instead of beginning with your character's first meeting, you're starting with an established group of heroes. You've come together to fight the encroaching Darkness that threatens the Realm. Each of you has had an encounter that prompted you to set out to fight the Darkness.

Unfortunately, your first attempt at heroism did not go as planned. You tracked an evil bandit lord far out into the wilderness. The wily bandit lord led you straight to his lair, where his horde quickly overwhelmed you. You lost one of your company, and you now find yourselves broke and far from civilisation. A travelling merchant informed you that the small hamlet of Haven is seeking to hire adventurers like you, and most importantly, they're paying well. This could be a chance to regain your footing and maybe even make a little gold.

John: As a minstrel, Thicket has travelled much of the Realm. Do I know where we are or anything about the hamlet of Haven?

(Spring, as the GM, considers having John roll dice to see if his character knows anything, but she decides that it would be better just to let him know the information, since that helps to move the story along.)



Spring: Your character, Thicket, has heard of Haven, although he's never been there in person. He knows that it's a very small hamlet on the edge of the Whispering Wood, just north of the Hollow Hills. The people of Haven are mostly lumberjacks and their families. They harvest rare harmony oaks, which are found only in one part of that particular forest. It's said that the wood of these oaks amplifies and even enhances music and other sounds, so it's often used for creating musical instruments or for building music halls and theatres.

Bruce: Well, that doesn't sound so bad. Eldren would like to study the properties of these oaks to see if they have any magical uses.

Tara: I agree.

Ed: As do I.

Spring: With the whole party in agreement, you set out for Haven, which is only about half a day's journey away.

Tara *(looking at Spring)*: Should we let you know if anyone is scouting ahead or anything like that?

Spring: No, not yet. The adventure doesn't properly begin until you get to Haven. Once you get there, you'll want to let me know things like that. That said, you arrive at the edge of Haven around noontime. A few people are working out in the fields surrounding the hamlet. You see a small cluster of about a dozen buildings and a wood mill that lies alongside a small stream. It's been raining the last few days, and the banks of the stream are overflowing in places. Tall trees of a dark-looking wood loom near the buildings. A small child comes running toward you from one of the fields.

Ed: I try to hide behind Eldren, so I don't frighten the child.

John: Thicket flies forward to greet the child. *(John then speaks as his character.)* "Hello there! We're looking for Haven. Have we come to the right place?"

Spring: The child, a young boy, seems too enchanted by the flying sprite to notice the hideous ghoul. *(Spring decides to speak as the non-player character.)* "Are you heroes here to find my father?"

John *(replying as his character):* "Perhaps we are, child. Do tell, what happened to your father?"

Ed: Don't forget to ask about the reward.

Tara: "We'll help you, if we can."

Spring: The human boy beams with excitement. "Then you need to come with me. I'll take you to Halfrid, the village elder. She'll tell you everything." The boy reaches up, grabs the elf's hand, and begins leading her toward town.

The adventure begins….

Chapter 1: History of the Realm

Our world has countless stories of the Great Wizard and almost as many myths about its founding. The elves claim he was a fae creature, aloof and mysterious. Others say he was a demon of madness given mortal guise. Some say that he was not a man at all, but a powerful wise woman. The dwarves, as one would expect, have very little to say on the subject. Contained herein is but one of many possible stories. This tale is told beside hearths and campfires throughout the Realm.

History of the Realm

Welcome, friends. Come close. Gather 'round my fire, you who would be heroes. Warm your bones, dry your socks, and listen well, for you just might learn of the fate that awaits you.

Long ago, when the oldest forests were tiny acorns and the tallest mountains were mere grains of sand, the forces of good and evil waged their war throughout the universe, much as they do today.



On the edge of it all lurked Oblivion, and between that cold nothingness and the fragile flickers of mortal life stood the unknowable Norns.

Of course, those are weighty matters, much bigger than you or me. We need not speak of the universe when our own stories are much closer to home. One great man created our troubles. Or perhaps, when looked at another way, he was truly a terrible man, but from his foul deeds came our salvation.

Long ago, the Realm we knew was a fire-ravaged wasteland. Monsters roamed with impunity, dragons fouled the ground and sky, and honest people struggled to survive. There were no cities full of wonders, no castles with kings and queens, no fields to plough, no songs to sing, and no quests for glory to be had. Humankind existed as scattered and wandering tribes. They eked out a meagre existence by hunting the foul beasts of the wastelands, and monsters from their worst nightmares hunted them in return.

The people of these tribes lived short, brutal lives full of fear, hunger, and the ever-present spectre of death. But one day, from deep in the wastelands, a strange man arrived with a golden box under his arm—a man you might know as the Great Wizard.

Back then, he was the only wizard, as nobody else knew the things he knew or could do the things that he could do. He gathered the leaders of those scattered tribes, and he told them tales of his great deeds. He regaled them with the story of his golden box, telling them how he had battled Oblivion itself and locked its fiercest minions away in the Netherworld, an entire plane of horrors he kept safely inside. He told tales of Queen Mab's rebellion against the Norns and how she cloaked her Woodlands in shadows and mist. He told of shambling skeletons, terrible ghasts brought back from the grave, hungry giants whose brutish brows brushed up against the sky, and of cunning demons who would steal your very soul.

And he told tales of how he had bested them all, one by one, with his powerful magic.

He spoke of a land of green and plenty, shown to him in secret as a reward for his great deeds. And he said he would lead humankind there if they would agree to follow. Some were not convinced by his tales. Perhaps they did not trust the wicked gleam in his eye, or maybe they simply refused to be ruled by anything more than their own strength of arms. Those people chose to stay behind in the wastelands, where they would defend their homes and deal with their struggles on their own.

The Wizard found the wisest of these defenders, an old hermit, and draped charms of power and protection over him. Then the Wizard left his golden box with the old hermit, for it was not safe to carry it forward and risk it fouling the promised lands. The Wizard swore to return one day to claim the box, warning that it should never be opened. In return for keeping it safe, the hermit would be protected from all harm until the day he died.



Then the box would be passed down to another, and another, and so on, and so forth.

The rest followed the Wizard into the wild, but their journey was not an easy one. They travelled for many months across the wastelands, where food was scarce and danger lurked around every corner. When the caravan encountered ravaging wolves or bloodthirsty lions, the Wizard ensorcelled the beasts and forced them into slumber. The beasts would lie down at the Wizard's feet, and the hunters would slaughter them for meat.

When the spirits of the dead beset the tribe in the middle of the night, the Wizard blasted the shades back to Oblivion with beams of light from his eyes and unholy chants from his lips.

When a colossal black dragon barred the way, the Great Wizard spent three days in a staring contest with it, waiting to see who would give in first. At last, the dragon blinked, and in that moment of weakness, the Wizard transformed the wyrm into nothing more than a small green toad!

On the darkest nights, when the air was filled with the howls of unseen monsters, he sat by the campfire and calmed the people with simple magic tricks. He confused the mind of a brilliant philosopher, he slowed the arrow of a mighty hunter, he blasted stone to rubble with fire from his fingertips, and he even conjured up the ghostly images of those who had died along the way. More importantly, he taught his most basic tricks to those brave enough and clever enough to learn them.

At long last, the tribe of humans came to the raging fury of the Storm River, whose current still flows as swiftly as it did in those days. There was no way to cross, but the Wizard simply smiled his knowing smile, cupped his hands to his mouth, and shouted across the river. His voice was like thunder, echoing through the hills.

"Wise elves of the forest, sturdy dwarves of the mines, I have aided you with past troubles. I have parleyed with dragons to vouchsafe this land, I have swept demons from your sacred halls, and I have conspired with Fey Lords to twist this river into a wall. Now I call upon you to return my favours. Welcome these downtrodden humans among you. They are brave and strong, though to your long years, they may seem as naught but children. Do this, and all shall be rewarded."

In response to his words, silver boats appeared on the opposite shore, carved wooden vessels with ornate oars. They slid into the water, piloted by elvish sailors with features most fair, and they sailed effortlessly across the raging waters. In astonishment, the tribe of humans were ferried across the river. For the first time, they saw the Outer Region laid green and fruitful before them.

The wizard taught the people how to plant crops and tame beasts of burden. He taught them how to build bridges, roads, and walls. He supervised the creation of a castle, picked the strongest man as a king, chose the wisest woman to be a queen, and helped them craft laws for the governance of their people. He brought the leaders of the elves, dwarves, trolls, and men together so that they could broker treaties for the fair division of lands. Lastly, he warned them all against allowing the forces of Oblivion access to this paradise.

Years passed, and the Great Wizard came and went, always heading back into the wasteland (a land that came to be known as the Middle Region), where he gained more power and shepherded more of humankind to those peaceful green shores. He crept into the Highlands and stole gems from the Eagle King. He bested the Lord of Darkness and trapped him in a dungeon deep beneath the ground. He climbed to the top of the Dragon Tower and cast the Dragon King into the void. He strode into the Firelands and bound ifrits to his will. And atop his stolen tower, he used the ifrits to forge a terrible crown. It was a crown with the power to command the minds of mortals—a crown with the power to destroy your very soul.

Each quest he undertook and each challenge he overcame made the world a little bit safer for all who lived, yet it also made him many enemies. His enemies still linger, long after the Wizard and his protections faded.

While the Wizard was away, the new King and Queen raised a family: seven brave sons and seven clever daughters. When at last the Wizard returned with the Crown of Command perched atop his head, he saw that the tribes of humankind had prospered and done well for themselves. Now he demanded his own reward. The Great Wizard claimed the two eldest children, a son and a daughter, as apprentices to accompany him on his travels. They went with him willingly.

Three years later, the Wizard returned. The son and daughter were no longer at his side. He repeated his demands for two children: the eldest son and the eldest daughter. With some trepidation, they agreed. Every three years this ritual continued. The Wizard would return and claim two more children, though each time they were less and less willing to go.

What was the Wizard doing with these princess and princesses? Why did they never return? Was he teaching them the secrets of the universe and sending them on their way? Perhaps. Was he treating them harshly and turning them into animals when they angered him? It is possible. Was he sacrificing their youthful energy in dark and horrible rituals meant to keep the demons at bay? That's what many feared.

And so, when the Wizard returned for the seventh time, the King and Queen refused his request. They had only one son and daughter left, their youngest, and they were not going to let them leave as well.

The Wizard was outraged. "I have given you all this. I am the one who led your people from the wastelands. I am the one who gave you a life worth living, a land worth working, and above all, a hope for a better tomorrow. And yet, I ask for such a trifle in return, and you deny me. You shall live to regret this mistake." He snapped his fingers, and the two youngest children fell dead on the spot.

Then the Great Wizard turned on the astonished parents, the light in his crown flickering red with his rage. "This is what happens to those who defy me. Your children are now all gone, and you shall never see them again. But you will live eternally with your grief, so that you may forever regret this betrayal. I am done with you all!" And with that, he turned from their hall and strode back across the river.

As he walked step by step over the churning rapids, a bridge formed beneath the Great Wizard's feet. Above it grew a giant stone soldier to guard his back, a Sentinel that still stands to this very day. On the opposite bank, the Wizard looked back at the land of green and paused.

Some say he wrestled with the desire to smite them all. Others say he felt a fleeting moment of regret for what he had done. Nobody really knows, but we do know that in the end, he chose to be merciful. Instead of destroying the entire Realm, he swept his arm out in anger at those who had denied him his prize. Responding to his rage, the Storm River altered its course. The river wrapped around the castle and pulled it into the Middle Region, forever separating it from the rest of humanity.

For a time, the masses of humankind were quite distraught. They wept buckets of tears over the loss of the noble princes and princesses. They fretted over what the Wizard would do if he ever returned. The King and Queen were beyond reach, and in their grief, they were unable to rule. Their castle fell into ruin. A King and a Queen still rule there to this day, but they are far removed from events in the Realm.

Now that the nobles and their castle were lost beyond the river, and now that the land was no longer under the Wizard's protection, terrible monsters crept up from below. The people, in turn, built a large City with walls and watchmen to keep them all safe. The mists eventually faded from the Woodlands, revealing secrets both wondrous and strange. And the fey began to mingle once more with the races of mortals.

Stories trickled out of the Middle Region about the Great Wizard, but no one ever saw him again. Eventually, the stories stopped, replaced by one whispered claim: The Great Wizard had died. Perhaps, truth be told, he never even existed at all. Time and distance have a way of turning memories into myth.

But the things he left behind—the Crown of Command and the other Talismans of great power—those certainly exist. Charlatans in the market may peddle cheap copies for a tidy sum, but a true few have been found by those brave enough to seek them.

And that is where you come in, isn't it? So many have tried to cross the Sentinel's bridge to seek those relics, hoping to claim power, glory, or fame. So many have failed. Only heroes are worthy of such things. So, my friends around the fire, you have heard my tale. Ask yourselves, those of you who would be heroes. Are you brave enough? Are you clever enough? In the end, are you worthy?

The Realm Today

Since the departure of the Great Wizard, the people of the Realm have found ways to live their lives and make their fortunes as best they can. The majority dwell in what is known as the Outer Region, a broad and largely pastoral region surrounded by the seemingly infinite World Sea on one side and the tempestuous Storm River on the other. A few intrepid souls make their living on the river, carrying those who have need to the Middle Region, usually to the great Temple or the ancient Castle of the royal family. There is another way to cross, but any who attempt to pass that way must contend with a fearsome yet deceptively quiescent Sentinel.

By comparison to the Outer Region, much of the Middle Region is wild and untamed. A vast desert covers much of the southern lands. Wild forests and treacherous hills fill the rest of these lands. From the centre of the Middle Region rise tall, impassable mountains. Somewhere in these mountains lies an ancient portal, which some claim is the legendary Portal of Power, an entrance to the realm of the Great Wizard. Beyond lies the fabled Inner Realm, accessible only to those who bear the legendary Talismans—sacred objects created by the Great Wizard for secret reasons of his own.

The acolytes of the Temple see sacred balance in the triangular lines of the Talismans: the Light of On High, the Darkness of Oblivion, and the Natural Powers of Balance. It cannot be known if this inference was drawn in hindsight or if the Talismans' creator intended to mimic the order of the cosmos. The ways of wizards are ever inscrutable, and hope has been built on flimsier foundations. Yet many agree: those who carry their Talismans to the Inner Region will find a great plain of fire, which conceals the Crown of Command, the most magnificent and terrible treasure ever created.



Borders of the Realm

Nearly impenetrable borders form many of the Realm's defining features. Tall, rocky cliffs and dangerous, jagged shoals line the coast. The sea is accessible in a few places, visible from the towns of Leyruin and Greymist, yet even there, the only truly safe waters are small lagoons bounded by coral reefs. A few kilometres beyond the coast, tempestuous seas await unwary travellers. A few brave captains navigate these dangerous shores, ferrying goods and people from Leyruin to Greymist, and some sail as far as the City. In recent years, the coastal waters have become more navigable, and a few fisherfolk ply these waters as well. To the north, the Crags create the upper border of the Realm. Trolls tell tales of monster-plagued wastes beyond the Crags, where no sane mortal dares to venture. A thick fog blankets the northern wastes, making travel nearly impossible.

Moving towards the centre of the Realm, the Outer Region is cut off from the Middle Region by the Storm River, which fully encircles it. A constant tempest obscures the river, beginning a half-kilometre from the shoreline of the Outer Region and continuing to the other side. In spite of its omnipresent storms, the river is somewhat navigable. Sailors from the City wharf and the Tavern at Innsview claim to have ferried it a time or two. On the rare occasions when the perpetual storm over the river is at a low ebb, the Middle Region is still shrouded in a deep mist, obscuring all detail from the other side. Once in a very great while, one can see the spires of the ancient Castle from parts of Villedoc.

The Lands

The people of the Realm have learned to accept their isolation. They now concern themselves with internal issues and struggles, yet they still maintain a studied curiosity about the world beyond the sea. All kinds of people come together in the great City, nominally beholden to the Castle beyond the Storm River yet functionally independent. People of every ancestry from human to sprite to ghoul dwell in the City. It takes in raw resources from every settlement in the Realm and sends out the finished goods it produces. For many, this hub is the only place they can get items they do not themselves produce.

Outside the City, most ancestries have enclaves, though quite a few settlements of mixed ancestry exist. By and large, even the most inhabited, nominally civilised places are extremely dangerous for those who do not call them home. They're not necessarily safe for the locals, either.

The City

As you approach the City, you'll first notice the pastoral fields and farmsteads that extend for kilometres, especially to the east and south. The people here are the lifeblood of the City, supporting the life that teems within its walls. People of every ancestry have made their homes here, whether by chance or by choice.

The City is called just the City because it is the first—and only—one of its size in the Realm. It's the centre of culture, civilisation, and commerce in the Realm. After the departure of the Wizard, the influx of monsters and other horrors led the people of the Realm to live in larger, more defensible groups. The humans, giving full reign to their organisational impulses, encouraged and developed the sprawling, multi-layered economy that became the City. It's been just as complex ever since. The City has continued to grow both outward and upward over time. More importantly, the social dynamics, factions, rivalries, and economic situation have become more complicated. For an adventurer, it's a natural and necessary destination. Anything you can get in the Realm by coin, bargain, or barter is available in the City.

Law and Disorder in the City

Life in the City does not come cheap, though it spends cheaply. Three main organisations run the streets and enterprise here: the Merchants Guild, the Assassins Guild, and the Thieves Guild. On the other end, sponging off of their leavings, are the four main pillars of the law in the City: the city patrol, the city watch, the Night Guard, and the Sheriff, who runs the jail. Nearly all officers of the law are for sale, regardless of their affiliations.

Above all of these, the Magistrate of the City keeps things in some manner of working order and accepts bribes from everyone. The city patrol functions informally as a private guard for the Merchant's Guild, and it's rumoured that the Night Guard is riddled through with assassins. The Thieves Guild, naturally, does not employ any of the legal organisations directly, but they have plenty of funds to pay off any who would try to jail them for any length of time.

There are two authorities, however, who answer directly to the Magistrate and no other: the Taxman and the City Dungsweeper. The City Dungsweeper is responsible for exactly what you think, as well as the hiring and conscription of others for "doing their duty" in this regard. Many visitors to the City who find themselves hard up for coin can make a decent (if foul-smelling) wage working for the Dungsweeper for



a night or two, making them the most well-known and influential ghoul anywhere outside the ghoulish city of Sepulchre. The Taxman's function is ensuring that all who dwell in the City for any length of time pay their dues to keep it running… or maybe the Taxman just sends most of it directly to the Magistrate's coffers. The City's cobblestones are in exceptionally good repair, and the streets are kept largely free of excrement and offal, so at least some of that money must be going to good use.

Notable Features of the City

"Every once in a while, we'll get some yokel who claims they're here to see the Avenue of Kings or take in the architecture of the Academy. Balderdash, I say! There's only one thing anyone who comes to the City really wants to see, and that's how much gold they can fill their purses with while they're here."

—Erin Fullbore, Gate Lieutenant of the City Watch

The City is huge and filled with many sights and wonders. It has continued to grow since its beginnings, and in some areas, buildings are built on top of buildings, creating leaning monstrosities that leave the streets in perpetual twilight. Almost anything you want can be found in the City if you look hard enough, though many dangers await the unwary. The following offers details on some of the most notable locations, although this list only scratches the surface.

The City Gate

At one point, the principal gate to the City was a grand, gorgeous affair, but it's now a crumbling clearinghouse for bounty hunters, travellers, and supply wagons. The City Gate is the one place in the City where very little crime occurs, since it's swarming with folks who make their living bringing in criminals. Adventurers can usually check the wanted list here, if they're looking to track down a bounty. The city's Magistrate, who has control over all official titles and posts in the city, has appointed a lieutenant to maintain order. Gate Lieutenant Erin Fullbore handles the collection of bounties and disseminates details about who's currently wanted for what. Surprisingly, she has a reputation for being honest, fair, and incorruptible.

The Academy

Once a bastion of higher learning, the Academy has had to adapt to increasingly wild and dangerous times. Dominating Noble Street, this imposing edifice has acquired a certain reek reminiscent of a tannery mingled with a slaughterhouse. This is due to its brisk trade in monsters, monster parts, and the training of monster hunters. There's also an actual tannery in the back, where monsters are skinned. Tanners transform hides into exotic armours or scrape them to make parchment.

In its heyday, the elves used the Academy as a major centre of lore and learning, governed by the Academic Council of Wisdom. However, the vast majority of these scholars have departed for the woods and forests. While a governing elven loremaster remains, the council itself has been reduced to three academics. Arcus Argringrim, the dwarven Master at Arms, is one of the foremost military historians of the Realm. Lady Eisley Fallcrest, a human noble, is said to be the primary financial backer of the Academy. The third academic is a mysterious, shrouded figure of unknown ancestry calling himself Professor Tom. In spite of his name, Professor Tom only rarely takes on students, preferring instead to engage in secretive research. He has been known to hire would-be adventurers for particularly dangerous tasks, usually to gain some rare or inherently deadly component for his research.

In traditional elven fashion, the leader of this council is known as the City Loremaster. It is unknown if she's always been the city's greatest master of lore or if others have held the title. Of course, she would know the truth, but in the interest of continuity, she will never divulge the details of this succession.

The High Temple

The crowning feature of Sanctuary Square, the High Temple, is an expression of a similar temple in the Middle Region. Its acolytes claim to have a direct connection to that other, more remote temple. They are also rumoured to have a connection to the legendary Warlock, who is said to dwell in the Middle Region, but that claim is more questionable.

Unlike the Chapel, which is dedicated to powers who dwell On High, the Temple reveres the Balance. Their religion reveres the three-pointed structure of On High, Oblivion, and the Natural Powers. The fey know these forces as the Lightbound, the Darkbound, and the Unbound. The triangular shape of the relics called Talismans symbolizes this relationship, at least according to the temple priests.

Three High Priests govern affairs in the High Temple, each representing one point of the triangle. Upon ascending to this rank, a former acolyte sheds their name and becomes known by a new title: the Light Priest, the Dark Prelate, or the Grey Friar. These titles apply regardless of each dignitary's gender. All other acolytes serve the Balance as a whole and may offer—or compel—services for supplicants of any alignment.

The Pantheon

At certain times of the year, acolytes of the Temple hold an event called the Pantheon, usually in the Sanctuary Square in front of the High Temple. During festivals, it's sometimes held in the town square. During this time, visiting supplicants who demonstrate sincere repentance for how they've lived their lives and aligned themselves with the Great Powers may pray to solicit new patrons, changing their allegiance to On High, Oblivion, or the Natural Powers. No violence may take place within the area designated for the Pantheon. Violence between those of differing alignment is particularly frowned upon.

Speaker's Corner

Often found on the edge of the town square, the Speaker of the City bellows out the relevant news of the day. She sometimes rents her corner space to those who need (or simply want) to make speeches and entertainers who want proper exposure during festivals. The Speaker profits from her paid position in the City, since it's a fairly important one. When anything notable happens in the City, the Speaker is likely to know about it first.

The Jail

For better or for worse, the Sheriff, a human named Thurston Midge, operates the jail. Unfortunately, the guards there are just as corrupt as he is. Parties trapped there can usually bribe the guards to escape, though there's a not-insignificant chance that the guards will just take your gold and leave you locked up. A small stone building surrounds the upper floor and offices of the jail, while a labyrinth of tunnels beneath the jail contain cells of various shapes and sizes. A few of the cells are magically warded and thoroughly suited to holding people and monsters, even those capable of teleportation or other forms of magic.

The Rogues Guild

Unlike the Den of Thieves (described later in this chapter), the Rogues Guild has remained in the same place as long as anyone can remember. This may be because the guild never keeps any actual stolen goods there, or maybe it's because they never have any evidence of their crimes, or perhaps they're just paying off the Sheriff and his guards.

Curiously, the guild claims to be a division of the Temple, and as such, they present themselves as a religious organisation. There's even a chaplain, often known as the Rogues' Chaplain, who possesses the power to intercede with the Powers on a person's behalf. This may even involve changing their alignment, although not always in ways the penitent might prefer.

Square of Kings

The Square of Kings stands as a memorial to the previous royal rulers of the Realm, a colonnade of statues of the previous monarchs. While each statue bears the name of the ruler, none of them display any indication as to the time or duration of their rule. The elves likely have that information in a text somewhere, even if it's a random anecdote in human history. What's even more curious is that no new statues have been added for at least the last hundred years—or at least, no one can remember any. Either way, the Square of Kings is a popular site for smaller markets, street festivals, and, in especially hard times, the pawnbrokers' shop.

The Wishing Well

An unassuming old well near the centre of town is said to be extremely lucky, possessing the power to grant wishes to those who offer some manner of gift. Typically, one gold coin will do, though some say more substantial or unique offerings increase the chance of having one's wish granted. This is all likely just a popular superstition. More cosmopolitan and cynical inhabitants of the City assume that everything tossed in there is ultimately fetched up by the Taxman, no doubt to bless the good fortune of the City's coffers. The elven loremasters, however, tell tales of an ancient well deep in the Great Forest that's sacred to the Fates, and this well may have an ancient connection. Whether you believe such tales is up to you, of course.

The Town Square

The central gathering spot in the City, the town square, is the main location of all manner of festivals, markets, news, and gossip in the city. From here, one can visit the Soothsayer's tent, shop for trinkets at Ohrzer's Magic Emporium, attempt to bail a friend out of jail, or listen to the Speaker on the corner while catching up on the latest news. Visitors planning any of these activities should first make sure they're not wanted for anything especially egregious.

The Shops

As one would expect, the principal attraction of the City is shopping. Anything that can be bought or sold in the Realm is available in the City's shops. Countless shops remain profitable, as new shops open and struggling ones close nearly every day. The following are a few of the most well-known and established shops in the City.

Asteral's Apothecary

Located on Flask Street, Asteral's Apothecary provides potent and peculiar elixirs and potions. The proprietor, Asteral, opened shop here shortly after the founding of the city, and she's almost always present. This elderly elf does not take kindly to foolishness, and she's always straightforward in her dealings. She has been known to hire adventurers from time to time to collect ingredients for her concoctions.

World's Finest Armoury

Guild Street offers the premier location for fancy but decently made weapons and armour. Their weapons are known more for their ornamentation than the quality of their steel. You can also get weapons and armour repaired here. A dwarf named Kazari Cragborn runs the place, but he's just the face of the operation. Most of the functional smiths employed here are human.

The Den of Thieves

The Den of Thieves is not quite a shop *per se.* It's more of a network of individuals who keep items on hand that you'd normally buy from more legitimate places at a higher price. Unfortunately, a number of these individuals are undercover operatives of the city guard. *Caveat emptor.*

Ohrzer's Magic Emporium

Occulted in a narrow alley just off the town square, Ohrzer's Magic Emporium is your source for extremely rare and powerful magic items. Its proprietor is Ohrzer Brittleaxe, a dwarven gentleman of leisure who's quick to remind customers that dwarves don't just mine ore. They're also exemplary crafters!

The Menagerie

Operated by a formidable trollish woman, the Menagerie provides exotic and mundane beasts to serve as companions to the discerning adventurer or as pets for wealthy nobles. Little is known about the Menagerie's Zookeeper, and less is known about how or where she obtained the beasts in her cages, but she's demonstrably fond of all of them. She's known for giving all of them names, and she's extremely discerning about who she allows to purchase her pets. The Menagerie is located inside a large warehouse that can be found off Rats' Road—just follow the rats.





Skullery Pawnshop

Anyone desperate for coin needs a place they can sell things they don't need anymore. This peripatetic pawnshop is run by a human named Mors Skullery. Since his livelihood is dependent on random misfortune, he's always struggling to pay the rent. His pawnshop is almost never in the same place from month to month, but as long as there's bad luck, it's always somewhere in the City.

The Six Fates Inn

Located near the City Gate, Six Fates Inn is perhaps the best-known inn you'll find in the City. Buy a drink here, rest up in a rented room, make a new friend, or engage in revelry. Just be sure you have enough coin on hand to pay off the Night Guard when they come to arrest you for disorderly conduct. (Don't worry. We know it's not your fault.) A human woman named Molly runs the Six Fates. She keeps a close eye on patrons, and her troll doorman is always ready to eject anyone who gets out of hand.

The Soothsayer

At the edge of the town square, the Soothsayer's tent has become a permanent fixture, doubtless due to their extreme popularity. They are known only as the Soothsayer, for they do not have another name. This mysterious stranger always wears heavy robes, complete with a cowl that makes their ancestry and gender indiscernible.

Melkor's Sorcerous Goods

Situated on Elemental Lane, this sorcerer's shop is the discerning spellcasters' premium venue for buying, selling, and trading spells and magical goods. Little is known of Melkor, the sorcerer who operates the shop, as they typically have their apprentices handle the tawdry day-to-day business of buying and selling. Some gossips whisper that this sorcerer has a professional rivalry with the City's alchemist.

City Stables

The City's stables are located on the charmingly named Droppings Lane. Here, adventurers can purchase riding beasts, beasts of burden, or (if one really insists) other things that may have been dropped here. There's also a wide selection of tack and feed, along with a variety of well-crafted wagons.

The Wharves

The City has two sets of wharves. One is on the north side right on the Storm River; the other is on the southeastern side, found along the river that leads to the swamps. If you've got enough gold, trained and stalwart seamen are ready to ferry you wherever you want to go, as long as it's somewhere along the Storm River or towards the swamps and the sea. You might even be able to find a captain bold enough to take you across the Storm River to the Middle Region. You can always ask, but even if you get an affirmative answer, it's fairly certain the trip won't be cheap.

Villedoc

Set apart from the City, the chief human settlement is called Villedoc. It's much smaller than the City, but it's many times larger than any of the other towns or hamlets in the Realm. Some say Villedoc was once the old town attached to the Castle, back when the King and Queen still directly ruled the Realm, long before the River of Storms separated the Middle Realm from the outer lands. Fields surrounding Villedoc provide much of the Realm's food.

The Lord Mayor administers the town. At one time, the King and Queen appointed the worthy individual who held that position. For several generations, each Lord Mayor appointed their own successor, though no one is precisely sure when or why exactly the change in this tradition first occurred. There have been both male and female Lord Mayors; the title always remains the same.

Beyond the fields to the west, brave travellers can seek a deep and mysterious forest inhabited by elves and sprites. Only the bravest villagers travel there, although some attempt it when in dire need. Even this journey is more common than the dark and forbidding sojourn to the Sepulchre, where the ghouls dwell, although it *is* a popular destination after someone dies.

Rumours claim that directly across the river from the village, far beyond the Castle, one might find a massive carven door with an engraving of a troll's visage. Allegedly, it leads to the Inner Region once inhabited by the Great Wizard. As a result, not even the most fearless farmer or hard-worn builder owns a boat, and anyone who dares to attempt crossing the Storm River is considered to be a fool.

Notable Features

Unlike the City, Villedoc does not have a great many shops or similar attractions. However, some reliable resources—all offered by humans—are available for the discriminating adventurer.

The Blacksmith

Operated by the same family for generations, the forge of the village blacksmith provides quality weapons and armour. Their work isn't the fanciest, but it's sturdy, and it's certainly reasonably priced compared to the more decorative stuff you'll find in the City. You'll usually find the elders of the family, Harla and Tomsin Galdedar, working in the main shop. Their six children serve as their apprentices and deal directly with customers.

The Healer

Jon Kimora, the village healer, is celebrated for his skill in curing hurts of the body. Unlike the majority of the people in Villedoc who are born, live, and die in its pastoral lanes and fields, he originally came from the City, where he learned his craft in the great Academy. If he misses his cosmopolitan past in any way, there is no hint of it in him—apart from his prices. He's often in the market for medicinal ingredients, alchemical components, and other resources not native to the local area. Sometimes, he can be convinced to trade his services for items he cannot get otherwise or other services he cannot easily obtain.

The Mystic

The village mystic is a cantankerous woman of seeming middle age, though the villagers will tell you that she's lived in that "middle" for the last fifty years. She spends her days sitting in a wicker-woven chair in her kitchen garden in front of her little cabin, holding her old one-eyed cat in her lap. When not napping, she makes sharp observations to herself about passersby. According to Villedoc's rumour mill, she once crossed the Storm Sea with a travelling priest to make a pilgrimage to the Temple in the Middle Region, so she could learn new ways to serve the Balance. When she returned alone, she seemed far older than she should have been, considering the amount of time that had passed since her leaving. She had also obtained the power to bestow the blessing or curse of the Light or the Dark. No one knows whether she chooses this fate or merely enacts the subtle orchestrations of Fate's tapestry.

Much of the time, she ignores those who come to her in supplication. In very rare moods, though, she is known to teach some bit of sacred lore or impart a bit of her own magic to one who can receive it. She had a name at one time, but as her own people have long

since passed, locals simply call her "the Old Mystic," and the local children call her "Auntie." When villagers die, she is the one who takes their bodies on the bleak journey to the Sepulchre for burial.

Settlements

"If not for the rabid beasts, the bandits, the ghosts, and the occasional demon, this country would be an extremely pleasant venue for an afternoon's ramble."

—Jo'el Munrov, Horsemaster of Whitestable

Dozens of small settlements are scattered throughout the realm. These range from small clusters of homes to cities large enough to rival Villecoc. The following travelogues offer details on some of the largest and best-known settlements.

Foresthold

Foresthold is almost perfectly hidden in the Great Forest—at least, it is unless you know what you're looking for and you're inclined to look up. Its dwellings are carved directly into the living trees, sustained by magic and careful maintenance. Ladders and walkways of ropes, branches, and vines connect them. Into each wooden surface, crafters have carved the histories of the Realm, as passed down by elven lorekeepers. Cunning artisans formed these carvings before Queen Mab gifted the elves with the knowledge of how to make paper and ink for scrolls and books. They're relics of a time well before her madness and exile.

The main product of the Foresthold elves is a special kind of paper, one that's suitable for spellbooks and scrolls. Elven vellum and sylvan stationery are produced using a secret method perfected in laboratories hidden in the trees. Both are treated with an alchemical preservative to stop decay. The elves have since taught other ancestries how to make less enduring paper, though tanned hide parchment is still fairly common in the City and elsewhere.

Foresthold's principal guardian is the Ancient of the Forest, located at the centre of the settlement. That formidable fir tree is as old, it is said, as the Realm itself. Legends claim that this ancient can grant blessings to those who serve the interests of the forest and its lords and ladies. It can also allegedly curse those who would otherwise cause harm.

Craghold

Dwarves and trolls alike call the massive strongholds of the Crags their home, though the dwarves claim dominance there. In its twisted labyrinth of cliffs and crevices, they've built natural-seeming fortresses into the rock. Below these, concealed in hidden caves and tunnels, dwarves mine the treasures of the earth: gold, silver, iron, tin, and a few gems and jewels. According to the tales of the dwarven elders, these valuables are much rarer than in times past. Now many veins are completely exhausted, or in some cases, simply too deep and dangerous for further delving.

The oldest of these elders, the Tempered Lords, speak of vast, rich mines beyond the Storm River—even beyond the legendary Portal of Power—where gold and more precious ores may be found in abundance. According to legend, the dwarves of old used materials from this lost mine to create wonders. Those creations are now long lost or destroyed—save for the Sentinel that stands over the sole river bridge. The trolls do not dispute this tale, but they still assert that while dwarves may have played a part in the design of the Sentinel, trolls were responsible for its manual construction and the architecture of the bridge, for no one knows bridges as well as a troll does.

Whatever the truth may be, the contention has not soured the generally friendly relationship between these ancestries. They both prefer to be left alone to their respective pursuits, and they are pleased to grant this consideration to their neighbours. Aside from these peoples, the Crags are inhabited by human barbarians—wild people living in isolation from civilisation—massive rock-dwelling monsters, wailing ghosts and spirits, and the occasional overly large arachnid.

Trolls who dwell in the Crags either live under dwarven rule or have staked out territory in the labyrinth of caves and crevices therein. They often build bridges over chasms or streams, so they can protect them and charge their tolls accordingly. Trolls have never been counted among the Crag Lords, nor (by extension) have they been chosen as Tempered Lords. Nonetheless, when the relationship between the two peoples grows strained, or when an outside threat menaces them, the trolls may appoint a chieftain to represent them in the councils of Tempered Lords. This chieftain must be selected by a consensus among all the crag-dwelling troll families. As a rule, trolls prefer to avoid hierarchies and structures, managing themselves fully within their family groups. They only elect a chieftain in times of extreme duress, usually for as short a time as possible. Left to their own devices, trolls are generally unbothered by the various monsters and other creatures in the less fortified or civilised portions of the Crags, seeing them mostly as sources of food.

The Crag Lords and the Tempered Lords

The Crag Lords include nobles from the dwarven aristocracy, members of the most prominent dwarven families, commanders who oversee the most magnificent fortresses in the Crags, and merchants whose mining and smithing operations are the most profitable. Each of these noble houses, merchant houses, families, and military organizations submits an exemplar to the

council of elders known as the Tempered Lords. Each family appoints its own representative to the council based on their own criteria (although gender is not one of them.) The Tempered Lords make decisions regarding threats and expansion in the Crags, settle disputes, and keep the record of which families should be elevated to lordship (or in some cases, which need to have lordship stripped away.) They also manage their relationships with the trollish clans when needed, ensuring that they remain free of contention and needless drama, even when relations are not overtly friendly.

Greymist

On the southern tip of the island, south of the City on the outlet of the Storm River, lies a fetid swamp. On the western side of the island, where the swamp gas is less noxious, the ramshackle town of Greymist sits on a sandbar between the swamplands and the great sea. The town is primarily inhabited by humans, trolls, and a few ghouls. Locals make a living fishing and hunting in the salty marshes. Half the buildings in the town are on stilts, subject to flooding from the frequent storms blowing off of the river. As the sea approaches the town, Greymist's mystic boundaries grow weaker. Anyone looking to hide stolen goods from the City or move items discreetly (for whatever reason) can employ smugglers from Greymist or Leyruin to do it. Geographically, Greymist is preferable, at least for those who live in the City.

Leyruin

In the southwest corner of the island, a lonely ruin lies enshrouded by an ancient wood full of ghosts and wild animals. In a clearing beneath these woods, the insular settlement of Leyruin hides from the rest of the world. A massive, camouflaged fence protects the western and northern borders of this village. Crafters harvested the wood for this barrier from the fallen giant redwood tree that was once the Ancient of the Wood. To the south, beaches drift toward a seemingly endless sea. Impressive cliffs and a rare, sandy inlet near Leyruin's southern border offer access to a limited supply of fish and other sea goods.

Although Leyruin is nominally an elven settlement, built mostly to conform to an elven aesthetic, settlers from all over, travellers representing every ancestry, and survivors who have no other place to go live there in relative seclusion. Some are criminals from the City; some are dwarves who have offended the Tempered Lords; others are trolls who have found their solitary existence too dangerous to maintain. Even ghouls who, for whatever reason, cannot return to Sepulcher call Leyruin their home. Although the wood itself and the ruins nearby are full of dangerous and uncanny beasts and creatures, the citizens of Leyruin find themselves blissfully untroubled by them, so long as they don't wander too far into the eastern woods or the ruins themselves. More foolhardy and unfortunate explorers of these forbidden lands are rarely seen from again. If they do return, they do so… changed.

As in Greymist, smugglers from the City often pass through the town. Apart from that itinerant trade, the locals support themselves on what they can fish or salvage from the sea, supplemented by a little bit of hunting and the brewing of a special liquor. The ingredients of this highly intoxicating potable are a closely guarded secret. Traders at Innsview's Tavern and barkeeps in the City sell Leyruin's spirits at a fantastic mark-up, supporting the other, less savoury trades performed in the town.

Whitestable

South of the Craven Idol Woods, Whitestable receives travellers. Two-thirds of the dwarven settlement has burrowed into the White Horse Hills. One-third of the settlement is sequestered in low, fortress-like structures of stone and earth visible on the surface. Apart from continual mining of the increasingly depleted ore veins beneath the hills, Whitestable's name implies its most profitable activites: the locals capture, breed, raise, and sell hill horses to nomads and travellers. Like Craghold, Whitestable has a healthy trollish population. It also serves as a decent waypoint for travelling merchants and nomads who find sleeping in the open too dangerous.



An elected official known as the Hill Lord governs Whitestable. The Hill Lord's chief official is the overseer of the mining operations—or at least, what little of them remain. The third most important figure in the town is the Horsemaster, whose duties should be fairly obvious from his title.

Woodbine

The Split Oak Woods stretch from the Storm River to the sea. You'll find them beneath the plains that stretch south of Chapelbell, north of the farmlands that surround the City. Within these woods, travellers can find the elven settlement of Woodbine, which endures as the closest enclave in contact with those who dwell in the City. The cosmopolitan elves who dwell there are comfortable with humans and other races. Thus, Woodbine is less concealed in the trees than other elven settlements. Its population includes fewer sprites, a larger number of humans, and even a few dwarves and trolls.

Lorekeeper scholars here are focused on objective scholarship, attempting to assemble as true an accounting of history as possible. As such, they give little credence to superstitions concerning the Ancient Ones or more distant fey powers. After all, if the massive oak that was once venerated as the Ancient of the Wood had any real power, it would not have been sundered by lightning some hundred years ago. It has remained only as the smoking, splintered ruin that gives the Split Oak Woods its name. At the time, many saw the sundering of the Ancient as good fortune for the town. After all, many buildings and other goods in Woodbine were constructed in part out of the bark and heartwood of the fallen Ancient.

Travellers have recently seen a rise in the appearances of hostile wild animals, unnatural monsters, ghosts, and other horrors in the woods. Some elders whisper that this is due to the defilement of the forest by those who live nearby, but most refuse to believe this. Despite this worldly view, the town is still governed by a council of four archons holding traditional elven titles, even though they view these customs as more matters of habit and cultural expediency than an effective form of governance.

Locations of Interest

"The Temple acolytes like to go on and on about the great balance—Oblivion, On High, Nature, Light, Dark—whatever you want to call it. I think that's a coward's way of justifying their inability, or unwillingness, to risk their lives and livelihoods to do the right thing. That's why the Chapel exists."

—The Abbess of Chapelbell

Far from the City and Villedoc, various people have formed other, smaller habitations in some of the more defensible regions of the Realm, typically around the land's most notable geographic features. Most of these are predominantly populated by one or two ancestries, though a few are more egalitarian.



The Tavern at Innsview

A settlement stands on the western side of the Realm (though the word "hamlet" might be more fitting), not far from the eaves of the Great Forest. It's abutted by a large stand of fields, each with its own tiny farmstead where the locals harvest barley, wheat, corn, grapes, and honey. Some of this bounty is then distilled and fermented into potent potables. The brews and spirits are then sold at the area's most famous landmark: a large, inviting tavern. This destination is a welcome sight to any weary or thirsty traveller. It's known across the land as the Tavern at Innsview, or more commonly, the Tavern.

Run by a human named Niles Murdo, known to locals as "the Innkeeper," the Tavern provides semi-permanent lodging for any number of wandering, down-on-their-luck wanderers, adventurers, and ne'er-do-wells. It also serves as the principal gathering place for the community of local farmers, who come to enjoy the fruits of their labours on a regular basis. It provides employment, or opportunities thereof, for an ever-changing roster of folks who don't mind waiting tables, pouring pints, and shaking bedbugs out of mattresses for a gold or two, at least until a better opportunity comes along.

The innkeeper's wife, Oora Murdo, is credited with creating most of the food and drink recipes served in the Tavern. Rumour has it that her mixology skills are not limited to intoxicating beverages. Allegedly, she learned more interesting concoctions during a youthful sojourn in the City, where she lived in service to the local alchemist. Of course, that's probably just another tavern tale, as she hasn't been seen selling any such draughts. At least, no one has admitted it….

Some of the more notable regulars include Aigla, a semi-itinerant elven wizard who claims to have mastered the power of spatial translocation (what you might call "teleportation"), and Prish the Sailor, skipper of the *Blessed Stormdancer*. That ship, it's said, is capable of traversing the Storm River with ease, so long as it's travelling between the Tavern and the Temple on the other side. Prish is known to carry those who wish to make a pilgrimage to this Temple, though not all who make this journey have ultimately returned. What precisely happened to them is unclear. Whether they stayed in service to the Temple, were lost in the river, or wandered off to meet some other untimely fate in the Middle Region is a matter of speculation.

Chapelbell

On a lonely hill between ancient ruins and the Plain of Justice, a sacred edifice defiantly stands, surrounded by a charming, bustling little town called Chapelbell. Wholly unlike the Temples of the City and the Middle Realm, which are dedicated to the whole of the Balance, the Chapel serves only the Light and powers who reign On High. An abbot and the abbess oversee all that occurs here. These former priests of the Temple left to form their own sect, built on the idea that Oblivion is unnecessary, or more precisely, only worthy of obliteration. Neutrality, according to this worldview, is a lie told to make the lazy feel better about their own inaction. Those who serve the Chapel do not see Neutrality as representative of the powers of nature, as most of the Realm does; instead, they see nature as inherently good. This sect is largely popular with humans and some of the elves who remain distant from the influence of the fey. It's also somewhat attractive to certain dwarves, though the sect's disdain for Neutrality keeps it from catching on in the Crags. It's extremely rare for sprites and trolls to dedicate themselves to this sect, even if they already serve those On High.

The priests of Chapelbell are eager to tell the truth about their path. Most human settlements have some priestly presence within, if not an established sister chapel to serve their communities. According to rumour, these priests are particularly eager to expand their ministry among the nonhuman ancestries, especially ghouls. They've eagerly fostered rumours of a ghoulish presence in their sect, claiming to sponsor ghouls who actively reject service to the Dark Powers, so they may serve powers On High with fervour and zeal. This squares poorly with the alleged inclinations of ghouls, but the abbot and abbess have a test for penitents. The land on which the Chapel is built is demonstrably sacred to the Light, causing pain to those who serve the Dark Powers, just as it blesses its own servants. If the land is willing to accept and bless any ghoul who wishes to present themselves as a supplicant, the abbot and the abbess decree it is not for mortals to gainsay it.

Chapelbell is mostly fed by imports shipped from the City. They want for little, being content in blessings from On High, but they're forever wary of encroaching monsters, especially servants of Dark Powers that might wish to obliterate this bastion of opposition.

Sepulchre

Beyond the wood, sequestered along the Lonely Road from Villedoc, the grim and desolate graveyard known as Sepulchre rests in the shadows. Although the ghouls who dwell there are not necessarily evil as individuals, the place itself seethes with indefinable malice. None who pass it by can doubt that this is a place sacred to evil beings, and one cannot help but wonder what hideous strength it draws from those interred here.

Despite its malefic aura, this necropolis is the final resting place for most of those who die in Villedoc. Ghoulish caretakers ensure that none of the poor souls buried here will rise as ghosts or other undead monsters to trouble the land—unless, of course, the

ghouls really want them to. New corpses are interred at the southern edge of Sepulchre, closest to Villedoc. The area surrounding Sepulchre's southern gate is free of the dark miasma that envelopes the rest of the necropolis.

The ghouls themselves inhabit marble mausoleums disturbingly arranged in patterns similar to the layout of human villages. They dwell among the graves they tend, living beside the dead. They neither buy nor sell foodstuffs here, as they do not require them; instead, they trade in treasures and buy what they need with the burial gold outsiders paid them for their keeping of the dead. The Sepulchre's overseer is a shadowy figure known as the Caretaker. Their primary concerns are ensuring that all graves and grounds are orderly, as well as deciding where fresh plots and mausoleums are placed.

Locals consult the Caretaker whenever matters arise that concern a plurality of gravekeepers (sometimes known as a "plot.") This usually occurs when some overzealous villager raises a mob in yet another attempt to "scour that unholy place with fire once and for all." (Invariably, that's an ill-fated idea.) Gravekeepers must also respond when some ambitious individual trained in sorcery or the dark arts wants to move in and set up shop there. (This enterprise usually meets with misadventure, though for completely different reasons.)

One of the City's most notable and upstanding ghoulish citizens, the City Dungsweeper, is known for her opinions on these matters. Quoth the City Dungsweeper, "When you arrive in Sepulchre, supplicate the servants of the Dark, bear gifts of gold or flesh, or turn around and leave quickly."

The Wilds

Great expanses of wilderness and uninhabitable regions surround the various lonely places diverse ancestries inhabit. The forests, hills, crags, and plains of the Realm are full of dangers to be feared and fought, as well as resources necessary to ensure survival. Of course, many of these essentials can be obtained at a reasonable cost. All of these settlements rely heavily on adventurers, mercenaries, and travelling merchants willing to brave the wilds to meet their rapacious need for resources.

Woods and Forests

Forests and woodlands cover much of the Realm. Home to a great number of woodland creatures, many have never been fully explored by humans.

The Great Forest and Woodlands

Known as the principal dwelling place of elves and sprites, the Great Forest looms at the edge of the Village's southern fields. Moreso than the remainder of the woods, the Great Forest is unnaturally dark and labyrinthine. Even the most skilled trackers and hunters lacking elven ancestry easily find themselves disoriented. Wanderers are unable to find their intended direction, inevitably facing down some slavering woodland beastie. Fewer still can successfully find Foresthold, the tree-bound elven settlement where lorekeepers hide vast libraries of books and scrolls from the time of the Great Wizard and earlier eras.

Sprites who do not dwell in Foresthold proper can be found (when they want to be found) throughout the Great Forest and in the other woods, including the Craven Idol Woods, Split Oak Woods, and Fallen Giant Woods, as well as hidden glades and dells. They often tend shrines to the fey lords and the powers of Nature. Some dwell amongst their more feral relatives: dryads, naiads, pixies, treefolk, and similar creatures.

Each of the woodland areas was tended at one time by the Ancient One, the eldest tree in the forest. The Ancient One is so old that many believe it possesses sentience of a kind. Lorekeepers speak of the Ancient One passing on its wisdom to the sprites and elves that maintain the land. Over time, several of these Ancient Ones have either died or been destroyed; only the ancient fir of the Great Forest remains intact and uncorrupted.

Craven Idol Woods

South of the Crags, growing between the White Horse Hills and Sepulchre, the Craven Idol Woods are not a home for elves and civilized sprites, as you might expect. Here there be goblins, along with their sinister fey cousins. Goblins mark their territory in the woods with fetishes of bone, hair, and sticks. The woods gained their name, however, from modifications made to the Ancient One of the woods. The goblin tribes carved the Ancient One, a once-stately birch tree, into a grotesque effigy, which now radiates with palpable emanations of evil. These creatures periodically venture into the hills (and even as far as Villedoc) to raid dwarves, trolls, and humans in their respective holdings. Their spontaneous raids have varying degrees of success. (Not surprisingly, they tend to give Sepulcher a wide berth.) Lately, darker and more horrible things have been reported slouching past the wood's boundaries. Survivors claim villagers from surrounding lands are being carried off, never to be heard from again.

Split Oak Woods

Between Hanging Tree Plains and the City's farmlands, Split Oak Woods is probably the second healthiest woodland area, at least compared to the Great Forest. The elven town of Woodbine is built into the southern part of the wood, nearest the City. A great deal of traffic flows between the two. Naturally, this traffic attracts numerous bandits and highway robbers, leading to a constant need for adventurers to serve as guards for merchants and scholars travelling the roads. There's enough activity here to keep hostile animals scarcer than in other parts of the Realm, which just means that when non-bandit-related threats appear, they are generally of the more horrible and unquestionably monstrous type.

Further on, sitting in the centre of the wood, an old oak tree a good metre across has been blackened into charred shards. As far as anyone can tell, the ruin was the result of a massive stroke of lightning. The Woodbine's lorekeepers claim that the remaining lumber is particularly strong and useful, though the woods around it are far more dangerous and populated by beasts than the well-travelled southern region. Adventurers can also find employment here, if they're willing to trudge with the harvesters to retrieve more wood for Woodbine's artisans.

Fallen Giant Woods

The Fallen Giant Woods are found on the western shore of the Realm, situated between Leyruin and the Storm River. Like the ruins it encompasses, this wood is infested with (or was corrupted by) something less than wholesome. The people of Leyruin hunt and take timber from its borders, but even they do not dare venture too far into its depths. The animals that dwell there seem unnatural; they're either too large, too diseased, or otherwise too twisted in some manner. Some believe this has something to do with the shattered, fallen redwood tree that gives the forest its name.

Others attest the trouble lies in the ancient ruins decaying in the eastern part of the forest. The ruins are remnants from the time of the Great Wizard, although no one knows what they were before they were ruined. It is a place where nothing wholesome lives. Though the ruins are not as unquestionably evil as the closest graveyard, they're obviously treacherous. Monsters and twisted spirits stalk there, protecting whatever secrets and treasures were left by those who abandoned the ruins long ago. The people of Leyruin know as much as anyone else does about what lies therein—which is to say, they know nothing at all.

Whispering Wood

The Whispering Wood lies on the western side of the Realm just north of Fallen Giant Woods. A few small hamlets and villages cling to the eaves of the forest, but only the bravest souls dare to travel far into the forest. Legends speak of a prosperous city that existed long ago in the heart of the woods, but their rulers allegedly dabbled in dark powers. They might even have been servants of Oblivion. This sinister locale might have a connection to the ruins in the Fallen Giant Woods, or the source of its suffering may be something else entirely.





Today, those who live in the eaves of the wood say they know nothing of the grand city that once flourished here. Local tales claim the rulers were so wicked that they were forsaken by the powers of Light. Despite this righteous retribution, Oblivion still rules in the darkest corners of the woods.

More commonly, the Whispering Wood is known as the only place in the Realm where harmony oaks are found. The wood of these oaks resonates with sound and music in a way like no other. Instruments fashioned from harmony oaks are cherished by bards and minstrels throughout the Realm. Builders covet boughs and boards hewn from harmony oaks for the construction of music halls and theatres.

Hills and Crags

Adventurers travelling over hill and dale inevitably encounter legendary locales.

White Horse Hills

The White Horse Hills are nestled in a lonely, arid region south of Craven Idol Woods. It's not a populous land, save for the half-buried town of Whitestable. Small creeks wind through the area, offering plenty of places for troll families to set up homes under bridges and in small encampments. Local trolls trust in their strength and regenerative abilities when confronting the wild animals and bandits roaming the area. However, this predation is getting bad enough that many of these holdouts have either decamped for Whitestable or (more rarely) set out for Chapelbell. Many who haven't moved are seriously considering it.

Adventurers should beware of these dangers, as well as wandering goblins from the woods to the north who look for hapless prey. The hills are also famous for wandering tribes of wild horses, which give the region its name. A few caves are hidden in the region, but most of the exploitable mines in these hills were exhausted ages ago.

The Hollow Hills

Southeast of Leyruin and the Fallen Giant Woods, the Hollow Hills roll all the way down to the edge of the Grey Swamp, where Greymist sits. These hills are noteworthy for their numerous caves, burrows, and treacherous slopes where the hillcrests are so thin, they'll crumble out from under a body as they cross over it. Many of these underground locales were once old gold and copper mines, formerly plentiful but now so completely exhausted that not even a lingering camp of hopeful dwarves would dare remain. Unfortunately for the locals, these abandoned hollows have attracted more sinister tenants in recent decades. Rumour even has it that one of the larger caves has become the home of a particularly fearsome dragon, a wyrm who's all too pleased to make meals of any nomads, merchants, or hapless adventurers that might wander its way.

Beyond the Crags

Only a few trollish explorers have been known to traverse the northernmost boundary of the Crags. Perhaps only two or three have returned to tell their tales to anyone who might write them down. These scant records tell of high, unforgiving terrain populated by unspeakable beasts. This has led some human scholars to speculate that the source of the monstrous invasion in the Realm has come (at least in part) from beyond this border. Others suggest that this was the Great Wizard's original point of departure, where he nominally left the realm. Legends tell of a hideous monster with the fires of perdition in its belly, just waiting there for anyone foolish enough to enter its domain. Regardless of rumours, the truth of what lies beyond the Crags is as mysterious as any revelations awaiting explorers in the Inner Region.

Other Places in the Wilds

The wilderness is full of unforgettable tales and legends travellers should probably remember, lest they lose their way and join the ranks of the forgotten.

The Plains

The plains areas of the Realm are essentially barren. They're devoid of water and sparsely covered with minimal vegetation. Like the other parts of the Outer Region, they're found along the Storm River, but the plains are at a higher elevation. Rocky, crumbling cliffs prevent irrigation and settlement. The plains are frequented by unpredictable nomads, bandits exiled from more civilized locales, and those who travel for a living. These brave few must still contend with dangerous animals, the undead shades of those who perished in this unforgiving terrain, and as one would expect, each other.

Authorities in the City and Villedoc sometimes exile criminals to the plains. Long ago, criminals were hung in iron cages along the road; that's how Iron Cage Plains got its name. Likewise, Hanging Tree Plains got its name from a twisted tree where the corpses of criminals were displayed as a warning to others.

The Grey Swamp

The southern outlet of the Storm River passes through a massively marshy and effusively fetid river basin. Anyone wandering here will be plagued with all manner of toothed things that can swiftly pursue intruders on both land and sea. In this part of the river, storms are far less frequent, though overflowing waters often flood the area. In theory, this makes the swamp an extremely good place for disposing of inconvenient corpses, if one wanted to do such a thing. It's also a good place for anyone who wants to hide from the civilized world or smuggle goods; the authorities would need to be really committed to find them.

Legends of The Other Regions

Beyond the Storm River in the interior of the island, the Middle and Inner Regions await. Few have travelled there, and fewer still have survived, but anyone who's returned invariably carries tales of improbable beings, astounding creatures, fabulous treasure, and incredible danger.

The Middle Region

The land across the Storm River has a reputation for being treacherous and hostile to most life. However, a few people of various kinds manage to live there. In particular, the seat of human authority, the Castle, is found across the river from Villedoc. On the rare days when the air is clear, it's visible across the river. Some fervently believe that some royals still live there, occasionally sending their decrees into the City. Although some decrees from the unknown authorities are upheld, no one has seen these nobles in a very long time. Old Auntie, the village mystic, claims she saw the King and Queen on a procession through the village once when she was a girl, but no one knows how long ago that was… or even if her memory can be trusted.

Likewise, the Temple sits on the southern shore of the river, opposite Innview's Tavern. The Temple is the seat of trifold faith in the Realm. Acolytes who serve the Powers there follow the same general structure as those in the High Temple of the City. Despite this reverence, some critics claim the Temple's acolytes press pilgrims into service, forcing them to toil for the Powers, at least until some requirement known only to them and the Powers has been satisfied. They're said to speak directly to the Powers themselves, so they may keep and protect some of the most holy relics of the Realm: the legendary Talismans.

Other features of these lands include a vast desert, the dense Throne Wood, numerous ruins, and a deep chasm. Legends persist of a hidden valley somewhere in the foothills of the mountains, and of course, the mysterious Black Tower endures. A cluster of towering and impenetrable mountains rise from the centre of the Middle Region. The tops of these mountains are almost always obscured by clouds, although on rare clear days, some claim they can see a bleak and forbidding tower somewhere beyond the mountains.

The Inner Region

The Inner Region is almost a complete mystery to all the peoples of the Realm, save that it exists on the other side of the Great Portal on the Middle Realm's northern side. According to legend, the Great Wizard concealed something there long ago, most likely a magical weapon or spell of some kind. Some say this bequest (or subterfuge) was part of the reason for his ultimate demise. This item is believed to grant the bearer dominion over the entire realm, although other legends claim it will bring doom to all who dwell therein.

Loremasters say the Wizard shackled the most powerful beings of the Dark Realm there to guard the Great Portal. In these tales, the land twisted and warped its dimensions to serve as the Great Wizard's prison, creating obstacles for any who would attempt to seek his treasure. No one in subsequent history is known to have travelled there and returned, though history and legend are littered with tales of those who have tried. Such stories, repeated in their infinite variations, are some of the Realm's most common cautionary tales.

Chapter 2: Rules of the Game

The Basics

This section outlines the basic rules for *Talisman Adventures*, providing you with all the fundamentals you'll need to know. You'll find information on dice, tests, fate, different types of actions, combat, taking damage, armour, healing, and death. Of course, there's no substitute for sitting down and playing the game for learning the ins and outs of the rules, but reading the rules certainly helps.

If all of this seems overwhelming, take heart! You don't need to memorise every little detail to play. Take a little time to figure out the basics, and the rest will come as you play. If you're uncertain about a rule, you can always ask another player or the Game Master, although the Game Master is the final arbiter of any rule disputes.

Most tabletop roleplaying games, including *Talisman Adventures*, use simple dice rolls to determine the outcome of actions. In this game, one of these rolls is called a *test.* A test can represent anything from tracking a goblin through the forest to picking a lock… or fighting a dragon. Not everything requires a test, and many actions are (or can be) accomplished simply by describing what your character is doing. However, any situation where a degree of skill or chance is required—and more importantly, where failure has an impact on the story—a test is required to determine the outcome of the action. You'll find more information about tests, actions, and much more throughout this section.

Characters

Your character is the agent through which you influence the story the Game Master creates. Your actions determine the course of the story or the direction of a scene; therefore, it's up to you to know your character's capabilities. Your character sheet describes your character through a list of attributes, aspects, skills, Special Abilities, and so on.

Much of the time, you simply describe what your character does, and the Game Master narrates the outcome. Sometimes you might want your character to do something that is dangerous or is in opposition to another character in the world, so the Game Master may require you to make a test. The outcome of that test determines whether your action is successful and how it impacts the story.

Looking over his character sheet, Ed sees that his ghoul thief has a high Agility score but low Wits and Resolve. He'll probably want to stick to picking pockets and other acts of physical theft rather than trying to run cons or scams.

Time

The passage of time is an important aspect of any story. We use different measures of time to indicate how much time has passed or how long it takes to complete an action. The following is a breakdown of the different ways that time is measured during a story.

Days are most commonly used when measuring the passage of time during a long journey. A day is usually considered to be a full 24-hour period, which includes rest time and any other actions the characters might take. If a Special Ability or other effect states that it can be used a certain number of times per day, you must have a full rest before the number of uses resets.

Sunrise and **Sunset** are not precise measurements of time, but we sometimes use them when describing the duration of a magical effect. Some magical spells or effects expire at sunrise or sunset.

A **Scene** is not a precise measure of time. It's similar to a scene in a novel: A scene is the amount of time that

passes during a single encounter or activity performed by the characters. A scene can be seconds, minutes, or even hours. It might be a single combat, along with the looting and healing that takes place afterwards, or it might be an evening spent in a tavern trying to learn information about the local thieves' guild.

Hours are referenced when the characters are exploring a localized area, such as a small wood or a building. The Game Master might tell you it takes two hours to travel from the village to a nearby graveyard. Some spells and magical effects have a duration that's described in hours.

Minutes are used to indicate the time it takes to travel a short distance or perform a short task. The time required for climbing down the side of a cliff or searching a room for a hidden treasure map might be measured in minutes. Also, some spells and magical effects have a duration in minutes.

Rounds are a measure of time used during combat and other situations where small units of time are important. Each round (or combat round) lasts approximately 5 seconds.

The Game Master rolls a few dice for random encounters, then looks up at the players and speaks. "You travel deep into the forest for three days. With each day that passes, the trees become thicker until the boughs above you almost completely block out the sun. Toward the end of the third day, you hear a long, mournful howl coming from somewhere ahead of you…"

* * *

The heroes are in a battle for their life. Ariawyn swings her sword in the hopes of finishing off the undead abomination they're fighting, but she fails. The Game Master informs her that the undead creature lashed out at the elf, tearing through her armour and inflicting a terrible wound. Additionally, the hapless elf is paralyzed for two rounds.

Taking Action

In *Talisman Adventures*, the player characters are in charge of the action. As a group, you get to act in whatever order you desire (as long as it makes sense). Some actions have reactions: When your attack action results in a Failure or a Standard Success, your opponent gets to strike back. In most cases, the Enemy retaliates against the attacking character, although in some cases, the GM may decide that it makes more sense for that Enemy to act against another character. The action proceeds from player character to player character until everyone has taken an action. During a round, after each player character has taken a turn, any Enemies that were not involved in the fight (or that have remaining actions) can act. Then another round can begin.

Actions are described in two different ways, full actions and free actions. Full actions require a character's full attention, so a character generally only gets to take one full action per round. Certain Special Abilities or effects can increase the number of full actions a character can take. Free actions are actions that a character can take while doing something else. A character can take these actions in any order they wish during their turn, even if they want to take a free action, a full action, and another free action. The GM should feel free to limit the number of free actions if they feel that it's more action than a character could reasonably accomplish in a single combat round.

Full Actions

A full action is anything that requires a character's full attention. This might be attacking an Enemy, casting a spell, disarming a trap, picking a lock, running, or anything else requiring significant effort and focus. You can find details on the most common full actions later in this chapter (see **Character Actions**, located in the **Combat** section of this chapter).



Free Actions

A character can quickly and easily accomplish a free action, usually without thinking. Examples of free actions include drinking an elixir or potion, drawing a sword, nocking an arrow, saying a quick phrase, or anything else that can be done quickly or with little effort. A few spells can be cast as free actions; these are listed in the spell's description. A character can also move up to their Speed as a free action; running farther than that requires a full action instead.

Ed's ghoul character, Khaz, is trying to pick the lock on a chest in the middle of a fight with goblins. The Game Master states that one of the goblins decides to attack his character. Khaz cannot continue to pick the lock and defend himself, since both are full actions. Ed states that Khaz draws his knife (a free action) and attacks the goblin (a full action).

* * *

During his turn, Bruce says that Eldren is going to run away from the combat at full speed, draw his dagger (just in case), drink a potion, and tell the other characters to protect him. The Game Master decides all that action is a little too much for one round, so she tells Bruce he must drop one of the free actions.

Reaction Actions

A reaction is a type of action taken in response to an action. The most common "reaction actions" are spells (see **Chapter 9: Magic and Spells** in the *Player's Guide*), although some Special Abilities or other actions might be listed as reactions. Most reactions are also free actions. You can consult the relevant spell or Special Ability for more details.

Rolling Dice

Many actions your character takes require you to roll dice. When you play *Talisman Adventures*, the only dice you'll need are six-sided dice. Throughout this rulebook, a six-sided die is also known as a "d6." When you use multiple dice, the number of dice you roll is listed before the d6: one six-sided die is 1d6, two are 2d6, three are 3d6, and so on. When you see a listing for 1d3, that indicates that you roll 1d6, divide by 2, and round up, giving you a range of 1 to 3.

Tests

When you attempt a test—whether you're attacking a monster, casting a spell, attempting to disarm a trap, identifying a strange potion, or leaping across a pit filled with spikes—you roll 3d6. The numbers on all the dice you roll are added together and compared against a number set by the Game Master. That number is the **Difficulty** of the roll. If you have an appropriate skill for the action you're taking, you can add the related aspect to the total. If the number equals or exceeds the Difficulty, the test is a success.

Rounding Down

Whenever you're asked to take half or one-quarter the result of a die roll, if the result you've rolled is an odd number, you'll need to round down. Always round down unless a rule specifically says otherwise. (For example, rolling 1d3 is a case where the rules specifically say to round up.)



One of the three dice must be a different colour. The different coloured die is called a Kismet Die. The number on the Kismet Die is added to the other dice, but if a 1 or 6 is rolled on this die, it may have an additional impact on the result. Details on the Kismet Die can be found in later in this section (under **The Kismet Die**).

Ed decides that his thief is going to sneak past the goblins guarding the entrance to the cave. The Game Master sets a Difficulty for the test at 13 and asks Ed to roll 3d6. Ed rolls the dice and gets a 4, 4, and a 6 for a total of 14. This is more than enough for Ed's thief to succeed, even without using his Stealth skill. If Ed needed a higher result on his roll, he could ask to use his Stealth skill. If the GM also decided that Agility was the proper aspect to use in that case, Ed could add 4 to the total, giving him an 18.

Difficulty

The **Test Difficulty Chart** provides a guide to the difficulty of die rolls. The Degree of Difficulty column describes how hard a task is, ranging from Easy (something the character could do in their sleep) to Nearly Impossible (landing a blow on a powerful dragon). The Difficulty Number column has a range of numbers; after the GM sets the degree of Difficulty, they choose an exact Difficulty number in that range, and then the player tries to succeed in a test. Three numbers are provided to give the GM a range to choose from, although in most cases, the middle (bold) number is appropriate. Finally, the Random Number column provides a die roll the GM can use to randomly determine the Difficulty of a test if they're unsure what the number should be or if they want to instill more randomness. (The GM may decide to roll the number of dice listed for that degree of Difficulty to randomly set the Difficulty for a test instead of choosing the Difficulty for that test.)

A deep stream blocks the party's path, so they decide to try to swim across. The stream is quite deep and very swift. The GM decides that this will be a Moderate test, but on the easier side of Moderate; they settle on a 13. If the GM wasn't sure what to make the Difficulty but knew it was Moderate, they could instead choose to roll 4d6 (and total the dice) to set the Difficulty.

Test Difficulty Chart

Degree of Difficulty	Difficulty Number	Random Number
Easy	7,**8**,9	2d6
Routine	10,**11**,12	3d6
Moderate	13,**14**,15	4d6
Challenging	16,**17**,18	5d6
Hard	19,**20**,21	6d6
Daunting	22,**23**,24	7d6
Nearly Impossible	25+	8d6+

Modifying Rolls

A die roll can be modified positively or negatively by any number of factors. A character that has the relevant focus for a skill gets a +2 bonus to their die roll when attempting a task where that focus applies. Special or magical weapons can give a bonus to your roll in combat, and in some circumstances that warrants a modifier. The Game Master's section lists quite a few modifiers that can be applied for different reasons. For example, shooting a bow in complete darkness or while being wounded might cause you to have a penalty.

Khaz wants to unlock a chest the party just discovered. He has the Tinker skill, so that means he gets to add his Agility aspect (which is 4) to his roll. He also has the Lockpicking focus for his Tinker skill, which gives him an additional +2. This means Khaz's player gets to add 6 to the number he rolls on 3d6.

* * *

Thicket sees a goblin hiding in the woods and wants to shoot his bow at it. It's early evening, and the forest canopy is quite thick, so the GM decides that the light level is Dimly Lit (as defined in the Game Master's Guide*). Thicket has the missile weapon skill, so he gets to add his Agility aspect, which gives him a +4. However, since it's Dimly Lit, Thicket has a −2. This means that Thicket's player gets to add 2 (instead of 4) to the number he rolls on 3d6.*

Bonus Die

A die roll can also be modified by adding a bonus die. If a Special Ability or equipment indicates that you get to add a bonus die, that means you can add another (non-Kismet) d6 to your roll; however, after you roll, you take away one die of your choice, and it can't be the Kismet Die. You may find that taking away the lowest die is not always the best choice. A bonus die not only gives you a better chance of rolling high but also increases your chance of rolling doubles… or even triples!

Eldren is trying to decipher some ancient runes on the wall of a tomb. The GM has stated that the Difficulty to read these runes is 18. Bruce, Eldren's player, believes that the inscription is very important, so he decides to spend a point of Light Fate to get a bonus die. This means he gets to roll three dice plus the Kismet Die for a total of four dice. Eldren has the Decipher skill, and his Wits is 5, so he gets to add 5 to the total. Bruce rolls 3, 5, 6, and a 2 on the Kismet Die. He must keep the Kismet Die, so he gets rid of the 3, giving him a result of 13 + 5 (for his Wits) for a total of 18. He succeeds!

Degrees of Success

When your die roll for a test result equals or exceeds the Difficulty, that test is at least a Standard Success. If doubles are rolled (two of the dice are the same number) on any of the three dice and the result equals or exceeds the Difficulty, the test is a Great Success. If triples are

rolled (all three of the dice are the same number) and the result equals or exceeds the Difficulty, the test is an Extraordinary Success.

The degree of success is especially important because the players make all the rolls. This means the degree of success determines how well an adventurer succeeds in their action and whether their Enemy gets to take an action.

Failure means exactly that: your action fails. In many cases, this leads to negative consequences. In combat, this means your opponent inflicts full damage against you. It might also mean that you fail to climb the wall you were scaling or that your spell fails to take effect. The exact nature of the failure is up to the Game Master. If you were scaling a wall, a failure might mean that you fall, or you might drop a vital piece of gear, or you might otherwise be placed in peril.

A **Standard Success** (often just called "a success") means that you succeeded, but there's a complication. For example, when your character is attacking an Enemy, a Standard Success means you strike your Enemy, but they harm you as well. If you're scaling a wall, maybe you make progress, but you slip and find yourself hanging by one hand.

A **Great Success** means that you are completely successful in your action with no side effects or repercussions.

An **Extraordinary Success** means that you don't just succeed: you succeed beyond expectations. The rules sometimes suggest possible results for an Extraordinary Success, but in other cases, the Game Master invents the resulting event. Perhaps you inflict additional damage, or maybe you jump or climb faster than expected.

Ed's thief is attempting to climb over a wall to escape the guards, who are in hot pursuit after he stole a rich merchant's coin pouch. The GM sets a Difficulty of 14 for the test. Ed rolls three dice, which come up 4, 5, and 2, giving him a total of 11. The GM determines that Ed's thief can use his Athletics (Agility) 4 for the test, giving him a total of 15. A 15 gives him a Standard Success! The GM rules that he made the climb, but only barely; since Ed got a Standard Success, something didn't go quite right. The GM gives him a choice of either dropping the pouch during the climb (while still clearing the wall entirely) or slipping at the top and dangling by one hand (requiring another test the next round to clear the wall).

If Ed had rolled doubles on any of the dice he rolled (such as if the roll had been 4, 4, 2) and met the Difficulty after adding his skill, this would have been a Great Success, meaning his thief cleared the wall with no penalty or side effect.

The Kismet Die

The Kismet Die can have a radical effect on any task you attempt. As mentioned in the previous section, the Kismet Die is a die with a different colour you use when you make a test. The Kismet Die is added to the other dice as normal, but if a 1 or 6 rolled, Dark Fate or Light Fate is generated (see **Fate**). Most (but not all) tests use a Kismet Die. Unless the rules state otherwise, you can assume that the Kismet Die is used for any given test.

When making his Stealth test, Ed rolled a 4, 4, and a 6; the 6 was on the Kismet Die. The Game Master asks Ed if he has a Special Ability he wants to use; alternatively, Ed can take a Light Fate token. Since his total was more than enough to successfully sneak past the guards, Ed decides to take a Light Fate token.

Special Kismet Effects

Many Special Abilities (and some Special Qualities of magic items) require you to spend Light Fate to activate them. However, some Special Abilities (and Special Qualities) are only activated when you roll of a 6 on the Kismet Die, as indicated by a  in the ability's description. When this happens, you can choose between two options: you can activate that Special Ability or take a Light Fate token.

Some Enemies have Special Abilities the GM can only activate when you roll a 1 on the Kismet Die while achieving a Failure or a Standard Success. These are indicated by a  in the ability's description. When this happens, the GM can choose to activate an Enemy's Special Ability or take a Dark Fate token. See **Kismet Advantages** in the *Game Master's Guide* for more information on how to use the Kismet Die.

In both cases, the Fate generated is immediately spent.

Fate

Fate can change the turn of events in any encounter. You can use Light Fate to improve a die roll result or to activate a Special Ability. The Game Master uses Dark Fate to increase a challenge, to activate Enemy Special Abilities, or to activate a special effect in an area.

Both Light and Dark Fate are generated by the Kismet Die. Any time the Kismet Die comes up a 6, the player who rolled the die gains a point of Light Fate, which they can spend immediately or save for later. Any time a player rolls a 1 on the Kismet Die, the Game Master gains a point of Dark Fate they can use immediately or save for later.

The maximum amount of Light Fate you can have is equal to your character's level + 2. If you roll a 6 on the Kismet Die while you are at your maximum Light Fate, you can spend that earned Fate immediately, leaving your Light Fate at its maximum.

You begin each session with 1 Light Fate. The Game Master begins the session with 1 Dark Fate token for each player. The GM's maximum Dark Fate is determined by multiplying the total number of player characters by 2 and then adding the level of the highest-level character. Light Fate and Dark Fate are lost at the end of the session.

The **Can I Spend Fate?** chart offers guidelines for when a player or the Game Master is permitted to spend Fate on Special Abilities.

Can I Spend Fate?

Test Result	PC Spend Allowed	GM Spend Allowed
Failure	No*	Yes
Standard Success	Yes	Yes
Great Success	Yes	No**
Extraordinary Success	Yes	No**

** Some Special Abilities or magic items may allow you to spend Light Fate when a test is a Failure.*

*** Some Enemy Special Abilities allow the GM to spend Dark Fate when the player gets a Great or Extraordinary Success.*

Light Fate

Light Fate is spent to alter fate on behalf of your character. Throughout this rulebook, 1 Light Fate is abbreviated like this: . You have several opportunities to spend Light Fate during a given combat round. The first is spending to affect a die roll; you can do this before or after the roll is made. You cannot spend Fate to affect a single die roll more than once. The second is spending to activate your character's Special Ability, but only when you roll a success. And finally, you may be able to spend Light Fate as part of a spell or when activating the Special Quality of a magic item. As a general rule, you can spend Light Fate once for any given opportunity. In other words, you can spend Light Fate to alter your die roll in one way, you can activate one Special Ability, and you can activate one Special Quality.

- You can spend before you make any test to add a bonus die to the roll (for a total of 4d6). You get to choose which three dice you keep, though the Kismet Die must be one of them.
- After you roll for a test, you can spend to reroll one of the dice, but you must keep the new result. (You cannot do this if you spent Fate to add to the roll.)
- After succeeding on a test, you can spend to increase a Standard Success to a Great Success. You cannot do this if you have already spent Fate to modify the die roll, and you cannot increase a Great Success to an Extraordinary Success.
- You can spend to activate one of your Special Abilities.
- You can spend to activate an item's Special Quality.
- Some spells require expenditure.
- When you fail a death test (a test to avoid dying), you can spend to cheat death. Spending Fate in this way means that you pass the test for that round, but you must still make another test on the following round.

Dark Fate

Dark Fate allows the Game Master to make encounters the player characters face more challenging. Throughout this rulebook, 1 Dark Fate is abbreviated like this: .

- The Game Master can spend to increase an Enemy's Threat rating by 1d6 for one round. This must be done at the beginning of the round and can't be done as a reaction to a character attacking that Enemy.
- The Game Master can spend to activate an Enemy's Special Ability. Unless a Special Ability specifically states otherwise, the use of a Special Ability replaces an Enemy's normal attack.
- The Game Master can spend to activate effects in special areas.
- The Game Master can spend to activate an item's curse effects (listed under Special Qualities).

Movement

Each round, you can move a number of metres equal to your Speed. You can use this movement before you take an action, after you take an action, or both. This is a free action; however, if you're engaged in combat, the Game Master may require you to make a successful disengage test (see **Disengage**) to safely break free from your opponent.

You can spend a full action to sprint; this allows you to move three times your Speed. If you sprint, you cannot also move as a free action.

Combat

When combat is about to begin, the Game Master works with the players to define its circumstances. Generally, the Game Master sets the scene by describing what the adventurers see. (The GM might choose to draw the surroundings on a map or an erasable battle mat; some GMs use miniatures.) The players then decide exactly what their characters are going to do. Of course, in some cases, such as if the adventurers are surprised, the Game Master may have more say in exactly how the combat begins.

Order of Combat	
Step One	Engagement. Determine the circumstances of the combat. Make surprise tests, if necessary.
Step Two	Character Action Phase. Determine the target and whether the attacker wants to spend Light Fate.
Step Three	Roll the test dice.
Step Four	Total all three dice. If the attacker has an appropriate skill, add the appropriate aspect and/or focus. Apply any other modifiers.
Step Five	Compare the result to the Difficulty (usually the target's Threat); also determine if there are any Kismet Die effects.
Step Six	The GM works with the players to describe the outcome.

Surprise Attacks

When Enemies make a surprise attack, it's one of the rare times in *Talisman Adventures* that the players can't help to decide the course of the action; they only get to react. Of course, surprise usually only lasts for one round, so from that point on, the players get to help dictate the action.

Sometimes, it's clear that either the adventurers or their Enemies should be surprised. Before consulting the rules, the Game Master should consider the circumstances and determine whether a test is necessary to see if someone is surprised. If one side has a well-planned ambush and the other side is distracted or not paying attention, the Game Master can decide that test isn't necessary. If the Game Master decides that a test is required, as with most things in *Talisman Adventures*, the players make the necessary rolls.

Exploration Surprise

In a situation where the adventurers are exploring and come across Enemies, each player makes a roll using their **Notice (Wits)**; this is called a surprise test. The Difficulty is determined by the current activity of the characters; it might be modified by a monster ability or circumstances (e.g., exploring a cave in complete darkness).

Our intrepid adventurers are making their way through the Split Oak Forest when they come across a group of goblins. The GM tells the players that each of them must make a surprise test; they need to roll Notice (Wits). Thicket was scouting a little ahead of the group and was keeping a careful lookout, so his Difficulty is 11. Ariawyn and Khaz were keeping an eye on the woods while discussing their quest, so their Difficulty is 14. Elden was riding in the back of a pony cart, and his nose was buried deep in a book of lore, so the GM says his Difficulty is 20.



Exploration Surprise Chart	
Player Character Status	**Difficulty**
Alert and on the lookout	11
Mostly alert	14
No lookouts posted or somewhat distracted	17
Very distracted (involved in another activity)	20

Failure: The player character is surprised.

Standard Success: The player character is partially surprised.

Great Success: The PC can act normally.

Extraordinary Success: The PC can act normally and can alert one other character. A character who is altered gets to act normally. This can be applied to a character who is surprised or partially surprised.

John rolls a total of 15 for Thicket and rolls triples, giving him an Extraordinary Success! This result means he gets to act normally and has the option to alert another character, if necessary. Both Tara and Ed get Standard Successes for their characters, but Bruce gets a Failure for Elden. John decides that Thicket uses his Great Success to alert Elden, who then gets to act normally this round.

Player Characters Ambush Enemies

When attempting to set up an ambush for Enemies, a single character leads the ambush and makes a test using **Stealth (Agility** or **Insight)**. To set an ambush, the characters must be aware that the Enemies exist. They might lie in wait for an Enemy to pass by, or they might sneak up on an Enemy they already know is there. It is assumed that this character is orchestrating the ambush, telling people where to hide or where to move and so on. If any adventurer in the group has a lower rating in **Stealth (Agility** or **Insight)** than the character making the test, the leader suffers a −2 penalty to their roll. The Difficulty for the test might be modified by circumstances, a Special Ability, or equipment. In this case, the test made by one player is the result for the entire group.

If the GM believes it makes more sense, or the players prefer, each player can make their own roll. Assuming the group is together, the worst test result applies to the entire group.

Khaz has already scouted ahead, so he knows that a group of bandits has a camp up ahead. He leads the group in sneaking up on the bandits to ambush them. Ed gets to make the roll to determine the success (or failure) of the ambush, but since at least one other character has a lower Stealth (Agility), Ed gets a −2 penalty on the roll.

PCs Ambush Enemy Chart	
Enemy Status	**Difficulty**
Completely unaware or distracted	11
Somewhat unaware (occupied but on the lookout)	14
Alert in established territory	17
High alert!	20

Failure: No surprise. Combat proceeds normally; both the characters and Enemies can act.

Standard Success: The Enemies are partially surprised.

Great Success: The Enemies are completely surprised.

Extraordinary Success: The Enemies are completely surprised. The characters may get some additional advantage at the GM's option.

*The GM decides that since the bandits are in an established camp where someone's on watch duty, the Difficulty is 17. Ed rolls a total of 16 on 3d6 (but no doubles) and gets to add his **Stealth (Agility)**, giving him a total of 20. However, he has a −2 penalty to the roll, since at least one other character has a lower Stealth (Agility). This brings his total to 18; still a Standard Success. This means the bandits are partially surprised. Ed decides to spend a point of Light Fate to increase his Standard Success to a Great Success, which means the bandits are completely surprised!*

Effects of Surprise

For either side, the degree of surprise can have multiple effects. Either side may gain certain bonuses or penalties, as described below. Surprise also determines the positioning of adventurers and Enemies when a combat begins.

Player Characters Surprised: Surprised player characters don't get to take actions. The Game Master chooses one action for each Enemy. A player character can make a defence test against any of these attacks; a surprised character has a −6 penalty to their defence test (see **Defence Tests** later in this chapter). The Game Master gets to determine the position of Enemies in relation to the player characters.

Player Characters Partially Surprised: Partially surprised player characters take actions as normal, but each one is at −2 penalty to any action. However, a partially surprised character can choose the defend action that round (see **Defend**) with no penalty. The Game Master determines the position of Enemies in relation to the player characters.

Enemies Completely Surprised: When Enemies are completely surprised, each player character can make one attack with a +2 bonus to their test, and Standard

Successes become Great Successes; however, a Failure is always a Failure and a Great Success is not increased to an Extraordinary Success. (For example, an attack that's a Standard Success becomes a Great Success, but if the attack is a Failure, there's no change.) The player characters determine their position in relation to their Enemies. Enemies who were not attacked do not get an action this round.

Enemies Partially Surprised: When Enemies are partially surprised, each player character gets a +2 bonus to any attack against a partially surprised Enemy. The player characters get to determine their position in relation to their Enemies. Enemies who have attacks remaining after the characters act can still attack, but characters have a +2 bonus to their defence tests.

Position

The next step is to determine the position of player characters relative to their Enemies. Player characters and allies that aren't currently engaged in combat can move freely up to their Speed to engage an Enemy or to move to another location. The Game Master works with the players to determine the initial positioning of the characters and their Enemies based on circumstances and terrain. Surprise (and the results of surprise) can also affect the initial positioning of player characters and their Enemies.

Determine Order of Actions

Since the players set the pace in *Talisman Adventures*, the players get to decide who acts first and in what order. At the beginning of combat, one character takes an action (determined by the group) followed by the next (determined by the group) until everyone has taken an action. At that point, any Enemies the characters haven't engaged can make an attack or take an action; that Enemy can also choose to move. If an Enemy chooses to move when they're engaged, that opens them up to an additional attack from the character engaging them.

Character Actions

When it's your turn to act, you must decide what kind of action (or actions) your character takes. The actions described here are typically full actions (except for some spells). Each combat round is about 5 seconds long, so any action must fit within that time span. You only get to take one full action each round, although you can take multiple free actions (see **Free Actions** earlier in this chapter). The following is a list of the most common actions a character is likely to take during a combat round, although this list is far from exhaustive. If a character wants to attempt something that isn't included on this list, it's up to the Game Master to decide if it's a full action or a free action and whether a skill test is required.

Assist

You can take an action to assist another character when they're in combat (either with a combat or non-combat skill) or when they're taking an action (like casting a spell or recovering Life); this is called an assist action.

To assist another character in melee combat or psychic combat, you must have an appropriate skill. You do not have to be using the same weapon type, although you must be able to affect the assisted character's opponent in a meaningful way. For example, an archer character can assist a character in combat by firing a shot that distracts an Enemy.

Characters without combat skills can be creative in how they assist in combat. For example, you might use **Athletics (Agility)** to swing from a rope and slam into an Enemy. However, a melee warrior cannot assist an archer who is attacking an Enemy that's out of range. When you're assisting another character, you roll 1d6. If the result is equal to or lower than the ***skill* (*aspect*)** you're using to assist, add the number on the die to the other character's roll. If the result is over that skill, add nothing.

On her turn, Tara decides that her elven warrior, Ariawyn, is going to attack the Black Knight that's blocking their passage. Ed's character, Khaz, hasn't taken an action yet. Since the Knight has a high Threat rating, Ed declares that Khaz is going to assist Ariawyn by darting about with his daggers to distract the Knight. The GM decides that Khaz can use Melee (Agility) for this. Khaz has the Melee skill and an Agility of 5. Ed rolls 1d6 and rolls a 3. This means that Ariawyn gets a +3 to her test to attack the Black Knight.

If the situation makes sense and the GM agrees, multiple characters can assist a single character, but only the highest assist roll is used as a bonus.

If you are within range of an Enemy while assisting, you may be open to a reaction from the Enemy when they're attacked. When an attacking character rolls a Failure or a Standard Success, the Game Master decides who the Enemy decides to damage.

Ariawyn fails her attack test against the Black Knight. The GM decides that the Knight is offended by Khaz's constant capering and dodging, so the Knight inflicts damage on Khaz instead of Ariawyn.

Attack, Melee

Your roll during a melee attack not only determines if you damage your opponent but also whether they injure you. On a Failure, the Enemy you are attacking hits you for its full damage; if you rolled a 1 on the Kismet Die, or if the Game Master decides to spend Dark Fate, your

opponent may even use a Special Ability on you. If you get a Standard Success or better, you hit your opponent, but unless you get a Greater Success or better, your opponent gets to strike back.

Failure: You inflict no damage to your target, but your opponent hits you for full damage.

Standard Success: You hit your target for full damage, but your opponent hits you for half damage. Roll the damage and add the damage modifier, then halve the damage (rounding up).

Great Success: Your attack is a complete success. You inflict full damage on your target, and your opponent does not get an action.

Extraordinary Success: Your attack is a complete success. In addition to inflicting full damage and emerging unscathed, you cause your opponent additional harm. The exact nature of this additional injury is up to the Game Master, although the player can make suggestions. Additional injury may include (but is not limited to) the following effects:

- add 1d6 damage,
- knock down your opponent,
- stun your opponent, or
- inflict 1 Wound.

Attack, Psychic

Certain Enemies are only affected by psychic attacks. Any character can initiate a psychic attack against an Enemy with the Incorporeal benefit (as described in the *Game Master's Guide*.) Additionally, characters with the Psychic Assault Special Ability can initiate a psychic attack against anyone. Psychic attacks always ignore armour.

When a psychic attack is made, use the following for resolution.

Failure: You do not harm your target, and the Game Master can choose one of the following:

- an opponent inflicts psychic damage on you, or
- an opponent with a ranged or melee attack strikes you for full damage, or
- an opponent with a ranged attack fires at one of your allies (and that character or NPC must make a defence test).

Either way, you suffer disorientation from the psychic effort, and all your psychic attacks have a −2 penalty until you take a short rest; disorientation penalties are cumulative.

Standard Success: You strike your target for full damage, but the Game Master can choose one of the following:



- an opponent inflicts psychic damage on you, but the damage is halved, or
- an opponent with a ranged or melee attack strikes you for half damage, or
- an opponent with a ranged attack fires at one of your allies (and that character or NPC must make a defence test).

Either way, you suffer disorientation from the psychic effort, and all your psychic attacks have a −1 penalty until you take a short rest; disorientation penalties are cumulative.

Great Success: Your attack is a complete success. You inflict full damage on your target, and your opponent does not get an action.

Extraordinary Success: Your attack is a complete success. In addition to inflicting full damage and emerging unscathed, you cause your opponent additional harm. The exact nature of this additional damage is up to the Game Master and may include (but is not limited to) the following:

- add 1d6 damage,
- stun your opponent,
- prevent your opponent from using psychic attacks for 1d6 rounds, or
- inflict 1 Wound.

Attack, Ranged

Ranged attacks can include anything from firing a missile weapon (such as a bow or crossbow) to throwing a weapon (such as a rock or knife).

Failure: You do not harm your target, and the Game Master can choose one of the following:

- an opponent with a ranged attack strikes you for full damage,
- an opponent with a ranged attack fires at one of your allies (and that character or NPC must make a defence test),
- an opponent within melee range strikes you for maximum damage, or
- you lose 1d3 additional ammo.

Standard Success: You strike your target for full damage, but the Game Master can choose one of the following:

- an opponent with a ranged attack strikes you for half damage,
- an opponent with a ranged attack fires at one of your allies (and that character or NPC must make a defence test),
- an opponent within melee range strikes you for full damage, or
- you lose one additional ammo.

Great Success: Your attack is a complete success. You inflict full damage on your target, and your opponent does not get an action.

Extraordinary Success: Your attack is a complete success. In addition to inflicting full damage and emerging unscathed, you cause your opponent additional harm. The exact nature of this additional damage is up to the Game Master and may include (but is not limited to) the following:

- add 1d6 damage,
- knock down your opponent,
- stun your opponent,
- inflict 1 Wound, or
- you have an opportunity for a special effect, such as pinning your opponent.

Cast Spell

Casting a spell requires a Spellcasting test.

Failure: The spell does not take effect, but the caster must spend spell points(s) or lose memory of the spell.

Standard Success: The spell takes effect, but there's a complication determined by the Game Master. Possibilities include the following.

- You must spend one extra spell point; otherwise, you're "strained" by spellcasting, suffering a −2 penalty to all Spellcasting tests until you have a short rest. Penalties from strain effects are cumulative.
- You're placed in danger and suffer the full effects of an attack from an Enemy (either an Enemy with a missile weapon or a spellcaster).
- Your spell is only partially successful (e.g., target takes half damage, or the spell has half duration).

Great Success: Your spell takes full effect with no side effects.

Extraordinary Success: The spell takes full effect with no side effects. You also gain one of the following benefits (or another of the GM's choice).

- If you have become strained from spellcasting, you can remove the penalty for one strained effect.
- The spell point cost is decreased by 1.
- The spell effect increases in some way as determined by the GM (such as increased damage or effect area).

Defend

You can choose to just defend yourself for a round, attempting to avoid all damage. A character who makes a defend action receives a +4 bonus to all defence tests against melee or missile attacks for the duration of the round. A character using a defend action can do nothing else until their next action.

Disengage

When you're in melee combat with an Enemy, you can disengage from them, but there is a risk of them harming you, even if that Enemy has already used all their attacks. To successfully disengage, you must make

an **Athletics (Agility)** test against a Difficulty equal to the Enemy's Threat; this is known as a disengage test.

Failure: You do not disengage, and you take full damage from your opponent.

Standard Success: You can disengage and move up to half your Speed, but you cannot take another full action that turn. Your opponent strikes you for half damage.

Great Success or better: You disengage without harm; you can then take an action and/or move.

Protect

You can attempt to protect another character from taking damage from an incoming attack. Protecting another character takes an action and usually requires a **Melee (Agility)** test, although other (creative) alternatives are possible. If you're attempting to protect another character that is involved in melee, you must declare your protect action before that character is attacked; its effects last until your next action. You can also use a protect action to protect a Follower or other NPC.

Failure: You fail to protect the other character.

Standard Success: You can halve the damage from one attack on the character you are protecting, or you can protect them from all damage and take the full amount of damage yourself.

Great Success: You block all the damage from one incoming attack on the person you are protecting.

Extraordinary Success: You block all damage from one incoming attack on the person you are protecting. The GM may allow an additional effect, such as causing the attacker half damage.

Recover

You can attempt a recover action to restore lost Life. When making a recover action, you can take no other action, but you can make a defence test when you are attacked. You can take a number of recover actions each day equal to your Resolve. This resets when you take a full rest. If you have taken any Wounds, you cannot take a recover action. If a recover action is taken during a combat, you must make a **Fortitude (Mettle)** test against **Difficulty 14**. A recover action taken during a short rest requires no roll and is automatically a Great Success.

Failure: You do not recover any Life.

Standard Success: Recover 1d3 Life.

Great Success: Recover 1d6 Life.

Extraordinary Success: Recover 1d6+3 Life.



Enemy Actions

For the most part, you and the other players set the pace during a combat. Each round, each character takes an action in turn until everyone has had a chance to act. After that, any Enemies who have not acted, or who have remaining actions, may take actions.

Enemy Response

During the player character action phase of the round, an Enemy only gets to act or respond when a player character gets a Standard Success or a Failure. In these cases, the Game Master gets to decide how the Enemy reacts. Usually, the Enemy inflicts damage, either its full amount (in the case of a Failure) or half damage (with a Standard Success). An Enemy can respond to as many attacks as are made against it. For example, if three characters attack a single Enemy, it is possible that the Enemy could harm all three of the characters if they get Failures or Standard Successes. Some Enemies have multiple actions. If an Enemy with multiple actions is attacked fewer times than its number of actions, it can use any remaining actions during the Enemy action phase (as described below).

Ariawyn and Thicket have already attacked a hobgoblin. They both got Standard Successes, but it's still standing. Khaz decides to join in and takes a swing, but he fails. The hobgoblin only has one action, but since Khaz attacked it, the hobgoblin gets to inflict full damage on him.

Enemy Action Phase

After the player character action phase, if any of the Enemies involved in combat have not taken or used all their actions in that round, the Game Master gets to decide what they do. In most cases, any Enemies directly engaged with the player characters do not get to act at this point, since their action will have been resolved by a player character's actions. Each Enemy has a number of actions. This is listed in their entry in **Chapter 4: Enemies** in the *Game Master's Guide*. Each attack made against an Enemy uses one of its actions. If any Enemies have remaining actions after all the player characters have acted, the GM gets to decide what they do and the order in which they do it.

Possible Enemy actions include, but are not limited to:

- move to engage a player character in melee,
- use an item (magic item, scroll, etc.),
- move to a different position,
- make a missile/ranged attack,
- make a psychic attack, or
- disengage from a player character.

The Game Master does not roll dice for Enemy attacks; instead, when an Enemy chooses to attack a player character, the player gets to make a defence test, usually with the Enemy's Threat as the Difficulty.

Defend Action and Defence Tests

Watch out for these two. They are related but not the same. A defend action grants a bonus to defence tests. A defence test is not an action in and of itself; it's a reaction to an attack or effect. For example, if a monster has a remaining action after all the characters have acted, and if it decides to attack a player character, that PC must make a defence test to determine the outcome. If that player character had decided to forgo all other actions and make a defend action, they would get a +4 bonus to any defence tests they have to make for the duration of the round. Finally, the protect action is often confused with the defend action. Use the protect action when you want to protect another character from an incoming attack. It does not offer any additional protection for yourself.

An Enemy that is currently engaged in combat with a character can break away, but the character gets to inflict one attack of full damage on them (even if they have no actions remaining). A single character can keep two Enemies engaged in combat.

Defence Tests

A defence test is different from a defend action. A player character attacked by an Enemy during this phase (usually) cannot harm an Enemy; instead, they make a defence test against the Enemy's Threat rating. The Game Master determines what skill is used for a defence test. The following are the skills most commonly used in defence tests.

- **Athletics (Agility):** Defence against missile weapons or "missile-like" spells.
- **Fortitude (Mettle or Resolve):** Resists the effects of crushing damage (falling rocks) and some spell effects (such as fire or ice).
- **Melee (Agility or Brawn):** Defence against melee attacks.
- **Psychic Combat (Wits or Resolve):** Defence against psychic and mind-affecting spells.

Failure: This result means that you do not resist any of the damage or effect. You take full damage.

Standard Success: You only suffer half of the damage or effect.

Great Success: You take no damage, completely resisting the spell or effect.

Extraordinary Success: As with a Great Success, the Game Master may allow you to inflict limited damage on the attacker, especially in melee or during psychic combat. You generally cannot use Light Fate to activate a Special Ability, although the Game Master can allow this in certain circumstances.

The party is fighting a group of six goblins. After all the characters have acted, Spring, the GM, assesses the situation. Two of the goblins are dead, and two more have been attacked, so they are engaged in combat. Goblins only have one action each, so the goblins engaged in combat do not get any actions. Spring decides that one of the goblins rushes forward to attack Ariawyn, so Tara must roll a melee defence test. Spring tells her that the test is ***Melee (Brawn)*** *against the goblin's Threat of 11. The final goblin shoots and arrow at Elden, so Bruce must make an* ***Athletics (Agility)*** *defence test to avoid being stuck with an arrow. Once these tests are completed, a new round begins.*

Inflicting Damage

When you make a successful attack, you get to inflict damage on your opponent. The amount of damage is determined by your damage modifier (also called a DM) plus a die roll based on the weapon used.

Melee attacks, ranged attacks, and most spell attacks inflict physical damage, which adds your physical damage modifier. Base damage is determined by your weapon's size and type or your spell's description. Armour almost always reduces the effect of physical damage.

Psychic attacks and some spell attacks inflict psychic damage, which adds your psychic damage modifier. (Your psychic damage modifier is defined by your class; see **Chapter 4: Classes** for more details.) Base damage for psychic attacks is 1d6 (unless specified otherwise or listed in a spell description.) Psychic attacks ignore armour.

Weapon Damage Chart

Weapon Size (Type)	Base Damage
Hands	1
Small Weapon (small claws, dagger, knife)	1d3
Medium Weapon (large claws, sword, mace, axe)	1d6
Large Weapon (2-handed sword, great axe)	2d6
Psychic Attack	1d6 (ignores armour)

Ariawyn gets a Great Success when making a melee attack against a goblin. She's using a sword, so she rolls 1d6 and adds her physical damage modifier (which is equal to her Strength). Elden gets a Standard Success against another goblin with a psychic attack. The base damage is 1d6 for a psychic attack, and Bruce gets to add his psychic damage modifier (which is equal to his Craft).



Armour

Armour protects your character against most kinds of attacks, although some attacks ignore armour. (The Game Master informs players when this occurs.) Some pieces of armour can be sacrificed to completely negate a single physical attack. (More details about armour are listed in the **Equipment** section.)

Each **Armour Type** described in the **Armour Chart** includes a general description of the type of armour worn.

The **armour points** column on the **Armour Chart** shows the amount of damage armour reduces from a physical attack before it's applied to your Life trait. Some attacks and spells ignore armour. Armour does not provide protection against certain kinds of attacks (such as psychic attacks), and the armour is not harmed by these attacks. Instead, the damage is applied directly to the character's Life.

Armour also has an **agility penalty** that reduces your effective Agility score. Some classes, like the warrior, have Special Abilities that negate this penalty for certain types of armour. If your Agility is reduced below zero (0), you suffer a penalty (equal to the negative rating) to any tests you make that require Agility.

The total effectiveness of a suit of armour degrades by 1 point each time you engage in combat. Mark each point of damage your armour takes with a slash ("/") on the Armour Points track on your character sheet. The first time your armour reduces damage in an encounter, mark an X on the Armour Points track. When all the boxes are marked with an X, the armour is destroyed and cannot be repaired.

Refitting and Repairing Armour

If your armour is damaged during combat, you can **refit** it during a short rest. No roll is required. All armour points except those marked with an X are restored.

Repairing armour takes more time. You'll need at least one hour and access to the proper equipment (which might include a forge for heavy armour) and materials. After spending one hour on repairs and using one armour repair kit (see **Chapter 7: Equipment** in the *Player's Guide*), you can make a **Tinker (Agility)** test. The Difficulty for this test is 8 + (the number of armour points that need to be repaired). Unlike refitting armour, repairing armour can remove the X's from your equipment's Armour Points track.

Failure: No armour points are restored, and the armour kit is used.

Standard Success: Restore 1d6 armour points; the armour kit is used.



Great Success: You restore 2d6 armour points and the armour kit is used, or you restore 1d6 armour points and the armour kit is not used.

Extraordinary Success: Restore 2d6 armour points; the armour kit is not used.

Armour Chart

Armour Types	Armour Points	Agility Penalty
Clothes	0	0
Leather	3	0
Hard Leather	6	−1
Chain	9	−2
Mail	12	−3
Plate	15	−4
Shield	*	−1
* See **Shields** for details on the effects of a shield.		

Shields

Shields do not offer protection the same way armour does; instead, a shield provides its own special effects.

When you're taking a defend or protect action, a shield grants a +2 bonus to the relevant test. The +2 bonus also applies if you are forced to make a defence test against a physical attack.

A shield can be used to completely negate damage from a single melee or missile attack, but the shield may be destroyed in the process. After an attack or defence test is made but before the GM rolls damage, you can declare that your shield is taking the hit. When a shield is used in this manner, roll 1d6. If you roll a 5 or 6, the shield is still intact; however, if you roll a 1–4, the shield is destroyed. Either way, the shield absorbs the damage.

Note, that different shield types have a max amount of damage listed that they can absorb from a single attack. If the damage inflicted from a single source is higher than the listed amount, the shield only blocks that amount and then automatically breaks. See the shield listing in **Chapter 8: Equipment**.

Helm

A helm can be used in much the same way as a shield. If a melee or missile attack would reduce you to zero (0) Life, you can take the blow on the helm and take no damage. After the GM rolls damage, if the attack would reduce you to zero (0) Life, you can declare that you are taking the hit on your helm. When you use a helm in this manner, roll 1d6. If you roll a 6, the helm remains intact. If you roll a 1–5, the helm is destroyed.

Wearing a helm does not incur an agility penalty, but you will have a −2 penalty to all **Notice** tests while wearing the helm. Either way, the helm absorbs the damage.

Note that different helm types have a maximum amount of damage listed they can absorb from a single attack. If the damage inflicted from a single source is higher than the listed amount, the helm cannot be used to block the damage. See the helm's listing in **Chapter 8: Equipment**.

Taking Damage

There are lots of different ways you can take damage, such as suffering an Enemy's attack, falling off a cliff, or springing a trap. Damage reduces your character's Life by the amount of damage you take. Your Life can never be reduced below zero (0); if the amount of damage you take from a single source would reduce your character's Life below zero (0), the additional damage is ignored. If your character has Life remaining after taking damage, they're fine and can continue to take actions without penalty. However, if your Life is reduced to zero (0), your character is unconscious and takes a Wound.

Wounds

Any time you are reduced to zero (0) Life, you must check a Wounded box on your character sheet. This indicates you have taken a serious injury of some sort that hinders your ability to function normally. You suffer a −2 penalty to all actions while the Wound remains. You can suffer multiple Wounds, and their penalties are cumulative. If you take a number of Wounds equal to your Mettle or Resolve (whichever is higher), you do not awaken from unconsciousness until one of them is healed, even if your Life is fully restored. Wounds can only be healed through natural healing, first aid, or magical effects.

Death and Dying

Even heroes die. When you reach zero (0) Life, your character is unconscious and on the verge of death. Each round after this happens, you must make a **death test** to see if your character is still alive. This is a **Difficulty 8** test using **Mettle** or **Resolve** (whichever is higher); each additional round after the first, the Difficulty increases by 1. If you roll a 6 on the Kismet Die on a successful death test, you stabilize and awaken on your own after 1 minute with 1 Life. If you fail this test, your character is dead. If neither condition is met, you're still dying.

Any kind of healing spell or magical effect immediately stabilises a dying character. You can instead stabilise a character with a successful **Heal (Insight)** test against **Difficulty 14**. A stable character regains consciousness with 1 Life; they're no longer dying, they no longer need to make death tests, and they can act the following round.

Finishing Blow

If a character or Enemy is unconscious, anyone within 1 metre can kill that individual by stating they're delivering a finishing blow; this takes a full action to accomplish. That individual can respond by spending 1 Light Fate to avoid being killed. Perhaps the Enemy's sword gets caught in their armour, or maybe the knife goes in at the wrong angle. Another finishing blow can be attempted against that unconscious character or Enemy on a subsequent round. Game Masters should be cautious about using finishing blows to kill a player character, because dying is never fun. Also consider that an Enemy might not want to kill a player character; they usually have more pressing matters at hand than one unconscious opponent. GMs should reserve finishing blows for confrontations with dire Enemies and climactic battle scenes.

Resting

Non-magical healing takes time. If a character has lost Life or has a Wound, they're probably going to need the attention of a healer or the intervention of a spellcaster who has healing spells.

Short Rest

A short rest requires fifteen minutes of complete and uninterrupted rest. The character cannot be engaged in combat or undertake anything more active than light physical activity.

First Aid

During a short rest, your character can attempt first aid on another character. This attempt may restore another character's lost Life and might heal Wounds they've suffered within the last hour. (You cannot use first aid on yourself.) First aid requires a **Healing (Insight)** test against **Difficulty 14**. A single character cannot receive more than one first aid attempt after each combat.

Failure: No Life is restored.

Success: The target heals 1d6 Life.

Great Success: The target heals 2d6 Life, or the target heals 1d6 Life and 1 Wound.

Extraordinary Success: The target heals 2d6 Life and 1 Wound.

Even when a character has no recover actions remaining (see **Recovering Life**), first aid is still possible.

Refitting Armour

During a short rest, a hero can refit their armour. No roll is required. All armour points marked with a slash ("/") can be restored. Those marked with an X must be repaired. (For more details on repairing armour points marked with an X, see the earlier section on **Repairing Armour**.)

Recovering Life

During a short rest, a character can take one recover action. A recover action taken during a short rest acts exactly as a recover action taken during combat (and counts against the total you can make in a day) with one difference: it is automatically a Great Success, restoring 1d6 Life.

Recovering Spell Points

During a short rest, you can attempt to recover spell points. Roll 1d6; you recover that number of spell points. You can do this once per short rest. This is different from a recover action, so it doesn't affect the number of recover actions you can take in a day.

Long Rest

A long rest requires at least eight hours of uninterrupted rest (as per **Short Rest**), including at least six hours of sleep. A character cannot take more than one long rest per 24-hour period.

Recovery

After a long rest, all lost Life and all spell points are recovered. No test is required. However, Wounds are not recovered; you can only deal with Wounds through first aid, natural healing, or magical means.

Natural Healing

Once per day, character that has taken one or more Wounds can attempt to heal 1 Wound after taking a long rest. Healing a Wound requires a **Fortitude (Mettle)** test against **Difficulty 14**; you must get a Great Success or better. If you do not get a Great Success, you do not heal a Wound. You must then wait until the next full rest to try again; however, the Difficulty for this test is reduced by 2 for each day you don't succeed.

Tending to Wounds

During a long rest, you can tend to a character with Wounds and greatly increase their chance of healing. This requires a **Heal (Insight)** test against **Difficulty 14**; this is called a natural healing test. If you get a Standard Success or better on the test, the character you're tending gets a +2 bonus to their natural healing test. If you get a Great Success or better, the character you're tending can increase a Standard Success on a natural healing test to a Great Success. You can tend to multiple characters during a long rest, although the difficulty is increased by 2 for each additional character tended.

Chapter 3: Characteristics and Skills

Characteristics and skills are, in many ways, the core features that define your character. Attributes and their aspects describe your character's mental and physical capabilities. Skills define what your character can do: can they pick a lock, craft armour, or read an ancient glyph? Together, attributes, aspects, and skills paint a picture of your character's overall abilities. The following chapter provides details on all these characteristics and the ways they make up your character.

Attributes and Aspects

Your two main attributes are Strength and Craft. Strength is an overall representation of your physical capabilities, further defined by three aspects: Brawn, Agility, and Mettle. Craft is a measure of your mental capabilities, as defined by three aspects: Insight, Wits, and Resolve. Attributes have a range of 1 to 10. Aspects range from 0 to 6, but ancestries (and some other special circumstances) can raise this cap to 7 or higher.

You can think of the attributes of Strength and Craft as broader definitions of the aspects under them. Strength is your overall physical prowess; it's used for determining physical damage inflicted. Craft is your overall mental and spiritual aptitude; it's used for determining psychic damage inflicted. Aspects are used in conjunction with skills to increase your chance of accomplishing a particular task. If you have an appropriate skill for the task you're attempting (for example, Stealth is appropriate when you're attempting to sneak past a monster), you get to add an appropriate aspect to your test (for example, the appropriate aspect for sneaking past a monster would be Agility).

These numbers are an important part of the game, so you'll need to consult them frequently. Even a quick glance can give you an idea as to the strengths and weaknesses of your character, perhaps also hinting at their physical appearance.

Strength

Your Strength is an indication of your character's overall physical prowess. Characters who are going to engage in a lot of combat or other physical activity should have a high Strength, since it's used (along with your weapon type) to determine how much damage you inflict in melee and ranged combat.

Brawn

Brawn represents your physical might and vigour. It defines your ability to lift things, break things, and inflict damage. A character with high rating in Brawn is often bulkier and more muscular than a character with a low rating. Brawn is often used with Athletics, Throw, and (of course) Melee tests in melee combat.

Agility

Your Agility rating indicates your nimbleness and dexterity. It's a measure of your ability to land on your feet, your proficiency at dodging, and your accuracy. Characters with high Agility scores tend to have lithe and wiry builds, although that's not always the case. Agility is commonly used in Athletics, Stealth, Ride, Throw, and Sleight of Hand tests, as well as tests involving Missile Weapons.

Mettle

Mettle is a measure of your overall health, endurance, and toughness. It's your ability to resist harm and disease, to keep moving when exhausted, and to cling to life. Your Mettle score contributes to your Life total and is often used when making Fortitude and Survival tests.

Craft

Craft is an indication of your character's overall mental acuity. Characters who engage in a lot of social interaction, complex creative tasks, or intellectual activities should also have a high Craft. Insightful and perceptive characters often rely on Craft; so do heroes who cast spells or use psychic attacks.

Insight

Insight is an indication of your intuition. It reflects your ability to detect lies, your empathy, and your ability to understand others. Insight assists you in tests involving Deception, Empathy, Persuasion, Survival, Animal Handling, and Riding.

Wits

Wits is a sign of your mental acuity, raw intelligence, and perception. It affects your ability to decipher ancient languages, notice hidden things, and react quickly. Your Wits score is often used in tests involving Notice, Decipher, and Evaluate; it may also affect your ability to decipher scrolls.

Resolve

Resolve is your strength of will and mental fortitude. It represents your ability to resist persuasion, stand firm, and cling to life. Resolve is used in making tests for Fortitude and Bargain. It's also used to resist the inevitability of death.

Derived Characteristics

These traits are based on your attributes and aspects, although another factor may be involved in calculating them, such as your class or character level. The methods for determining each derived trait are described in this section.

Life

Each class has a base Life score that's added to your Mettle or Resolve aspect (your choice). Life also increases each time you increase your level.

Your Life score indicates how much damage you can take. When your Life reaches zero (0), you are unconscious and dying. (See **Taking Damage** in **Chapter 2: Rules**.)

Max Load

Max Load is equal to your Strength x5.

You can carry up to this amount in load without penalty. If you exceed your Max Load, your Speed is reduced by half and you have a -2 to all actions. If you exceed double your Max Load, you cannot move.





Speed

Speed is equal to 10 + your Agility aspect.

You can move a number of metres equal to your Speed each combat round. (See **Movement** in **Chapter 2: Rules**.)

Spell Points

Characters that have the Spellcasting Special Ability start with a number of spell points equal to their Craft attribute.

Spell points are expended when you cast a spell. You can also use them to activate some Special Abilities.

Skills

Skills describe a character's knowledge of "how to do things." In most cases, a character who does not have a skill is still able to attempt a task, but the test is significantly more difficult.

Skills do not have a value. Having a skill allows you to add a number equal to your aspect when attempting a test. Examples of which aspects are appropriate to use in different circumstances are listed in *italics*. The aspect you end up using can vary depending upon the nature of the test. For example, a character using Athletics to climb might use Brawn, but a character using Athletics to avoid being struck by a falling rock might use Agility.

Unskilled Tests

Most actions that require a skill can be attempted without the necessary skill. Anyone can swing a dagger; they just might not be very good at it. When you're attempting a task and don't have the proper skill, you do not get to add an aspect to the roll. If you don't have the proper skill, you simply roll 3d6, and the total is your test result. Some tasks (Artisan, Heal, Lore, Sleight of Hand, Spellcasting, and Tinker) cannot be attempted if you don't have the proper skill.

Skills Table

This is the full list of skills in *Talisman Adventures*. You cannot use a skill listed in **italics* unless your character knows that skill. The most commonly associated aspects are listed in parentheses.

Skills Table
Animal Handling (Insight, Wits)
****Artisan*** (Brawn, Agility, Insight)
Athletics (Brawn, Agility, Mettle)
Bargain (Wits, Resolve)
Deception (Wits, Insight)
Decipher (Wits)
Entertain (Wits, Insight)
Empathy (Insight)
Evaluate (Wits)
Fortitude (Mettle, Resolve)
****Heal*** (Insight)
Intimidate (Resolve or Brawn)
Investigation (Wits, Insight)
****Lore*** (Wits)
Melee (Brawn, Agility)
Missile Weapon (Agility)
Notice (Wits)
Persuasion (Insight)
Psychic (Wits, Insight)
Ride (Agility, Insight)
****Sleight of Hand*** (Agility)
****Spellcasting*** (Wits)
Stealth (Agility)
Survival (Insight, Mettle)
Throw (Agility, Brawn)
****Tinker*** (Brawn, Agility, Insight)

Animal Handling

Focuses: Animal Species (one specific), Training, Controlling

Animal Handling represents your knowledge of beasts, as well as your ability to control and tame them. You can attempt anything from guiding a well-trained pack mule through a lightning storm to training a wild beast as a guardian or pet. Over time, a wild beast might even become a Follower.

***Insight** is used when attempting to calm or train an animal.*

***Wits** is appropriate when determining your knowledge of a specific animal type or species.*

Artisan

Focuses: Carpentry, Blacksmithing, Gemcutting, Glassblowing, Leatherworking, Painting, Sewing, Weaving, Woodworking

Artisan represents your training with a wide range of crafting techniques, allowing you to create an array of utilitarian and ornamental items. This skill allows you to craft ornate jewellery, build a house, or forge a sword.

Unlike other skills, you get a free focus when you take this skill, and additional focuses can be learned with experience. To attempt any artistic endeavour, you must have the relevant focus.

Brawn *might be used for blacksmithing or large woodworking projects.*

Agility *is appropriate for making delicate works, such as glassblowing, sewing, or gemcutting.*

Insight *might be used when attempting to understand the inspiration behind a work of art or to create something truly inspiring.*

Athletics

Focuses: Acrobatics, Climbing, Jumping, Running, Swimming

Athletics describes your overall athletic prowess and ability. Athletics is used to determine how far you can leap or how fast you swim. Your Athletics skill also helps you avoid getting hit in combat.

Brawn *might be used when you're making a climb that requires you to pull yourself over a ledge or when making a long jump.*

Agility *is appropriate when walking along a narrow ledge or dodging a missile attack.*

Mettle *makes sense if a character is swimming or running for a long distance.*

Bargain

Focuses: Markets, Peddling, Trade

Bargain is your ability to negotiate for a better price or a better deal. You can sway others and convince them that something is worth more or less than its actual value.

Wits *might make sense when you're trying to trick someone into making a trade.*

Resolve *is the most commonly used aspect when negotiating a price.*

Deception

Focuses: Bluff, Confuse, Fast-Talk

Deception is your ability to lie and convince others that you are telling the truth, even when you aren't. You can use it to tell outright lies or to mislead or confuse.

Wits *is appropriate when trying to fast-talk or confuse someone.*

Insight *is useful when you're telling complex lies or attempting to play on someone's emotions.*



Decipher

Focuses: Codes, Languages, Riddles

Decipher allows you to read ancient languages, unravel cyphers, and figure out a code. It can also be used to answer riddles.

Wits *is the most common aspect used when attempting to decipher a riddle or cypher.*

Insight *might be appropriate for more complex languages or esoteric riddles.*

Entertain

Focuses: Acting, Dance, Singing, Specific Instrument (choose one), Storytelling

Entertain is your ability to captivate or enthral an audience. This might be playing a musical instrument, singing, reciting poetry, dancing, telling stories, performing magic tricks, acting in a play, or any other form of entertainment.

Wits *can be used for performances like reciting an ancient poem from memory.*

Insight *makes sense for singing and musical performances.*

Agility *is useful when you're performing a dance or magic tricks.*

Empathy

Focuses: Desires, Detect Lies, Motivations, Weaknesses

Empathy grants you insight into the goals and motivations of other people. It allows you to pick up on body language and vocal cues to decipher truth from lies. You may get a better understanding of their emotional state.

Insight *is almost always used in Empathy tests, although* ***Wits*** *may be appropriate for discerning and unravelling complex deceptions.*

Evaluate

Focuses: Antiquities, Art, Foodstuffs, Gemstones, Livestock

Evaluate allows you to identify items of value. When searching through goods and valuables, you can separate items of monetary worth from dross. You can generally appraise the value of art, antiquities, gemstones, or any mercantile good or item of worth.

Wits *is almost always used when evaluating goods.*

Fortitude

Focuses: Cold, Dehydration, Disease, Endurance, Heat, Hunger, Poison

Fortitude describes your strength of body and mind, as well as your resistance to illness, poison, and harm from the elements.

Mettle *is used when resisting physical ailments.*

Resolve *might be appropriate for enduring long-term suffering.*

Heal

Focuses: Chirurgery, Disease, First Aid, Poison

Heal is your knowledge of tending to wounds, curing disease, treating poisons, and any other bodily ailments. It can also be used to determine the source of damage inflicted upon a character.

Insight *is most commonly used for making a diagnosis and tending to injuries.*

Intimidate

Focuses: Interrogation, Physical Coercion, Veiled Threats

Intimidate is your ability to coerce or browbeat someone into doing your bidding. This might involve a threat of physical harm or some form of mental anguish, but ultimately, you are using fear to get what you want.

Brawn *is used for physical intimidation.* ***Resolve*** *is used for psychological intimidation.*

Investigation

Focuses: Questioning, Searching, Tailing

Investigation is used when investigating an area for clues, questioning someone, or even tailing a suspect. Other skills can sometimes overlap with Investigation, and in such cases, the GM should allow the player to use whichever skill makes the most sense; the GM might even require two tests. For example, when a character is tailing someone, Stealth might seem to make sense, but **Investigation (Insight)** can allow a character to predict where their target is going rather than defining how well they remain hidden. An additional **Stealth (Agility)** test might be required to follow a target undetected.

Wits *is appropriate for searching an area.*

Insight *can be used when questioning someone and trying to learn the truth.*



Lore

Focuses: Ancestries, History, Magic, Monsters, Relics, and other areas of study or interest.

Lore is your knowledge of the ancient people, places, and creatures of the Realm. Using the Lore skill might allow you to learn something about the ruins you're exploring, the history of your current location, or clues leading to an ancient weapon. This information might be immediately useful to the task at hand, or it might just add some flavour to the story.

***Wits** the most commonly used aspect for Lore tests.*

Melee

Focuses: Bare-Handed, Large Blades, Large Blunt, Medium Blades, Medium Blunt, Small Blades, Spears

Melee is your most commonly used ability in any form of hand-to-hand combat. When engaged in anything from bare-fisted fighting to swinging a massive two-handed sword, you use the Melee skill.

***Brawn** is generally used for medium and larger weapons, but **Agility** may apply to spears, small weapons, and some lighter medium weapons, such as rapiers.*

Missile Weapon

Focuses: Bows, Crossbows, Slings

Missile Weapons is used for any propelled weapons, such as a bow, crossbow, or even a sling.

***Agility** is used for most Missile Weapon attacks, although **Brawn** might apply when wielding a large crossbow.*

Notice

Focuses: Ambushes, Hearing, Searching, Sight, Smell, Touch

Notice is your general awareness of what is going on around you. It's used to determine whether you see a group of bandits lying in ambush or whether you find a secret door.

***Wits** is most commonly used in Notice tests, although **Insight** might make sense when it involves intuition more than actual sight.*

Persuasion

Focuses: Debate, Fast-Talk, Interrogation, Negotiation

Persuasion is your ability to get someone to comply with your wishes or see things from your point of view by appealing to their emotions or sense of reason.

***Insight** is most commonly used when attempting to persuade someone.*

Psychic

Focuses: Attack, Banish, Defence

Psychic represents your ability to engage in psychic combat, as well as performing other acts of a psychic nature.

***Wits** is used when making a Psychic Attack, but **Insight** is used when making a defence action.*

Ride

Focuses: Specific Animal Type, Long Distance, Racing, Tricks

Ride is used when you try to do anything out of the ordinary while riding a beast, such as jumping a ravine, moving at high speeds for a long duration, or anything that puts stress or strain on the beast. Taming a beast to be suitable to ride requires Animal Handling.

***Insight** is used for most riding tests, but **Agility** may apply when performing tricks.*

Sleight of Hand

Focuses: Distraction, Magic Tricks, Pickpocket

Sleight of Hand is your ability to misdirect and perform small feats of legerdemain. It allows you to conceal small items with your hands and body, as well as placing objects on another person… or removing them while they're unaware.

***Agility** is almost always used when using Sleight of Hand.*

Spellcasting

Focuses: Arcane, Mystic, Nature

Spellcasting is your knowledge of how to manipulate the magical energies of the Realm to craft a spell. Magic exists in many forms in the Realm. Some forms, such as potions and magic items, can be used by anyone, but you must have the Spellcasting skill if you hope to cast anything beyond the most basic spells.

*The type of spell involved determines the aspect used in Spellcasting: **Wits** for Arcane, **Insight** for Mystic, and **Resolve** for Nature.*

Stealth

Focuses: City, Ruins, Towns & Villages, Underground, Wilderness

Stealth is your ability to move quietly and remain unseen. You must always have some degree of cover when attempting to remain hidden. For example, you can't use Stealth just to remain hidden in the open; however, if you're skulking somewhere that's dark or in a place that has plenty of cover, such as a field full of bushes or fallen trees, you can use it to remain hidden.

***Agility** is almost always used for Stealth tests.*

Survival

Focuses: City, Plains, Rivers, Woods, and Forests

Survival reflects your ability to survive in the wilderness. It's useful when you want to gather roots and berries, build a fire, find or create a safe place to sleep, or anything else related to basic survival. In some cases, it can even apply in the City when you're living on the streets.

***Insight** is used when seeking safety and shelter in the wilderness.*

***Mettle** can be useful when you're attempting to survive extreme circumstances.*

Throw

Focuses: Blade, Exotic (Specific Weapon), Javelin, Makeshift Weapon, Rock, Spear

Throw defines your accuracy with thrown weapons. This might be a knife, a rock, or even a makeshift weapon, such as a chair or goblet.

***Agility** is used when throwing something small, like a stone or a knife, but **Brawn** may be more appropriate for larger thrown weapons.*

Tinker

Focuses: Pick Locks, Repair, Take Apart

Tinker is your ability to put things together and take things apart, as well as your ability make small repairs to broken items. This is the skill you use to pick locks and manipulate mechanical items.

***Agility** is used for many Tinker tests, such as picking locks.*

***Insight** might make sense for tinkering with a strange mechanical device or repairing a broken item.*

***Brawn** is useful when you're trying to tear an item apart.*



Chapter 4: Ancestries

The ancestry you choose for your character shapes their relationship to the world and to other heroes. A character's ancestry explains where they come from in the Realm and impacts their attributes and skills. Read the descriptions of the ancestries below and decide which one best suits the type of character you want to play. Some ancestries might have a harder time with some classes than others. For example, a troll wizard may not be as effective with magic as other ancestries, at least at the start of a campaign. You may wish to discuss your concept and expectations with your Game Master.

Each ancestry entry is broken down into several parts. The following summary offers a brief description of each section.

Culture: Includes a brief description of the ancestry's society and place of dwelling.

Perspective: Offers an overview of how a hero from this ancestry sees themself and their place among the other ancestries of the Ream.

Character Modifiers: Each ancestry allows you to increase the **aspect cap** for one (or more) of your aspects to 7. Each one also grants one **bonus skill**. You have a choice of two skills to pick from. Any **restrictions** an ancestry has are listed here.

Backgrounds: Each ancestry has a selection of possible backgrounds. Roll 1d6 to determine which background your character has, or if your Game Master allows it, you may choose one. Each background grants a bonus to one aspect, an extra skill, and a special feature.

Special Abilities: Each ancestry has unique **Special Abilities**. You get to pick one for your character. The rest can be added later during character advancement.

Dwarf

"There's more to history than what you'll find in your books, friend elf. The stones have memories that will endure when the most carefully preserved parchment is dust and ash. No offence, Eithial, but it takes a strong back and a sharp pick to dig them out. To Oblivion with sitting bent and weak-eyed over some text in a tree!"

—Durgam Ironguard, Loremaster of Whitestable

Culture

Comfortable in the deep and dark places of the earth, the dwarves tell tales of their ancestors toiling in the clay of the newly formed world for the Great Powers themselves, long before those powers divided into Good and Evil. Point to any significant work of metal, wood, stone, or clay, and no doubt, you'll hear that a dwarf was involved with it, whether that's the Sentinel, the Castle, or the legendary Talismans themselves. The elves might quibble with this assertion, but never to a dwarf's face. Dwarves dwell largely in hill fastholds like Whitestable and Hollow Hills. The Tempered Lords hold court in a fasthold called the Craghold, where they keep trapped spirits and ghosts at bay. Many dwarves also live alongside the humans in the City and other towns and villages, working as smiths and stonemasons. Some city-dwelling dwarves work as scholars, mostly to correct the many places where they believe elven loremasters got things wrong. No one likes it when credit for their work is misapplied, after all.

Dwarven Perspective

Dwarves generally appreciate the humans' fondness for bargaining, as well as their eagerness for buying goods, and they usually have good relations with nomadic human traders. The noble Cragborn speak in guarded tones of an ancient connection between dwarves and trolls, though not even the elves speculate as to the nature of the bond. They have little interaction with the mysterious leywalkers, so most dwarves lack any kind of opinion on them.

Dwarves tolerate ghouls, since they serve a useful purpose in shepherding the restless dead of the Realm, but dwarves do not have much patience for the tricks and fickleness of sprites. The sprites contend that this is because the only trick a dwarf likes is their own. Elven records say nothing on this matter. Neither do dwarven records, for that matter, though a number of their fireside tales are, if you squint hard enough, long-form, deadpan practical jokes. This includes their stories about the Great Wizard, who, they assert, was definitely an elf… unless he was a dwarf dressed up to look like an elf, which would really stick it to them now, wouldn't it?

Character Modifiers

Aspect Caps: Increase the maximum for Mettle or Insight to 7.

Bonus Skill: Gain the Artisan or Tinker skill.

Backgrounds

Roll 1d6 (or choose one):

1–2 Hillguard: +1 Brawn. Gain the Intimidate skill. You begin the game with an heirloom weapon that gives +1 damage or +1 to hit (chosen during character creation). You have a +2 bonus to Intimidate bandits or ruffians.

3–4 Cragborn: +1 Resolve. Gain the Persuasion skill. As a noble among dwarves, you can command the aid and assistance of other dwarves you encounter in the world. You have some manner of insignia proclaiming your rank, and lower-ranking dwarves react to you one step higher on the Attitude Chart (in the *Game Master's Guide*.).

5–6 Townsmith: +1 Mettle. Gain the Bargain skill. You've spent most of your life in a town or settlement, working as an artisan or tinker—a craft for which you are well known. You begin the game with a Gnome Follower. Standard goods are half cost for you when you're in a town or village, although this discount doesn't apply in the City.

Special Abilities

Tunnel Sight: Dwarves can see underground as if they were outdoors at twilight. (They see underground as if they were in a Dimly Lit area, as defined in the *Game Master's Guide*). Torches and other light sources do not affect this vision.

Choose one:

Rolling Stone: Once per day while you're underground or in the hills, you can reroll a d6 (that isn't a Kismet Die) in any test. You can use this ability on yourself or give it to a party member you can see. You gain an additional use per day of this Special Ability every three levels (at 4th level, 7th level, and 10th level). You also have +1 Speed during combat in these locations.

Internal Compass: You have an excellent sense of direction. You can orient yourself to cardinal directions above or below ground. You can also tell whether an underground passage leads upwards or downwards.



While you're underground, when you would make a Guide test (see **Adventuring** in the *Game Master's Guide*), you can choose to get a Standard Success instead of rolling; if you choose to roll for the test, you must accept the result of the roll.

Forge Iron: You know the secrets of fire and metal. You can forge or repair items using only a small campfire. Using this special ability requires and Artisan or Tinkering test against a Moderate Difficulty. You can use this ability to repair damaged armour or weapons; however, you cannot use it to repair heirloom weapons, mastercrafted weapons, or armour. You can also spend to give a single weapon an additional 1d6 damage on its next attack.

ELF

"It isn't that we are better or wiser or more intelligent than any others among the peoples of the Realm. It is largely that we've written everything down, and we've read what we've written."

—Eithial, Foresthold Keeper of Memory

CULTURE

As forest dwellers and keepers of natural places, the elves maintain a special kinship with the Realm and its history. The majority live in Foresthold, deep in the Great Forest, where the gates to the Woodland Realm of the fey lords are hidden. Others keep to small enclaves in the woods and the smaller forested areas, particularly the woodland towns of Woodbine and Leyruin. A few mingle in Villedoc with the humans, as it is the closest human settlement to Foresthold; still fewer live in the southern swamp town of Greymist. Wherever they dwell, elves prefer to be surrounded by natural things, crafting their settlements to blend in with the extant plants and natural surroundings. Elves have a deep relationship with the fey—especially the sprites—and with woodland animals. They do not tame animals, as humans do; instead, they prefer to treat them as friends and equals. Elves who dwell in the City are often lorekeepers, working as historians, librarians, and professors, as well as advisors to the Magistrate.

Elves have their own hierarchies within the Foresthold and the adjoining woodlands, which reflect the hierarchy of the fey lords. The Elder Archons of Foresthold are near the apex of this hierarchy. They're responsible for protecting the secrets of the Great Forest and ensuring no mortals find the entrance to their hidden realm. The Keeper of the Ancient Fir is the most venerable archon. He's responsible for protecting the mighty tree known as the Ancient of the Forest, which the elves revere as a protector and ancestor of a kind. All elves, including the elder archons, pay tribute to the mysterious and dangerous High Lords of the Fey: the Queen of Light, the Lord of the Night, and the Lady of Twisted Fate. Each elven settlement empowers a trinity of lesser archons to personally serve and represent these three High Lords. They're known as the Archon of the Dawn, the Archon of Dusk, and the Archon of the Wyrding Way. Finally, each elven settlement possesses a Keeper of Memory, an archon in charge of the settlement's lorekeepers, scrolls, histories, and folktales, in addition to the education of the young.



In these fallen times, Foresthold is the only elven settlement with a full complement of archons. Each of the other primary woodland realms—Craven Idol Woods, Fallen Giant Woods, and Split Oak Woods—once had a Keeper of the Ancient Archons, but the title has passed, much like the mighty trees that were the other Ancients of the Woods. As for the other realms, Carven Idol Woods no longer has any

elven dwellings, while Leyruin in Fallen Giant Woods and Woodbine in Split Oak Woods each make do with four Archons each.

Elven Perspective

The elven lorekeepers have a friendly rivalry with dwarven historians over some particular matters of history, especially concerning ancient civilisations, the nature of creation, and what lies outside of the Realm. Of course, it's nothing that can't be settled in a civilised discussion—so long as the dwarves keeps their temper. Elves tend to be extremely wary of trolls, perhaps out of ignorance, as their records speak very little of them. Given this hesitancy, the elves default to treating them as larger, less predictable dwarves. They have a direct kinship with the sprites and leywalkers, as they both share a connection with the woods and with the courts of the fey. Sprites and leywalkers often live wherever elves can be found.

As far as the ghouls and humans, elves regard them as fascinating curiosities, largely due to their relative youth. Lorekeeper histories speak of a time before humans and ghouls, but keepers of lore possess little knowledge beyond folktales as to how either of these ancestries came to the realm. Naturally, the elves are keen to discover the truth. On the other hand, they are a bit uncomfortable with the humans' tendency to modify the environment to accommodate their settlements, destroying the natural world around them. Likewise, the ghouls' affinity for death and decay is a bit discomfiting to the elves, but they ultimately view this as simply a part of their nature, and as such, prefer not to hold it against them.

While the elves do not make any special assertion as to the original nature of the Great Wizard before his passing, they are eager to collect the other races' tales of who and what he—if the Wizard was a he—really was. But really, say the elves, let's be honest: he was probably an elf.



Character Modifiers

Aspect Caps: Increase the maximum for Agility or Wits to 7.

Bonus Skill: Gain the Missile Weapon or Survival skill.

Backgrounds

Roll 1d6 (or choose one):

1–2 Feyfriend: +1 Resolve. Gain the Entertain skill. Whenever you're in the woods or forest, you can appeal to the fey for a boon. Be wary, though, since this boon may come at a great price. You also begin the game with a Pixie Follower.

3–4 Lorekeeper: +1 Wits. Gain the Lore skill. Once per day, you can consult your notes and books to gain a free bonus die to any Lore test. (You must have access to your books to get this bonus.)

5–6 Forestguard: +1 Brawn. Gain the Survival skill. While you're in the woods or a forest, when you would make a Hunter test (see **Adventuring** in the *Game Master's Guide*), you can choose to get a Standard Success instead of rolling. If you choose to roll for the test, you must accept the result of the roll.

Special Abilities

Night Sight: When Elves are outdoors, they can see at night as if it were daytime. Torches and other light sources do not affect Night Sight; however, this special ability does not aid them when they are underground or in a building.

Choose one:

Movement of Leaves: Once per day when you're in the woods or a forest, you can reroll a d6 (that isn't a Kismet Die) in any test. You can use this special ability yourself or grant it to a party member you can see. You get an additional use per day of this Special Ability every three levels (at 4th level, 7th level and 10th level). You also have +1 Speed during combat in these locations.

Forestmeld: When you're in a wooded area, you can spend to blend into the bark of a tree, offering you perfect concealment: you are invisible until you decide to move.

Speak with Animals: You may converse with any wild animal. This includes mammals, reptiles, and birds, but not fish. The animals can answer questions, but they see the world from a different perspective than you do, and their answers may not always make sense. Animals may also be willing to perform small favours, especially when that's in an animal's best interest.

Ghoul

"They ask—the other peoples—all the time, if we are Evil, as if it were a real question. I have not decided if I am insulted by the presumption or grateful for the lack of assumption. But at the end of the day, there I am, still up to my ankles in their refuse."

—The City Dungsweeper

History

There are no people in the Realm as misunderstood as ghouls. They're certainly their own distinct ancestry: They mate and pass traits to their offspring, who bear all the markings of something that's "other." Many believe ghouls were created by vile magic to lurk in graveyards and gorge themselves on the remains of the dead. Lorekeepers know tales in which creatures from other ancestries were changed into ghouls—whether through death, deals with evil powers, or other means–but these fairy tales just confuse the true origins of ghouls even further.



Ghouls tell themselves a different story: They were given a sacred task to shepherd the dead souls of the world and cleanse them from the land, preserving the Realm as a home for the living. Some interpret this obligation as a service to Oblivion, though others believe they're gathering the dead for some secretive or insidious purpose. A few idealists believe that the earliest ghouls were actually tasked by the powers On High. Perhaps, they opine, the ghouls' monstrous appearance and nature are merely a matter of efficiency, rather than indicators of malicious intent. Still others ignore that kind of philosophical navel-gazing; instead, they focus on keeping their heads down and living their lives as peacefully as they can.

Whatever the truth of the matter, ghouls have no dedicated homeland in the Realm, save for an ancient graveyard called Sepulcher. An entity known as the Caretaker is the overseer of those lands. In that infamous and decaying necropolis, ghouls tend to corpses (and other remains) carried from Villedoc, the nearest village. They also shepherd ever-restless souls inclined to rise from the many mausoleums there. In general, ghouls can be found in small numbers wherever people of any ancestry dwell, though most of their jobs are rather unsavoury. Highly respected ghouls are employed as undertakers. In the City, less fortunate ghouls have a lowly reputation as dungsweepers. Rumormongers whisper about ghouls who have joined the priests of the Chapel, dedicating their lives to serve the On High. Some believe these "godly ghouls" are attempting to become truly Good, but these stories seem more like Chapel propaganda than the actual truth.

Ghoul Perspective

To the ghouls, people from any ancestry are little more than meat. Everything that is born dies, after all. Beyond that point, from a typical ghoul's point of view, they become far more interesting. Outside of Sepulcher, how ghouls feel about other people in the Realm is largely shaped by how those people feel about them. They generally have higher acceptance amongst trolls, flat neutrality from elves, and vastly mixed acceptance among humans and dwarves. Their relationship with sprites and leywalkers is harder to pin down; perhaps they both share some sympathy as overtly magical beings. However, it's nearly unheard of for a sprite or leywalker to be hostile to a ghoul purely on the basis of its ancestry; after all, it's rare for either to care much about anyone's ancestry other than elves. Among humans, more ghouls are likely to be found in the City than anywhere else, where there's rarely a shortage of dung to sweep, bodies to bury, or graves to tend.

Elf historians place the first appearances of ghouls as contemporary with the Great Wizard's lifetime, leading some to suspect that he is the one who created them

in the first place. This theory carries little weight with the ghouls, who claim that the Wizard might have belonged to another ancestry originally, but clearly, by the time of his disappearance, he had become a ghoul.

Character Modifiers

Aspect Caps: Increase the maximum for Mettle or Wits to 7.

Bonus Skill: Gain the Psychic or Survival skill.

Restrictions: When you begin the game, your ghoul must have a Neutral or Evil alignment.

Backgrounds

Roll 1d6 (or choose one):

1–2 Gravehound: +1 Wits. Gain the Bargain skill. You are a servant of Oblivion, seeking to control and subdue the undead for secretive purposes and power. You begin the game with an Imp Follower. You have a diabolical contact you may entreat for information or resources at a price. (**Note:** *This background is not recommended for beginning players or adventuring parties with mixed alignments.)*

3–4: Diaspora: +1 Agility. Gain the Persuasion skill. You have chosen to dwell among non-ghouls, keeping your head down and blending in as best you can. When making a Stealth test in the City, a village, or a town, you gain a bonus die.

5–6: Soulkeeper: +1 Resolve. Gain the Lore skill. You seek to fulfill your purpose as a shepherd of the dead, sending souls on to whatever fate awaits them, rather than keeping them enslaved in service and forced to endure a twisted unlife. You begin the game with a Spirit Follower. In any non-violent encounter with spirits or other undead Strangers, they react to you one step higher on the Attitude Chart (in the *Game Master's Guide*.)

Special Abilities

Spirit Sense: A ghoul can always sense the presence of a spirit within 10 metres, even if the spirit is invisible.

Choose one:

Souldrinker: After killing an opponent in psychic combat, you can make a Craft test against a Hard Difficulty to absorb its soul; on a success, you can heal 1d6 Life or 1 Wound. (Remember, you much have the Psychic Assault Special Ability in order to initiate a psychic attack against anything other than a spirit.)

Rise!: If you happen to have a dead body lying around, you can transform it into an undead Shambler Follower; however, you suffer 1 Wound when you're done with its grisly transformation. As long as this Shambler exists, that Wound cannot be healed, magically or naturally. After someone has slain or destroyed the Shambler, the Wound can be healed normally. As an alternative, you can choose to absorb the Shambler's soul; your sacrifice heals that Wound and utterly destroys the Shambler.

Shepherds of the Dead: You can see spirits that are invisible to others, and you can converse with spirits that are otherwise mute. In any non-violent encounter with spirits, they react one step higher to you on the Attitude Chart (in the *Game Master's Guide*.)

Human

"The trouble is, left to themselves, people tend to lead such annoyingly messy lives. What's called for is organization: a place for everyone and everyone in their place… or at least, the appearance of a place. If someone can profit from that, so much the better."

—Hanthic Hosmir, Magistrate of the City

Culture

Humans prefer to dwell in clear, low-lying areas. They avoid areas with an excess of trees, such as the forests elves and sprites favour, as well as the mountainous, craggy regions preferred by trolls and dwarves. They often congregate in villages, hamlets, and small towns, where they're known for building large, exposed settlements like the City. Humans are the main inhabitants of Villedoc, Innsview, and the Chapel town, Chapelbell. Some groups of humans travel the plains as nomads, living in portable shelters and taming beasts to serve them, including horses, camels, dogs, cats, and birds. Wherever they dwell, humans tend to prefer extremely organised societies.

Human Perspective

As peacemakers among the various peoples, humans have an uncanny ability to sympathise with other groups, learn their languages, and even dwell among them—albeit usually as merchants or traders. They're typically inclined to get along with everyone. Even the thought of trading with trolls doesn't intimidate them. Humans spend a great deal of time learning about other cultures, often so they can figure out how to bargain with them and (ultimately) organise them. While they generally like everyone, they are somewhat wary of sprites, no doubt because of their long experience with sprites' shenanigans and caprices. Many humans are intrigued by leywalkers but also suspicious, due to their incredibly magical nature. And as for ghouls… well, very few people are comfortable with ghouls, particularly in large groups, but humans certainly try.

The City and the Castle were originally planned by humans, though people of other ancestries contributed to their construction and cultural development. Since the magistrates of the City have been human, as well as the royal princes and princesses, humans take it on faith that the Great Wizard was human, too.

Character Modifiers

Attribute Caps: Increase the maximum for any one Attribute to 7.

Bonus Skill: Gain a skill of your choice.

Backgrounds

Roll 1d6 (or choose one):

1–2 Nomad: +1 Resolve. Gain the Survival skill. Start with a pack animal or mount Follower (such as a Camel or Horse). While you're on the plains or in the desert, when you would make a Guide test (see **Adventuring** in the *Game Master's Guide*), you can choose to get a Standard Success instead of rolling. If you roll for the test, you must accept the result of the roll.



3–4 Citydweller: +1 Insight. Gain the Bargain skill. Start with 1d6 additional gold. All humans in the City react one step higher to you on the Attitude Chart (in the *Game Master's Guide*.)

5–6 Farmer: +1 Mettle. Gain the Tinker skill. Start with a Mule, Dog, or Cat Follower. All human peasants on farms and in pastoral locations react one step higher to you on the Attitude Chart.

Special Abilities

Fit Right In: Once per day when you're in a civilised area, such as a town or the City, you can reroll a d6 (that isn't a Kismet Die) during any test. You can use this Special Ability on yourself or give it to a party member you can see. You get an additional use per day of this Special Ability every three levels (at 4th level, 7th level, and 10th level). You also have +1 Speed during combat in these locations.

We're Friends: When making a Persuasion test against a Stranger, their Attitude is at least Liked for the duration of the scene (see the Attitude Chart for more details). If you roll when making an Animal Handling test, the animal becomes a Follower for the duration of that scene.

Where the People Are: You can sense the general direction of the nearest human settlement of at least a dozen people or more.

Leywalker

"Two roads diverged in a wood, and I made three others, just to see what would happen."

—Rifran Fristscion Evirseed, Wayfinder

Culture

The leywalkers are manifestations of the inherent magic of the Realm. Also known as Children of the Portal, they are deeply connected to the magical webs of power that crisscross the Realm. Most leywalkers in the Outer Region dwell in the Great Forest, although they can occasionally be found in remote settlements near forests. The largest gathering of leywalkers outside the Great Forest is in Leyruin, In the City, it's rare to see a gathering with more than a few leywalkers.

Leywalkers look a bit like fauns with humanoid torsos, large goat-like ears, and enormous curved horns that sprout from their foreheads. Their skin varies from a dark tan to deep mahogany in color.

They are covered from head to hoof in a unique set of runic swirls and patterns that describe their lineage and possibly even their inherent nature and fate.

Leywalkers have no hierarchy, and their familial bonds are tenuous at best. When a leywalker reaches their first century, they make a pilgrimage back to the Great Portal between the Realms, where they contemplate what they have learned of the world, magic, and themselves. At the end of three days, if they are so blessed, the leywalker generates a child called a *scion.* As soon as the offspring is ready, the parent spends the next decade teaching them. At the end of this time, the scion is sent out on its own to learn and grow on its own as an adult. The offspring adds their progenitor's name to their own, appended with the suffix "scion." The adult likewise adds the name of their scion to theirs with the ending "seed." (For example, Rifran Fristscion Evirseed's name includes the words "scion" and "seed.") If the adult leywalker is not blessed with a scion, they return to their wandering, hoping to learn enough to earn a scion the next century. Leywalkers do not have meaningful gender, though the ones who spend significant time with other ancestries sometimes adopt one out of preference or for simplicity's sake.

Leywalker Perspective

Leywalkers have very little direct contact with other ancestries as a group, though individuals work with others from time to time. Of all the ancestries, they have the closest connection with sprites and elves, as they are all native to the Great Forest. They care far more about a given person's potential for magic, and as such, find themselves drawn to sprites, ghouls, wizards, druids, and other spellcasting sorts. On the whole, they do not take a side in the conflict between servants of those who reign On High and agents of Oblivion, inclining toward Neutrality.

The leywalkers claim to understand perfectly well who and what the Wizard was, and if asked, reply that the Wizard is and was beyond ancestry, place, time, and all of existence. Everyone who assumes otherwise clearly knows nothing.

Character Modifiers

Aspect Caps: Increase the maximum for Wits or Insight to 7.

Bonus Skill: Gain the Psychic or Lore skill.

Restrictions: Due to their lack of worldly connection, leywalkers cannot begin play with more than 1 gold.

Backgrounds

Roll 1d6 (or pick one):

1–2: Gatekeeper: +1 Resolve. Gain the Tinker skill. When attempting to open a normally locked gate or door, you can choose to get a Standard Success instead of rolling. If you roll for the test, you must accept the result of the roll. This ability only opens locks on the door; it does not disable any magical or non-magical traps.

3–4: Wayfinder: +1 Wits. Gain the Survival skill. In all terrains and locations, when you would make a Guide test (see **Adventuring** in the *Game Master's Guide*), you can choose to get a Standard Success instead of rolling. If you roll for the test, you must accept the result of the roll.

5–6: Linerunner: +1 Insight. Gain the Spellcasting skill. Instead of one Soulrune spell (see below), you begin with two. This second Soulrune can be a second version of the same spell or a different spell.

Special Abilities

Soulrune: Each leywalker possesses an intricate set of runes covering their body, which describe a single spell. This spell is Basic and Common, and it can be an Arcane, Mystic, or Nature spell. You can cast this spell once per day; the spell energy restores after a full rest. Legends tell of leywalkers who visited the Soul Well to change their Soulrune.

Choose one:

Ley Line Walker: You can spend  to create a portal anchor. This anchor lasts until the next new moon. As long as the portal anchor is active, you can teleport to the anchor as a full action by spending  . You can bring another person with you for each additional  spent, but each person who travels with you must be willing. Unless you've created another portal anchor at your point of origin, you cannot return to the original location. You can have a number of active portal anchors equal to half your Craft (round down).

Magic Sense: You can automatically identify whether an item or a place is fundamentally magical. On a successful **Lore (Wits)** test against **Difficulty 14**, you can also determine one property or ability of the item or area, as well as its alignment, if any. If you roll a  during this test, you uncover all such abilities and properties.

Magic Nature: You possess a number of spell points equal to half your Craft, rounded down. You may grant these spell points to other spellcasters at will, or after you attack and deal damage, you can use each one to add 1d6 of psychic damage. If you have a class that has a spellcasting feature, you can use the spell points to cast spells as normal.

Sprite

"You didn't think that was funny? I thought it was hilarious. S'not my fault you can't take a joke."

—Glixical, High Minstrel to Queen Mab



Culture

For an ancestry that spends the majority of its time consorting with elves, surprisingly little is known about the history and origins of sprites. In fact, if you were to ask an elvish lorekeeper about it, they'd probably make some excuse about not being able to speak about the deeper mysteries of the fey or the secrets of the woodland realm. After a few awkward moments, they might even claim they must have left their detailed notes on the subject in their other robes… or something like that. Of course, this aura of mystery and misdirection is exactly what the sprites prefer.

One trend is still generally known: While sprites may be found in any woodland area, they mainly dwell in the hidden glades in the Great Forest. This fabled locale is rumored to contain gateways to the Woodland Realm of the three fey High Lords. The three Monarchs—Titania, Mab, and Oberon (known by many other names)—are the rulers and forebears of the sprites. To various degrees, all sprites honour and revere the High Lords.

Sprite Perspective

Although sprites have a reported kinship with elves and leywalkers, they do not typically discriminate between ancestries. They tend to view everyone as delightful targets for their various tricks and caprices. Sprites also see the other ancestries as useful tools to further the aims of their fey masters. Unlike most other ancestries, very few sprites are found in the City. Though they may be found among human dwellings, it is far more likely to find them in villages and fields, where they feel closer to the natural world… and far more comfortable. That said, sprites who manage to thrive in the City tend to be extremely dangerous.

If the sprites have special theories about the nature of the Great Wizard, they generally keep them to themselves. Despite this secrecy, aficionados of fey lore have certainly heard stories that portray the Wizard as a sprite in disguise or one of the more distinguished fey.

Character Modifiers

Aspect Caps: Increase the maximum for Resolve or Agility to 7.

Bonus Skill: Gain the Stealth or Deception skill.

Restrictions: When the game begins, a sprite's Strength can be no higher than 4.

Backgrounds

Roll 1d6 (or choose one):

1–2 Courtier: +1 Resolve. Gain the Entertain skill. You are in favour with the fey courts and in service to one of the High Lords. Choose an alignment based on the court you serve (Titania: Good, Oberon: Evil, Mab: Neutral). You begin the game with a Pixie Follower, and you may petition the agents of your patron for work or resources.

3–4 Commoner: +1 Wits. Gain the Persuasion skill. You're a fairly common type of sprite. You've spent your life learning about magic and the other peoples of the world. You've either lived in the woods among your people or lived in an elven community. Any creatures of the woodland you encounter react to you one step higher on the Attitude Chart (in the *Game Master's Guide*.)

5–6 Exile: +1 Agility. Gain the Survival skill. You've been banished from the fey courts for an offence against the High Lords. Now you're forced to make your way among the other peoples of the world. When you would make a Hunter test (see **Adventuring** in the *Game Master's Guide*), you can choose to get a Standard Success instead of rolling. If you roll for the test, you must accept the result.

Special Abilities

Flight: All sprites can fly at their normal Speed. This allows them to ignore difficult terrain.

Choose one:

Boon or Bane: Once per day, you or someone you've chosen can reroll a Kismet Die. You can only choose someone you can see.

Earthspeaker: You can speak to plants and trees as if they're sentient Strangers. The words of trees are often cryptic, so the GM might ask you to make a **Decipher (Insight)** test when you're trying to gain a better understanding of what they're saying.

Charming: Once per encounter, you can spend and make a Persuasion test against a Moderate Difficulty to charm one Stranger or Enemy. If you succeed, then the target reacts two steps higher to you on the Attitude Chart (in the *Game Master's Guide*) or reacts as though it is Liked (whichever is better.)

Troll

"Wizard, shmizzard! Quit yer yammering. I don't care what your title is. Bridge toll's two gold."

—Orog, Bridgewarden

Culture

The trolls are a people as old as the stones of the Middle Region's mines… and twice as cunning. Some legends claim they were once a form of fey, much like the sprites, but they were allegedly cursed by Titania—or maybe Mab—for some now-forgotten offence and banished from the Woodland Realm until the Queen's anger abated. Ages have come and gone, but as far as anyone who studies lore can tell, there seems to be no sign of the High Lord's change of heart. The trolls, however, seem a little perturbed by these tales, preferring to live solitary lives (or at least sequestering themselves with relatively small family groups) in areas other ancestries find inhospitable.

An increase in sightings of violent, murderous monsters—including disturbingly hostile and violent cave trolls—has driven many troll families into Craghold with the dwarves, into other settlements in the hillier regions, and even into the City. Trolls who cannot abide living in close quarters with so many others often go to seek their fortunes in the wider world as mercenaries. A few prefer to find a nice, defendable bridge to settle under, so they can exact tolls from passerby. Unfortunately, it's getting harder to find one of these lucrative locations that hasn't been claimed already.

Troll Perspective

Like ghouls, trolls are often misunderstood or assumed to be Evil. In reality, trolls have very little cultural interest in religion or the conflict between the Dark and the Light. Likewise, they do not discriminate against other ancestries. A given troll's relationship to the dwarves depends on how that troll feels about the Crags, as well as whether they're content dwelling under dwarven rule. They tend to mistrust sprites, depending on how literally they take the tales of their origins. Similarly, they have very little interest in elves, humans, ghouls, and leywalkers beyond whether a given individual will pay what they owe, once the troll has done work on their behalf.

Contrary to popular belief, trolls do not have any specific opinions about magic in and of itself, but few of them become wizards, especially when a good right hook seems just as useful as magic—and much easier to learn to do well. As for the Great Wizard himself, they'll generally shrug and tell you to ask an elf about such things. While the various tales are entertaining, they're pretty sure that the Wizard wasn't a troll.

Character Modifiers

Aspect Caps: Increase the maximum for Mettle or Brawn to 7.

Bonus Skill: Gain the Intimidate or Fortitude skill.

Restrictions: When the game begins, your Craft can be no higher than 4. When you first meet humans, elves, or sprites of Good alignment—or people from civilised places, such as towns or the City—they react to you one step lower on the Attitude Chart (in the *Game Master's Guide*) because of your terrifying appearance.



Background

Roll 1d6 (or choose one):

1–2 Bridgewarden: + 1 Resolve. Gain the Intimidate skill. Before you became an adventurer, you were raised by your family to be the guardian of a particular bridge, road, or pass. You begin the game with a Messenger Pigeon Follower; it can send messages back to your family's bridge and return with local news and rumours. Once per day, you can reroll a d6 (that isn't a Kismet Die) on any test related to defending a location.

3–4 Worldwalker: +1 Brawn. Gain the Survival skill. You are a shrewd mercenary, comfortable among different people and throughout the world at large. You have few ties to any fixed location. You've also learned how to approach people without frightening them, so you do not suffer a penalty on the Attitude Chart (see the *Game Master's Guide*), as other trolls do. While you're in the hills and crags, when you would make a Guide test (see **Adventuring** in the *Game Master's Guide*), you can choose to get a Standard Success instead of rolling. If you roll for the test, you must accept the result of the roll.

5–6 Ironbound: +1 Mettle. Gain the Artisan skill. You grew up and worked in the Crags among the dwarves. Any dwarves you meet react to you one step higher on the Attitude Chart. You begin the game with an heirloom hammer (or another crafting implement) that gives you a +1 bonus on Artisan or Tinker tests (you choose which one during character creation).

Special Abilities

Regeneration: All trolls can regenerate. When you roll a  during combat, you immediately regenerate 1d6 Life or 1 Wound. Out of combat, you regenerate 1d6 Life or 1 Wound per hour.

Choose one:

Sentinel: When you're in an established camp, you cannot be surprised by Enemies or Strangers. If a surprise test indicates that you should be surprised, you are partially surprised instead.

Stonefist: Your fists deal 1d6 damage; if you roll a  when you attack with your fists, you roll 2d6 damage instead.

Stonespeaker: You can hear the voices of the stones and *things* that dwell deep in the earth. When finding your way underground, or when you're searching for sources of water, ruins, or things buried underground, you can reroll a die on any test related to that task.

Chapter 5: Classes

Heroes of the Realm come in many forms. Your choice of class determines your hero's capabilities and the means they use to fight the encroaching Darkness. Each class has core features and Special Abilities that define the class. These can grant the ability to cast spells, perform devastating martial attacks, and even see the future. Take some time to read through each of the classes and decide which one best suits your style of play. Do you want to play a brash warrior who dives into combat head-on, a stately priest who seeks to bring light and hope to the Realm, a wise druid who aids their fellows with through Nature magic, or a studied wizard who casts powerful Arcane spells to destroy their enemies? The choice is yours.

Each class entry is broken down into several parts. The following summary offers a brief description of what each section means.

Class Description: The first section gives an overview of the class. This is followed by details on how the class fits into the world and cosmology.

Playing (the Class): This section offers some advice on creating a character of that class and ideas to help with roleplaying.

Creating (the Class): Here you can find the starting Strength and Craft for your class, your starting Life, and the skills and focuses you'll get from the class.

Core Features: Each class comes with several core features that every member of the class possesses.

Choose a Special Ability: You'll choose one Special Ability to customise your character. At the beginning, two characters of the same class are likely to be fairly similar, but as they progress, they are likely to diverge as they select different Special Abilities during character advancement. Improved versions of a Special Ability can only be taken as an advancement when you increase in level.

Assassin

Many of the Realm's adventurers are schooled in violence and (when necessary) ending the lives of their enemies. Assassins are something else entirely. They're artists at killing, true masters of the form. Discretion, silence, precision—these are the virtues that elevate them above the brutish rabble. Professional killers, religious zealots, and guild enforcers can all be all assassins. Though their companions sometimes find their methods unpalatable, no one ends a fight as decisively as an assassin.

The Unkindest Cut

Most people think of assassins as Evil, driven only by a willingness to profit from murder. The greater share of them have an Evil alignment, but only a small number are truly devoted to the Dark Powers. Some serve the Dark unwittingly or give them lip service. Most often, their loyalty belongs to the Assassins Guild, which has great power and influence in the City and beyond. Instead of seeking profit, a few assassins take on this trade and way of life as part of some higher calling, motivated by politics or religion. Such individuals might not belong to the guild, comport themselves as assassins, or even consider themselves such, but their techniques are the same.

Playing an Assassin

The assassin's ideal situation is to avoid open conflict until every detail is known and controlled, at which point, the assassin ends the conflict in the blink of an eye. In the unpredictable life of an adventurer, they

seldom achieve this ideal. When forced to improvise, assassins rely on blinding speed, quick thinking, and an unobtrusive presence.

Because your assassin relies on weapons and physical coordination in combat, Agility should be one of their best aspects.

Creating an Assassin

When you choose this class, you gain the following features.

Strength: 3

Craft: 3

Life: 12 + (Mettle or Resolve); +2 per level

Skills: You gain Athletics, Deception, Melee, Notice, Sleight of Hand, and Stealth. You also gain your choice of Throw or Missile Weapon. You can choose a focus in Stealth, as well as a focus in Sleight of Hand or Melee.



Core Features

When you choose this class, you gain two Special Abilities common to all assassins: **Treachery** and **Preparation**. You also choose from one of the following: **Path of Blood** or **Unerring Aim**.

Treachery

You conceal your intentions in combat, as well as in social interactions. You get a bonus die when making Deception tests. Also, when you attack with a weapon that deals 1d3 or 1d6 base damage, you can spend to deal 2 additional damage per level in any of the following situations:

- your target is surprised or partially surprised,
- your target is immobile or unable to take actions, or
- your target is currently Friendly toward you (as defined on the Attitude Chart in the *Game Master's Guide.)* This attack immediately ends their Friendly attitude.

Preparation

You are a professional, and a professional spends time preparing. The first time you make an attack against an Enemy (or another target the GM approves) that you've studied and prepared to kill, set aside one die that is not a Kismet Die. Do not roll that die. After you've rolled the rest of the dice, you can set the die you set aside to any result.

You can prepare to kill only one target at a time. Preparation usually takes at least a number of hours equal to 2d6 minus your Wits (with a minimum of 1 hour.) You must be able to either observe the target directly or gain information from someone who has.

You also get to choose one of the following:

Path of Blood

Prerequisite: You do not have **Unerring Aim**.

Woe betide those who stand between you and your target. When you reduce an Enemy to zero (0) Life, you can spend ◉ to make an attack against another Enemy whose Threat is less than or equal to your initial target. You can't use this feature more than once per round.

Improved: When you use this feature to make an additional attack, that attack deals an extra 1d6 damage on a success.

Unerring Aim

Prerequisite: You do not have **Path of Blood**.

When you've chosen a target, you don't bother fighting everyone else around them. If an Enemy or other target you're attacking has the highest Threat of all hostile targets you can see, you can spend ◉ to ignore all terrain effects between you and your target, and other Enemies or creatures cannot block your movement to that target. If your target is carrying a handheld shield, your first attack against that target also ignores the shield's effects.

Improved: When you use this feature, your first attack against that target also ignores their armour.

Druid

Holding themselves apart from questions of faith and cosmic loyalties, druids are students of the natural world around them. They dedicate themselves to seeing the world, including its shifting circumstances, for what it is—no more and no less. A druid's power carries an obligation to act wisely. All the spells in the world won't help if their wielder doesn't understand the situation at hand.

One with the Land

The Realm itself is a druid's primary concern and source of power. Those who reign On High and the Dark Powers attempt to work their will upon the Realm, influencing its creatures with constructed philosophies and interpretations. Some druids find these ideologies persuasive, serving them until their perspectives shift. Druids pursue many of the same goals as other adventurers, but they contemplate the potential consequences of their actions more than most.

Druids have a complex relationship with the fey powers. Both druids and fey use Nature magic, derived from a deep understanding of the Realm and the intricacies of its being. Where the fey would alter the Realm into a strange and shrouded land all their own, most druids want to preserve the Realm as it is. At the same time, the power of the fey is intertwined with the living world itself. Weakening one harms the other. Druids seek a delicate balance between fey influence and mortal needs.

Playing a Druid

As a druid, you can draw on perceptiveness, spellcasting, willpower, and personal magnetism to resolve conflicts. Your spells manipulate plant and animal life, deceive the senses, and call forth the creative and destructive potential that first shaped the Realm. As you explore wild and dark places, you can transform your inner or outer self, your allies, your enemies, and the land around you in whatever way serves you.

Your druid casts Nature spells, so you'll probably want to increase your Resolve aspect and your Craft attribute.

Creating a Druid

When you choose this class, you gain the following features.

Strength: 2

Craft: 4

Life: 9 + (Mettle or Resolve); +1 per level

Spell Points: Craft

Skills: You gain Animal Handling, Healing, Lore, Notice, Spellcasting, and Survival. You also gain Melee or Decipher. You can choose a focus in Animal Handling, as well as a focus in Survival or Spellcasting (Nature).

Core Features

When you choose this class, you gain two special abilities common to all druids: **Nature Spellcasting** and **Life of the Realm**. You also choose one of the following: **Animal Fellowship** or **Animal Features**.

Nature Spellcasting

This special ability allows you to cast and retain memory of Nature spells. You begin play with 3 Nature spells committed to memory (and recorded in your runestones.) You can memorise a total number of spells equal to your Craft + 1. After you have chosen your spells, select one of them and underline the spell on your character sheet. That spell is Enduring, which means it cannot be permanently lost or burned (see below.)

New spells can be learned from a wide variety of sources. You might decipher them from ancient scrolls or texts, receive them from a magical creature, or learn them from an elderly sage. At any time, you can replace an existing memorised spell or memorise a new spell (up to your maximum) by spending 1 hour per spell.

You also begin with a number of spell points equal to your Craft. Spell points are the energy or fuel for your spells. Casting a Basic spell costs 1 spell point. If you run out of spell points, you can choose to "burn" a spell. Burning a spell removes it from your memory, and you cannot cast that spell again until you relearn and memorise the spell. The exception to this is your Enduring spell. After a full rest (eight hours), you automatically recover all Enduring spells. When you burn a spell, you also get a +2 bonus to its Spellcasting test. If you roll a  when you get a Standard Success or higher during your Spellcasting test, you do not lose memory of the spell. However, if you roll a  when you get a Failure or Standard Success during a Spellcasting test, you lose memory of that spell, even if you didn't deliberately burn a spell.

At 4th level, you can cast Intermediate spells, and you can add Intermediate Nature spells to your spellbook.

At 8th level, you can cast Advanced spells, and you can add Advanced Nature spells to your spellbook.

Life of the Realm

The power of the Realm and living things rises within you and sustains you against harm. When you roll a Standard Success or better on any test, you can spend and 1 spell point to regain 1d3+1 Life. If you are in a forest, you regain Life equal to 1d6 + your Resolve instead.



You also get to choose one of the following Special Abilities:

Animal Fellowship

Prerequisite: You do not have **Animal Features**.

Any time you enter a forest, you can spend to gain one random animal Follower. Roll 1d6 and consult the table below.

Roll 1d6	Animal
1	Wild Boar
2	Crow
3	Wildcat
4	Wolf
5	Falcon
6	Stag

This Follower stays with you until it dies, until you send it away, or when you leave the forest. You can spend to gain a new animal Follower with this feature one week after the previous animal Follower's departure or death (or if you enter a new forest).

Improved: When you make an Animal Handling test, you can roll a bonus die. If you roll a on a successful Animal Handling test, you can either gain the target creature as a Follower or increase the Loyalty of one of your current animal Followers by 1.

Animal Features

Prerequisite: You do not have **Animal Fellowship**.

Your flesh can take on aspects of animals, so long as you have seen and studied that kind of creature. This transformation takes one full action and . Choose one of the following:

- **Claws:** Your two claws count as a single attack, dealing 1d6 + (Brawn or Agility) damage.
- **Thick Hide or Carapace:** You gain 6 armour points worth of natural armour; you cannot use this feature while you're wearing a suit of armour.
- **Gills:** You can breathe water as well as you breathe air.
- **Sprinting Legs:** Your Speed increases to 20 + your Agility.
- **Keen Senses:** You gain a bonus die on Notice tests.

You remain transformed for 1 hour or until you use this feature to transform again. At the end of the duration, if you are conscious, you can spend another to add another hour to the duration.

Improved: You can pay to choose two transformations at the same time. You can also choose from the following transformations:

- **Hardened Hide:** Gain 10 armour points of natural armour, as long as you're not wearing a suit of armour. This does not stack with **Thick Hide**.
- **Wings:** Gain a flying Speed of 20 metres.

Minstrel

Perhaps no type of adventurer is as underestimated as the minstrel. Where the common folk see a musician singing for their supper in a town or city, that minstrel is, in fact, a potent spellcaster, a cunning information broker, a silver-tongued liar, and above all else, a knave. Music is the heart and soul of all these roles: the rhythms of speech, the drumbeat of the chase, the songs of the fey, and the anthem of life sounding across the Realm.

A Knave on the Open Road

Most minstrels are happy-go-lucky sorts, moving through the world without malice… or without paying much attention to the consequences left in their wake. Their intentions are usually good (and their alignment is usually Good), but their ways of helping others are often based on a superficial understanding. Since minstrels practice fey (Nature) magic, their outlook emphasises shaping the world according to their rather fanciful whims. Other minstrels decide to gather all the influence they can for personal gratification, acting according to their Neutral or Evil alignment. For bystanders left in a minstrel's wake, the distinction between the two is irrelevant.

Playing a Minstrel

Minstrels use quickness in all that they do: wits when confronted, a blade when necessary, or their feet when things go wrong. There's no telling when a joke, a confidence scheme, or a romantic interlude (or all three at once) might go awry. It takes some extra effort to use the same tricks while exploring ruins or while travelling the Plane of Fire, but the best minstrels make it work, always ready with a song and a crooked grin.

Your minstrel casts Nature spells, so you probably want to increase your Resolve aspect and your overall Craft attribute as much as possible.

Creating a Minstrel

When you choose this class, you gain the following features.

Strength: 3

Craft: 3

Life: 12 + (Mettle or Resolve); +2 per level

Spell Points: Craft

Skills: You gain Animal Handling, Empathy, Entertain, Lore, Persuasion, and Spellcasting. You also gain your choice of Melee or Decipher. You can choose a focus in Entertain, as well as a focus in Animal Handling or Persuasion.

Core Features

When you choose this class, you gain two special abilities common to all minstrels: **Nature Spellcasting** and **Charming Words**. You also choose one of the following: **Subtle** or **Dashing**.



Nature Spellcasting

This special ability allows you to cast and retain memory of Nature spells. You begin play with 3 Nature spells committed to memory (and recorded in your songbook), and you can memorise a number of spells equal to your Craft + 1. After you have chosen your spells, select one of them and underline the spell on your character sheet. That spell is Enduring, which means that it cannot be permanently lost or burned (see below).

New spells can be learned from a wide variety of sources. You might decipher them from ancient scrolls or texts, receive them from a magical creature, or learn them from an elderly sage. At any time, you can replace an existing memorised spell or memorise a new spell (up to your maximum) by spending 1 hour per spell.

You also begin with a number of spell points equal to your Craft. Spell points are the energy or fuel for your spells. Casting a Basic spell costs 1 spell point. If you run out of spell points, you can choose to "burn" a spell. Burning a spell removes it from your memory, and you cannot cast that spell again until you relearn and memorise the spell once more. The exception to this is your Enduring spell. After a full rest (8 hours), you automatically recover all Enduring spells. When you burn a spell, you get a +2 bonus to its Spellcasting test. If you roll a and get a Standard Success or higher during your Spellcasting test, you do not lose memory of the spell. However, if you roll a when you get a Failure or Standard Success during a Spellcasting test, you lose memory of that spell, even if you didn't deliberately burn a spell.

At 4th level, you can cast Intermediate spells, and you can add Intermediate Nature spells to your spellbook.

At 8th level, you can cast Advanced spells, and you can add Advanced Nature spells to your spellbook.

Charming Words

You know certain secrets to beguile mortals and beasts. When you would use Insight for a Deception or Persuasion test, you can use your Wits or Resolve instead.

Additionally, when you encounter a mortal or a beast that you are not currently threatening, and if it is not currently an Enemy, you can attempt to make them a Follower. You must spend equal to your current number of Followers + 1 and make a **Persuasion (Wits** or **Resolve)** or **Animal Handling (Wits** or **Resolve)** test. The Difficulty is equal to the potential Follower's Threat plus your current number of Followers (Attitude modifiers apply). If you fail this test, you can't try again

against the potential Follower for one week, but you can still recruit them through ordinary means. The GM can always rule that a person or beast cannot become a Follower but must tell you before you spend .

You also get to choose one of the following Special Abilities:

Dashing

Prerequisite: You do not have **Subtle**.

Your bold action and quick thinking inspire your allies. When you attack or cast a spell on your turn, you can spend to choose one character or ally who has not yet acted this turn. They can add your Wits or your Resolve (whichever is greater) to their next attack or Spellcasting test.

Improved: When you roll a Great Success or better on an attack test, you deal additional damage equal to your Wits or Resolve, whichever is higher.

Subtle

Prerequisite: You do not have the **Dashing** special ability.

You know how to look nonthreatening, so that Enemies worry more about threats from your companions. When an Enemy forces you to roll a defence test, if it is within range to attack a character or another one of your allies, you can spend and make a **Deception (Wits** or **Resolve)** test; the Difficulty is equal to its Threat. If your roll is a Standard Success or better, it targets a character or ally the attacker is hostile toward instead of you.

Improved: When you cast a spell, you can spend to make the spell seem to come from nowhere. You can spend to make the spell seem to come from another nearby creature.

Priest

The On High and the Dark Powers touch the lives of everyone in the Realm in ways few understand. As a priest, you witness that struggle daily, guiding and safeguarding others as you can. You serve those who reign On High, whether that's through true devotion or mere lip service. Those who serve the Darkness cannot do so openly; instead, they worship with awful rites in secret places.

Voices of Light and Darkness

All sentient creatures feel the inner urging of Light and Darkness. Some choose a side, while others work the will of one or the other without a conscious choice. A clever few prefer to escape the conflict entirely. It falls to priests to help others see acts of Good and Evil for what they are. Priests serving the On High bring hope to those who are overwhelmed with Darkness, and they goad the consciences of those who have mistaken one inner urge for the other. A priest with a Good alignment can encourage the strong to confront injustice and the terrors of the Realm. They inspire the weak and downtrodden with hope.

Some priests use their social position and magical gifts for personal gain and manipulation, rather than the betterment of others. The On High do not strike down unworthy priests who have turned to Evil. All mortals fall short, and the On High do not pass judgment until after death. Evil priests leave sorrow in their wake, as they dash the hopes of those who look to them for aid.

Playing a Priest

Priests draw on social skills, spellcasting, and willpower to resolve conflicts. Their spells might strengthen and heal themselves or their allies, banish or destroy malevolent spirits, or destroy tools in the hands of their enemies. In the course of exploring the Realm, you protect yourself and your allies from curses, poisons, mental compulsion, and every other kind of harm.

Your priest casts Mystic spells, so you'll probably want to increase your Insight aspect and Craft attribute as much as possible.

Creating a Priest

When you choose this class, you gain the following features.

Strength: 2

Craft: 4

Life: 9 + (Mettle or Resolve); +1 per level

Spell Points: Craft

Skills: You gain Decipher, Empathy, Heal, Lore, Persuasion, and Spellcasting. You also gain your choice of Bargain or Psychic. You can choose a focus in Spellcasting (Mystic), as well as a focus in Empathy or Heal.

Core Features

When you choose this class, you gain three Special Abilities common to all priests: **Mystic Spellcasting**, **Banish Spirits**, and **Unarmed**. You also choose one of the following: **Gentle Heart** or **Cold Heart**.

Mystic Spellcasting

This special ability allows you to cast and retain memory of Mystic spells. You begin play with 3 Mystic spells committed to memory (and recorded in your prayer book), and you can memorise a number of

spells equal to your Craft + 1. After you have chosen your spells, select one of them and underline that spell on your character sheet. That spell is Enduring, which means it cannot be permanently lost or burned (see below).

New spells can be learned from a wide variety of sources. You might decipher them from ancient scrolls or texts, receive them from a magical creature, or learn them from an elderly sage. At any time, you can replace an existing memorised spell or memorise a new spell (up to your maximum) by spending 1 hour per spell.

You also begin with a number of spell points equal to your Craft. Spell points are the energy or fuel for your spells. Casting a Basic spell costs 1 spell point. If you run out of spell points, you can choose to "burn" a spell. Burning a spell removes it from your memory, and you cannot cast that spell again until you relearn and memorise the spell once more. The exception to this is your Enduring spell. After a full rest (8 hours), you automatically recover all Enduring spells. When you burn a spell, you also get a +2 bonus to its Spellcasting test. If you roll a and get a Standard Success or higher during your Spellcasting test, you do not lose memory of the spell. However, if you roll a when you get a Failure or Standard Success during a Spellcasting test, you lose memory of that spell, even if you didn't deliberately burn a spell.

At 4th level, you can cast Intermediate spells, and you can add Intermediate Mystic spells to your spellbook.

At 8th level, you can cast Advanced spells, and you can add Advanced Mystic spells to your spellbook.

Banish Spirits

You can banish spirits and many kinds of undead. To banish a nearby spirit or undead Enemy you can see, spend and 1 spell point and make a **Psychic (Insight)** test with a Difficulty equal to the Enemy's Threat. You can attempt to Banish multiple Enemies at the same time. To do so, spend 1 spell point per Enemy and make your **Psychic (Insight)** test against the Threat of the most powerful Enemy; increase that Difficulty by 3 for each additional Enemy. If you successfully banish an Enemy and roll a , you gain 1d3 spell points per banished Enemy. Some very powerful undead are immune to being banished.

Test Result

Failure: No spirits are banished. Any spirits you attempted to banish that are within range can damage your character, as if you had made an attack.



Standard Success: The targeted spirits are banished, but they can take one action before they depart this realm (usually attacking the Priest if they are within range).

Great Success or better: The targeted spirits are instantly banished.

Unarmed

As a priest, you have taken a vow not to use weapons in combat. When you wield a weapon to make an attack, you lose all your current Light Fate. If you have no current Light Fate, the Game Master gains per attack. However, creatures almost never choose to attack you during the Enemy response phase if there are other armed targets nearby that they are hostile towards. If an Enemy has another target within striking distance the GM must spend to attack you.

You also get to choose one of the following Special Abilities:

Gentle Heart

Prerequisite: You do not have **Cold Heart**.

Your gentle nature guides your every action, and harm is slow to come to you. When you take damage, you can spend to reduce the damage you take by 1d3. If you have not made a physical attack within the past lunar month, this damage reduction is increased to 1d6.

Improved: When you take damage, you can spend to reduce the damage you take by 2d6.

Cold Heart

Prerequisite: You do not have **Gentle Heart**.

Your heart is hardened against the sight of suffering, and you do not hesitate to cause harm when necessary. When you take physical damage in combat, you can spend to add the amount of damage you take to the next damaging spell you cast in that encounter.

Improved: When you take damage from psychic combat, you can spend to add that amount of damage to the next damaging spell you cast in this encounter; you then gain 1 spell point.

Prophet

The On High have more servants than just the priesthood. Rare as they are, prophets have a broader perspective on the struggles of Good and Evil. They foresee the great tides of history and deeds that allow Evil to rise time and again. Much like priests, they wield Mystic magic to serve the people of the Realm. Priests judge the works of mortal hands, but prophets see deeper connecting threads and the subtler schemes of the Dark Powers.

Through a Glass Darkly

Prophets know that the future is not foreordained by the cosmic powers. If the struggle's outcome could be perfectly known, what purpose would the Realm or its people even serve? Yet Fate guides the Realm's people, as it always has. Prophets dwell within that paradox, occasionally protected by the On High.

Despite the favour of those powers, not all prophets are paragons of moral virtue. Foreknowledge is a gift too great, and the opportunities for corruption are too common. It is said that the Dark Powers give their greatest efforts to turning the loyalty of the prophets, for they too wish to touch the threads of the future. Those On High seem to prefer continuing their struggle for the souls they've blessed with power, rather than destroying them or stripping them of their gifts.

Playing a Prophet

Prophets have incredible insight into details large and small in the immediate or distant future. Like priests, they also draw upon Mystic spellcasting abilities and deep reserves of mental and spiritual strength. They can heal, strengthen, and protect their allies with magic, but most importantly, they can manipulate Fate—strongly for themselves and in smaller ways for others. The strongest prophets understand that a mighty change across the Realm is made of many smaller ones.

Your prophet casts Mystic spells, so you'll probably want to increase your Insight aspect and Craft attribute as much as possible.

For the Game Master

Having a prophet in an adventuring party should change the nature of the narrative. The characters' actions are always burdened with matters of Fate when a prophet is involved. Prophecy guides their deeds, but if they stray from the path, that choice may foretell their doom. More than most characters, a prophet can be the source of information that no one could possibly know, so Game Masters may use them as mouthpieces for exposition.

A prophet character's choice between **When No Mortal May Speak** and **Shrouded Truths** tells a Game Master much about the game experience the player wants. The GM should read those Special Abilities carefully and consider how to support them during play.

Creating a Prophet

When you choose this class, you gain the following features.

Strength: 2

Craft: 4

Life: 9 + (Mettle or Resolve); +1 per level

Spell Points: Craft

Skills: You gain Deception, Empathy, Investigation, Lore, Persuasion, and Spellcasting. You also gain your choice of Decipher or Psychic. You can choose a focus in Spellcasting (Mystic), as well as a focus in Deception or Persuasion.



Core Features

When you choose this class, you gain two Special Abilities common to all prophets: **Mystic Spellcasting** and **Hour of Need**. Then select one of the following: **What No Mortal May Speak** or **Shrouded Truths**.

Mystic Spellcasting

This special ability allows you to cast and retain memory of Mystic spells. You begin play with 3 Mystic spells committed to memory (and recorded in your sacred scrolls), and you can memorise a number of spells equal to your Craft + 1. After you have chosen your spells, select one of them and underline the spell on your character sheet. That spell is Enduring, which means that it cannot be permanently lost or burned (see below).

New spells can be learned from a wide variety of sources. You might decipher them from ancient scrolls or texts, receive them from a magical creature, or learn them from an elderly sage. At any time, you can replace an existing memorised spell or memorise a new spell (up to your maximum) by spending 1 hour per spell.

You also begin with a number of spell points equal to your Craft. Spell points are the energy or fuel for your spells. Casting a Basic spell costs 1 spell point. If you run out of spell points, you can choose to "burn" a spell. Burning a spell removes it from your memory, and you cannot cast that spell again until you relearn and memorise the spell once more. The exception to this is your Enduring spell. After a full rest (8 hours), you automatically recover all Enduring spells. When you burn a spell, you also get a +2 bonus to its Spellcasting test. If you roll a and get a Standard Success or higher during your Spellcasting test, you do not lose memory of the spell. However, if you roll a when you get a Failure or Standard Success during a Spellcasting test, you lose memory of that spell, even if you didn't deliberately burn a spell.

At 4th level, you can cast Intermediate spells, and you can add Intermediate Mystic spells to your spellbook.

At 8th level, you can cast Advanced spells, and you can add Advanced Mystic spells to your spellbook.

Hour of Need

You have an uncanny gift for being in the right place at the right time. When a character that you can see rolls a test, you can use an action to assist as if you had a relevant skill (see **Assist** in **Chapter 2: Rules**). Instead of using a skill, you use your Craft for the assist.

You also get to choose one of the following Special Abilities:

What No Mortal May Speak

Prerequisite: You do not have **Shrouded Truths**.

You receive prophetic visions that are clear in their meaning, but you are unable to speak of what you learn or communicate it directly through writing. You can otherwise act on your knowledge, so long as you do not speak or otherwise communicate it. If you violate this prohibition, you lose all current Light Fate, the Game Master gains an equal amount of Dark Fate (a minimum of 3 Dark Fate), and you can't receive prophetic visions for one day.

In addition to prophetic visions initiated by the Game Master, you can spend an hour and , or 2 spell points and , to bring on a prophetic vision to answer a single question that can be answered with a yes or no.

Improved: You can ask three questions instead of one when you initiate a prophetic vision, and you can ask further questions at a cost of per question.

Shrouded Truths

Prerequisite: You do not have **What No Mortal May Speak**.

You receive prophetic visions shrouded in mystery and symbolism, which you can communicate to others freely. At the Game Master's discretion, a **Decipher (Wits)** test may grant you additional clues as to the meaning of a vision.

In addition to receiving prophetic visions initiated by the Game Master, you can spend and an hour or and 2 spell points to witness a prophetic vision to answer an open-ended question (that is, one that can't be answered with a yes or no).

Improved: You can reinterpret past prophecies to glean new truths about your current situation. When a creature you can see fails a test, you can spend to replace the result with a **Decipher (Insight)** test that you roll. You can't replace an attack, defence, or Spellcasting test in this way.

Scout

Many dangerous things hunt at night or creep in the forest's perpetual twilight. Scouts learn to stay one step beyond these monsters, turning their tactics against them. Most scouts rely on bows and light weapons that won't slow them down, but when survival is on the line, any weapon will do. They are indispensable guides for bands of adventurers braving the wilds.

Survival at All Costs

Long stretches of solitude and constant danger affect everyone differently. Some take up a protector's mantle, keeping travellers and fellow adventurers safe, risking their own lives to hinder and distract enemies, and becoming agents of Good. Others scorn those who cannot survive on their own. Why save someone who blunders into every dry branch? Leaving hapless travellers to their fate, such scouts are Neutral at best. More insidious scouts use their skills to lure helpless bystanders into ambushes. When they use innocents as bait to draw out dangerous prey, they give themselves over to Evil.

Playing a Scout

Nothing is more important for a scout than situational awareness. Accuracy with blade or bow is important, but you can't evade a monster or snare that you haven't noticed. When everything goes wrong, your situational awareness can help you and your companions find a way to escape.

Because you rely on weapons in combat, Agility (or possibly Brawn) should be one of your highest aspects. The best scouts rely on Insight, Wits, or both.

Creating a Scout

When you choose the scout class, you gain the following features.

Strength: 3

Craft: 3

Life: 15 + (Mettle or Resolve); +3 per level

Skills: You gain Animal Handling, Athletics, Missile Weapon, Notice, Survival, and Stealth skills. You gain your choice of Fortitude or Melee skills. You gain a focus in Survival; you can also gain a focus in Missile Weapon or Stealth.

Core Features

When you choose this class, you gain two features common to all scouts: **Watchful** and **Quarry**. You also choose one of the following: **Path Finder** or **Brigand**.

Watchful

Your eyes catch things that others miss. When you roll a Notice test, any non-Kismet Die you roll that comes up as a 1 or a 2 is treated as a 3 instead.

Quarry

Once you choose a target, you can follow it to the ends of the Realm. When you roll a on an attack test, you can declare the target of that attack as your Quarry. The target is your Quarry until you declare another target, until the target dies, or until you decide to end the effect. When you deal damage to your Quarry, you can add your Craft to the damage that you deal. When you roll a test to find or track the target, you can add a bonus die and keep the three highest dice.

Alternately, you can use a free action and spend to choose one creature you can see as your Quarry.



You also get to choose one of the following Special Abilities:

Path Finder

Prerequisites: You do not have the **Brigand** advancement, and your alignment is not Evil.

A group that has you as their guide is much more prepared to take on the dangers of the Realm's wilderness. When you are exploring the wilderness with other characters, you can spend to add your Craft to any Exploration tests that other characters perform (such as a Guide test, Hunter test, or Watcher test; see the *Game Master's Guide* for more details.) A character can't benefit from more than one use of **Path Finder** at a time, and you can't give this bonus to yourself.

If your alignment is Evil at the end of a session, you lose this advancement and must choose a different one. If your alignment stops being Evil, you can choose this advancement again at the end of a session.

Improved: When your group is making Exploration tests, you gain a number of +1 die modifiers equal to your Craft attribute; for each +1 modifier, you can give a bonus to one character in the group attempting one of those tests. For example, if your Craft attribute is 5, you could give a +2 bonus to a character acting as a Guide and a +3 bonus to a character acting as a Watcher.

Brigand

Prerequisites: You do not have the **Path Finder** advancement, and your alignment is not Good.

A group that follows your lead is devastating in an ambush. On the first round of a combat in which your Enemies are surprised, you can spend . If you do, each of your allies deals an additional 1d6 damage with the first successful attack that they make that turn.

If your alignment is Good at the end of a session, you lose this advancement and must choose a different one. If your alignment stops being Good, you can choose this advancement again at the end of a session.

Improved: When you spend to deal additional damage to surprised Enemies, you also add your Craft score to the damage you deal with your attacks this round. This bonus only applies to attacks you make, not your allies' attacks.

Sorcerer

The practice of sorcery is a powerful path to uncovering the secrets of Arcane magic. The sorcerer forges a bond with an elemental spirit that whispers spell lore to them. This spirit manifests within the Realm as a small animal. Often known as familiars, they may appear as cats, rats, toads, or snakes. More exotic familiars appear as pixies or imps. A sorcerer's spirit is usually a gift from the fey, particularly Mab or Oberon, or a gift from the Dark Powers. In exchange for their aid, spirits are invited into the settlements and homes of powerful mortals, where they might decide to work mischief according to will of their true masters.

Purveyors of Secrets

Sorcerers have an easier time hiding their arcane knowledge and ability than other practitioners. Rather than maintaining a laboratory full of strange experiments, a sorcerer pursues activities that may seem eccentric. They putter around their libraries, study ancient tomes, and address their pets as though those animals and creatures could understand complicated magical theories. Once a sorcerer starts working magic openly, however, their distinction from other arcane spellcasters becomes irrelevant.

For most sorcerers, their connection to a familiar has no inherent moral component. The familiar may be sent by powers that have their own agendas, but the sorcerer is under no obligation to act on those agendas. Though sorcerers tend to be talented manipulators, they can be just as blind as anyone else to the wiles of their familiars. It's only too easy for that bond to become trust, and a familiar's suggestions, while truthful, may contain lies of omission.

Playing a Sorcerer

Sorcerers use their familiars, their influence over Followers, and their cunning to explore the Realm and learn its secrets. They have a penchant for uncovering volumes of ancient lore and secrets. Their arcane spells manifest and direct elemental forces to destroy their foes… or to avoid conflict entirely. They excel in social manoeuvring, grasping the complicated motives and connections that others miss. With other allies to guard them, sorcerers hang back and weave their arcane spells.

Your sorcerer casts Arcane spells, so you'll probably want to increase your Wits and other Craft-related abilities and skills as much as possible.

Creating a Sorcerer

When you choose this class, you gain the following features.

Strength: 2

Craft: 4

Life: 9 + (Mettle or Resolve); +1 per level

Spell Points: Craft

Skills: You gain Bargain, Decipher, Notice, Lore, Psychic, and Spellcasting. You also gain choice of Intimidation or Persuasion. You can choose a focus in Spellcasting (Arcane), as well as a focus in Bargain or Decipher.

Core Features

When you choose this class, you gain two Special Abilities common to all sorcerers: **Arcane Spellcasting** plus either **Psychic Assault** or **Familiar**. Then select one from: **Center of the Web** or **Disarming Wit**.

Arcane Spellcasting

This special ability allows you to cast and retain memory of Arcane spells. You begin play with 3 Arcane spells committed to memory (and recorded in your spellbook), and you can memorise a number of spells equal to your Craft + 1. After you have chosen your spells, select one of them and underline the spell on your character sheet. That spell is Enduring, which means that it cannot be permanently lost or burned (see below).

New spells can be learned from a wide variety of sources. You might decipher them from ancient scrolls or texts, receive them from a magical creature, or learn them from an elderly sage. At any time, you can replace an existing memorised spell or memorise a new spell (up to your maximum) by spending 1 hour per spell.

You also begin with a number of spell points equal to your Craft. Spell points are the energy or fuel for your spells. Casting a Basic spell costs 1 spell point. If you run out of spell points, you can choose to "burn" a spell. Burning a spell removes it from your memory, and you cannot cast that spell again until you relearn and memorise the spell. The exception to this is your Enduring spell. After a full rest (8 hours), you automatically recover all Enduring spells. When you burn a spell, you also get a +2 bonus to its Spellcasting test. If you roll a  and get a Standard Success or higher during your Spellcasting test, you do not lose memory of the spell. However, if you roll a  when you get a Failure or Standard Success during a Spellcasting test, you lose memory of that spell, even if you didn't deliberately burn a spell.

At 4th level, you can cast Intermediate spells, and you can add Intermediate Arcane spells to your spellbook.

At 8th level, you can cast Advanced spells, and you can add Advanced Arcane spells to your spellbook.



Psychic Assault

You can initiate psychic combat with an Enemy within 10 metres; this uses your action for the round. On a Standard Success or greater, you deal 1d6 + Craft damage.

Familiar

You gain an elemental spirit as a familiar, which takes the shape of a small animal, pixie, or imp. Roll 1d6 and consult the table below to determine its shape. You may instead work with your Game Master to create something new and strange.

Roll 1d6	Result
1	Cat
2	Dog
3	Crow
4	Rat
5	Pixie
6	Imp

This elemental spirit is your Follower, but it does not count against your limit for the number of active Followers. You gain a +1 bonus to tests using **Notice** and two other Skills of your choice while the familiar is close by, and you can communicate with it. Your familiar has Strength 1, Craft 2, and 5 Life. When your familiar falls to 0 Life, or when you spend an action to dismiss it, it dissipates. As a full action, you can spend 1 spell point to bring it back; it then appears by your side.

A familiar's speech can only be heard by their sorcerer. It moves and perceives as well as the animal it resembles.

Your familiar knows one basic Arcane, Mystic, or Nature spell, which it teaches to you as an Enduring Spell. You can learn and cast this spell as if it were an Arcane spell.

You also get to choose one of the following Special Abilities:

Center of the Web

Prerequisites: You do not have **Disarming Wit**.

Combining your perspective and your familiar's, you gain an unparalleled understanding of complex social situations. Spend ◎ to ask the Game Master one of the following questions:

- Whose opinion carries the most weight?
- Who has the most to gain here?
- Who has the most to lose here?
- Who secretly fears me or what I represent?
- Who isn't telling the whole truth about their motives?

The first time you make a test in which you act appropriately based on the answers you receive, add one bonus die to the roll.

Improved: When you improve this Special Ability, you gain a new focus in Empathy or Persuasion. You can ask two questions per Light Fate spent instead of one. Gain a bonus die on each of the first three tests you roll in which you act appropriately on the answers.

Disarming Wit

Prerequisites: You do not have **Center of the Web**.

Living with a willful and clever familiar gives you plenty of experience at banter. You can pass off social gaffes with a quick joke. When you fail a test as part of a conversation, you can spend to put the other party at ease with a joke; you then reroll the test using Wits in place of any other ability score.

Improved: When you fail a test in combat, you can spend to find the humour in your situation. You reroll the test using Wits in place of any other ability score.

Thief

Among the adventurous and generously described "heroes" of the Realm, more than a few have absconded with ill-gotten gains at some point. A thief's craft is so much more than just taking what someone carelessly failed to nail down or lock up tightly enough. It's a study in subtlety of movement and perception. To an outsider, a thief and an assassin may be scarcely distinguishable. To those skilled in such crafts, thieves and assassins pursue trades that are both sharply contrasting and skillfully complementary.

Acquisition is the Law

This way of life is based on expertly parting valuables from their current owners, but it can be motivated by reasons other than greed or ruthless self-interest. Neutral alignment predominates in the ranks of thieves of the Realm. Even so, some choose to turn their talents against the Dark Powers of Oblivion. Infiltration, observation, persuasion, and acquisition can undermine the Dark Powers and serve those On High, so long as a thief is willing to risk everything for a moral cause. When someone lines their pockets with gold and silver along the way to victory, who can really object?

Playing a Thief

While a thief is capable of violence, and some are truly good at it, their true gifts lie in figuring out how to get the things they want while their owners are none the wiser. Because some adversaries can't be bypassed easily, a thief may need to recruit less-than-subtle companions. These alliances can reveal a thief's true value.

Because your thief relies on speed and physical coordination, Agility should be one of their best aspects.



Creating a Thief

When you choose this class, you gain the following features.

Strength: 3

Craft: 3

Life: 12 + (Mettle or Resolve); +2 per level

Skills: You gain Athletics, Bargain, Deception, Evaluate, Sleight of Hand, and Stealth. You also gain a choice of either Melee or Missile Weapon. You gain a focus in Sleight of Hand, as well as a focus in Deception or Stealth.

Core Features

When you choose this class, you gain two special abilities common to all thieves: **Distraction** and **Knavery**. Then select one of the following: **Thief of Prowess** or **Revealing Knife**.

Distraction

Since you don't wear heavy armour or wield bulky weapons, you look like an easy target. As a full action, you can distract an Enemy in combat. Roll your choice of a **Deception (Agility)** or **Deception (Wits)** test against the target's Threat.

Failure: The target deals its normal damage to you.

Standard Success: The target deals half its normal damage to a creature of your choice that it is hostile towards.

Great Success: The target does not deal damage this turn. The next time someone gets a Standard Success or better against that target on a Melee, Ranged Weapon, or Thrown test, that attack ignores the target's armour.

Extraordinary Success: The target does not deal damage this round or next round, as they are stuck in place or hampered by chasing you into treacherous terrain.

Knavery

Acts of stealth, trickery, and theft come naturally to you. You can spend to automatically steal any small item from someone within 1 metre, as long as it is not in the target's hands. This item can be no larger than 1 load (see **Equipment**). You can only steal an object you can see or an object held in a container that you can detect. The GM may call for a **Notice (Wits)** test to determine whether you can detect a concealed pouch or other hidden container.

Also, when you roll a Stealth test, any non-Kismet Die that rolls a 1 or a 2 is treated as a 3 instead.

You also get to choose one of the following Special Abilities:

Thief of Prowess

Prerequisite: You do not have **Revealing Knife**.

When you strike and twist the knife, you steal power from your foe's strikes. When you deal damage to a creature with a dagger, knife, or ranged weapon, you can spend to reduce your Enemy's damage temporarily; the GM subtracts 1d6 from any damage that target deals this round and next round.

Improved: When you spend on this feature, attacks made against your target this round and next round ignore its armour unless the Game Master spends when it takes damage.

Revealing Knife

Prerequisites: Craft 4+, and you do not have **Thief of Prowess**.

The veil of secrets and lies withers under your attack. When you roll a Great Success on an attack test or on an Evaluate (Wits) test against a target you can see that is not aware of you, you can spend to learn a hidden strength, weakness, or secret about the target. (This does not include secrets the target knows about a different character.) Possible secrets include:

- where the target lives,
- one thing the target secretly fears,
- one type of damage the target can resist or which deals additional damage,
- the truth regarding something the target said to you,
- the target's Threat and statistics for their armour, or
- the name of one spell the target knows.

Improved: You gain a focus in Evaluate, and when you spend on this Special Ability, you learn two secrets rather than one.

Warrior

Against the thousand dangers of the Realm, a sharp blade, stout shield, and thick armour offer little protection without a warrior's training. Knights, soldiers, city watch members, brutish brigands, duelists, and a dozen other kinds of hardened combatants all live as warriors. Their skills make them indispensable comrades in any band of adventurers that wants to survive.

Forged in Battle

The trials of battle can affect an adventurer many ways, especially those expected to stand fast and stop their foes' advance. Some find their purpose defending innocents, becoming aligned with Good. Others decide that their

prowess allows them to seize fortunes by force, aligning them with Evil. Most warriors prefer a more Neutral path. They cause no more harm than they must, but they won't shy away from bloodshed in service to their duty.

Playing a Warrior

Warriors draw on physical training, hardiness, and mental acuity to survive danger. Though they are experts in violence, the best (and longest-lived) warriors remember that mayhem is far from the only weapon in their arsenal. Their alertness to danger means they can get the drop on an Enemy or avoid conflict entirely.

Because your warrior relies on weapons in combat, Brawn or Agility should be their best aspect.

Creating a Warrior

When you choose this class, you gain the following features.

Strength: 4

Craft: 2

Life: 15 + (Mettle or Resolve); +3 per level

Skills: You gain Athletics, Intimidation, Fortitude, Melee, Notice, and Ride. You also gain your choice of either Missile Weapon or Throw. You can choose a focus in Melee, as well as a focus in Athletics or Fortitude.



Core Features

The core features of the warrior differ from other classes. You have a choice of what type of warrior you want to play. All warriors have **Heavy Armour Training**; you can also choose one of the following: **Two-Weapon Fighting**, **Shield Master**, or **Two-Handed Master**. Then choose one special ability from this list: **Mighty Blow** or **Avenger**.

Heavy Armour Training

You've learned to comfortably wear heavy armour, such as chainmail or plate armour. You suffer no Agility penalties from wearing any kind of armour.

You can choose one of the following Special Abilities:

Two-Weapon Fighting

You can wield a weapon in each hand, so long as that weapon's damage is 1d3 or 1d6. You cannot make multiple attack rolls with your off-hand weapon; instead, your off-hand weapon adds 2 to your main weapon's damage when your attack gets a Standard Success. If you roll a Great Success or better while attacking with two weapons, you add your Brawn or Agility to your main weapon's damage instead. You also get a +1 to any melee defence tests.

Shield Master

When carrying a ready shield, you can use it to block all damage to yourself and anyone next to you. You can even do this when you've already taken an action. You do not suffer a penalty to Agility when using a shield. Additionally, your shield doesn't break when you roll a 4, 5, or 6 (instead of breaking on a 1–4). You also get a +1 to any defence tests involving your shield.

Two-Handed Master

You can wield a two-handed weapon single-handed but the weapon only does 1d6 damage and does not get any of its special features.

When using a two-handed weapon with both hands, you inflict 2 additional points of damage and you get +1 to any melee defence tests.

You also get to choose one of the following Special Abilities:

Mighty Blow

Prerequisites: You do not have **Avenger**.

You are skilled at breaking through the armour of your opponents. When you roll a Standard Success or better on an attack test, you can spend to reduce the armour points of your Enemy's armour by one half your Strength (round down) before resolving damage.

Improved: When the target of your attack uses its shield to negate damage, you can spend to break its shield without a roll, unless the GM spends to roll normally for shield breaking.

Avenger

Prerequisites: You do not have **Mighty Blow**.

If you can't stop an enemy's blade from wounding your companions, at least you can make them think twice about doing it again. When an Enemy within your reach deals damage to a character or another one of your allies, you can spend to deal damage to that Enemy equal to half your Strength (round down). You can't use this feature more than once per Enemy attack.

Improved: When an Enemy within your reach deals damage to a character or another one of your allies, you can spend to deal damage to that Enemy equal to your Strength.



Wizard

The uncanny and secretive power of arcane magic flows through the lifeblood of wizards, and the pursuit of that power shapes them. Wizards understand that magic bestows knowledge. True knowledge of the Realm provides even greater possibilities. With enough power, understanding, and time, not just the Realm but the whole cosmos might be changed to suit a wizard's whims. The greatest figure in the whole history of the Realm was a wizard, after all, so why shouldn't you aspire to surpass that?

The Secretive and the Wise

Though regarded with suspicion and dread by many of the people of the Realm, wizards are as capable of benevolence or malice as any other person. The real difference between wizards and other sorts of adventurers is that a wizard's good intentions can go more devastatingly awry. As a result, goodly wizards struggle to use their powers wisely, recognising the danger of rash action. Selfish or ruthless wizards have no such compunctions. The sinister reputation of wizardry is the natural result, and sinister ambitions require a greater commitment to secrecy.

The wizardly capacity for initiating psychic attacks only intensifies this reputation. A wizard with malicious intent can move through a crowd without drawing attention. Whispering a few words to their target, they can leave devastating psychic wounds. Why rely on blades or armour when the enchantment of their voices can kill?

Playing a Wizard

Wizards use their knowledge of secret lore, quick wits, and powerful magic to explore the Realm, working their will upon it. Their spells can manipulate forces and substances with subtle influence or incandescent results. In the course of exploring the Realm, a wizard wields their powerful intellect to recall scraps of ancient texts and devise clever solutions. As a wizard, allies protect you more often than you protect them, but your spells can wreak havoc upon anyone you call an enemy.

Your wizard casts Arcane spells, so you'll probably want to increase your Wits and overall Craft scores as much as possible.

Creating a Wizard

When you choose this class, you gain the following features.

Strength: 2

Craft: 4

Life: 9 + (Mettle or Resolve); +1 per level

Spell Points: Craft

Skills: You gain Decipher, Evaluate, Lore, Notice, Spellcasting, and Psychic, and you can choose Bargain or Sleight of Hand. You can choose a focus in Spellcasting (Arcane), as well as a focus in Decipher or Lore.

Core Features

When you choose this class, you gain two features common to all wizards: **Arcane Spellcasting** and **Psychic Assault**. Then choose one of the following: **Student of the Cauldron** or **Student of the Staff**.

Arcane Spellcasting

This special ability allows you to cast and retain memory of Arcane spells. You begin play with 3 Arcane spells committed to memory (and recorded in your spellbook), and you can memorise a number of spells equal to your Craft + 1. After you have chosen your spells, select one of them and underline the spell on your character sheet. This spell is Enduring, which means that it cannot be permanently lost or burned (see below).

New spells can be learned from a wide variety of sources. You might decipher them from ancient scrolls or texts, receive them from a magical creature, or learn them from an elderly sage. At any time, you can replace an existing memorised spell or memorise a new spell (up to your maximum) by spending 1 hour per spell.

You also begin with a number of spell points equal to your Craft. Spell points are the energy or fuel for your spells. Casting a Basic Spell costs 1 spell point. If you run out of spell points, you can choose to "burn" a spell. Burning a spell removes it from your memory, and you cannot cast that spell again until you relearn and memorise the spell. The exception to this is your Enduring spell. After a full rest (8 hours), you automatically recover all Enduring spells. When you burn a spell, you also get a +2 bonus to its Spellcasting test. If you roll a and get a Standard Success or higher during your Spellcasting test, you do not lose memory of the spell. However, if you roll a when you get a Failure or Standard Success during a Spellcasting test you lose memory of that spell, even if you didn't deliberately burn the spell.

At 4th level, you can cast Intermediate spells, and you can add Intermediate Arcane spells to your spellbook.

At 8th level, you can cast Advanced spells, and you can add Advanced Arcane spells to your spellbook.

Psychic Assault

You can initiate psychic combat with an Enemy within 10 metres. This attack uses your action for the round. If you get a Standard Success or greater on that attack, you deal 1d6 + Wits damage.



You also get to choose one of the following Special Abilities:

Student of the Cauldron

Prerequisite: You do not have **Student of the Staff**.

You can spend an hour and either  or 1 gold in supplies to brew an elixir for up to 6 characters. Each character drinking the elixir restores 1d6 Life of damage suffered in psychic combat. A character can't regain Life from this elixir more than once in a 24-hour period. The elixir must be consumed when you finish brewing it, as it loses its efficacy within five minutes of being removed from your cauldron.

Improved: The elixir that you create can now restore Life lost to any kind of damage. You can spend an additional to increase the Life restored by the elixir to 2d6 + Wits.

Student of the Staff

Prerequisite: You do not have **Student of the Cauldron**.

When you are wielding a staff and roll a  on a psychic combat test, you can make a psychic attack against another Enemy you can see within 2 metres of the Enemy you damaged. If you get a Standard Success or greater, this second attack deals 1d3 + Wits damage.

Improved: The damage to the second creature increases to 1d6 + Wits. If your psychic attack against the second creature rolls a , you can make a psychic attack against a third creature that you can see within 2 metres of the second creature.



Chapter 6: Character Creation and Advancement

Where to Begin?

The following pages walk you through the character creation process. Before you begin, you might want to take a moment to flip through the chapters with ancestries and classes to get an idea of the type of character you want to play. On the surface, certain ancestry and class pairings might seem to make the most sense (such as a troll warrior or elf scout), but sometimes, playing a character against type can be more fun and challenging. You might also want to consider the type of campaign you'll be playing in and the characters other players are making. An Evil ghoul assassin might not fit in when the rest of the group prefers Good-aligned characters. Talking with the GM and the other players can make it easier to come up with a character concept that fits in with the group, as well as the story the GM is planning to tell.

Step One: Choose Your Ancestry

The first thing you'll want to do is choose your ancestry, which will impact your aspects and skills. Each ancestry also offers its own unique Special Abilities, as well as other advantages, limitations, and restrictions. You'll need to consult **Chapter 4: Ancestries** for all of the details: the exact bonuses depend on your Background, which you can determine randomly or choose. Humans are the most versatile ancestry: Playing a human always allows you to choose your bonus skill and decide which attribute increases its maximum. In some ways, they're also the easiest ancestry to play, since they're (presumably) the most like you and me. If you're a new player, a human character might be the best choice.

Dwarf

Attribute Caps: Increase the maximum for Mettle or Insight to 7.

Bonus Skill: Gain the Artisan or Tinker skill. (You'll gain one additional skill based on your Background.)

Elf

Attribute Caps: Increase the maximum for Agility or Wits to 7.

Bonus Skill: Gain the Missile Weapon or Survival skill. (You'll gain one additional skill based on your Background.)

Ghoul

Attribute Caps: Increase the maximum for Mettle or Wits to 7.

Bonus Skill: Gain the Psychic or Survival skill. (You'll gain one additional skill based on your Background.)

Restrictions: Ghouls must have a Neutral or Evil alignment at the start of play; they cannot start the game as Good.

Human

Attribute Caps: Increase the maximum for any one Attribute to 7.

Bonus Skill: Gain a skill of your choice. (You'll gain one additional skill based on your Background.)

Leywalker

Attribute Caps: Increase the maximum for Wits or Insight to 7.

Bonus Skill: Gain the Psychic or Lore skill.

Restrictions: Due to their lack of worldly connection, leywalkers cannot begin play with more than 1 gold.

Sprite

Attribute Caps: Increase the maximum for Resolve or Agility to 7.

Bonus Skill: Gain the Stealth or Deception skill. (You'll gain one additional skill based on your Background.)

Restrictions: Strength can be no higher than 4 at the start of play.

Troll

Attribute Caps: Increase the maximum for Mettle or Brawn to 7.

Bonus Skill: Gain the Intimidate or Fortitude skill. (You'll gain one additional skill based on your Background.)

Restrictions: Craft can be no higher than 4 at the start of play. When first meeting humans, elves, and sprites of Good alignment—or people from civilised places like towns or the City—others react to you one level lower on the Attitude Chart (in the *Game Master's Guide*) because of your terrifying appearance.

Duplicate Skills or Focuses

If at any time you receive a skill or focus that you already possess, you can choose another skill or focus. For example, let's say you're creating a sprite character, and you received the Survival skill as part of your Background. Then you decide that your sprite is a scout, so you receive Survival again; you could choose to take an entirely new skill or give one of your existing skills a focus. The new skill could be anything you haven't received from your ancestry or class. If you chose a new focus instead, it could apply to any skill you currently have, such as Survival (Forest).

Step Two: Choose Your Class

During this step, you choose your class. Your class determines a lot about what your character will do during the game. Do you rush in, attack your enemies with your sword, and wear strong armour to protect



yourself from danger? Do you hide in the shadows and stalk your prey? Or do you wield magical spells that can change the fabric of reality? Your choice of class influences all of these details. You can consult **Chapter 5: Classes** for the details of each class.

Your class determines your starting Strength and Craft, although you get to add to those attributes in the next step. It also determines your base starting Life. Next, each class bestows seven skills. If any one of these skills duplicates one that you received from your ancestry, you can replace it with any skill of your choice or take a focus for one of your existing skills. Each class also gets two focuses. Finally, you get several Special Abilities that are listed under the **Core Features** section of the class in **Chapter 5: Classes**.

Assassin

Strength: 3
Craft: 3
Life: 12 + (Mettle or Resolve); +2 per level
Skills: Athletics, Deception, Melee, Notice, Sleight of Hand, and Stealth; choose Throw or Missile Weapon
Focuses: Stealth; choose Sleight of Hand or Melee

Druid

Strength: 2
Craft: 4
Life: 9 + (Mettle or Resolve); +1 per level
Skills: Animal Handling, Healing, Lore, Notice, Spellcasting, and Survival; choose Melee or Decipher
Focuses: Animal Handling; choose Survival or Spellcasting (Nature)

Minstrel

Strength: 3
Craft: 3
Life: 12 + (Mettle or Resolve); +2 per level
Skills: Animal Handling, Empathy, Entertain, Lore, Persuasion, and Spellcasting; choose Melee or Decipher
Focuses: Entertain; choose Animal Handling or Persuasion

Priest

Strength: 2
Craft: 4
Life: 9 + (Mettle or Resolve); +1 per level
Skills: Decipher, Empathy, Heal, Lore, Persuasion, and Spellcasting; choose Bargain or Psychic
Focuses: Spellcasting (Mystic); choose Empathy or Heal

Prophet

Strength: 2
Craft: 4
Life: 9 + (Mettle or Resolve); +1 per level
Skills: Deception, Empathy, Investigation, Lore, Persuasion, and Spellcasting; choose Decipher or Psychic
Focuses: Spellcasting (Mystic); choose Deception or Persuasion

Scout

Strength: 3
Craft: 3
Life: 15 + (Mettle or Resolve); +3 per level
Skills: Animal Handling, Athletics, Missile Weapon, Notice, Stealth, and Survival; choose Fortitude or Melee
Focuses: Survival; choose Missile Weapon or Stealth

Sorcerer

Strength: 2
Craft: 4
Life: 9 + (Mettle or Resolve); +1 per level
Skills: Bargain, Decipher, Notice, Lore, Psychic, Spellcasting; choose Intimidation or Persuasion
Focuses: Spellcasting (Arcane); choose Bargain or Decipher

Thief

Strength: 3
Craft: 3
Life: 12 + (Mettle or Resolve); +2 per level
Skills: Athletics, Bargain, Deception, Evaluate, Sleight of Hand, and Stealth; choose Melee or Missile Weapon
Focuses: Sleight of Hand; choose Deception or Stealth

Warrior

Strength: 4
Craft: 2
Life: 15 + (Mettle or Resolve); +3 per level
Skills: Athletics, Intimidation, Fortitude, Melee, Notice, and Ride; choose Missile Weapon or Throw
Focuses: Melee; choose Athletics or Fortitude

Wizard

Strength: 2
Craft: 4
Life: 9 + (Mettle or Resolve); +1 per level
Skills: Decipher, Evaluate, Lore, Notice, Spellcasting, and Psychic; choose Bargain or Sleight of Hand
Focuses: Spellcasting (Arcane); choose Decipher or Lore

Step Three: Choose Your Alignment

Your character's alignment shows the direction of their moral compass and describes how they might look at the world. Alignment isn't intended to hinder your ability to play your character; instead, it provides some structure and bearing as to how they interact with the world around them. When you're considering what your character might do when presented with a given situation, you can always fall back on your alignment.

In *Talisman Adventures*, it's common for characters of differing alignments to work with one another. One of the important things to remember is that people don't always wear their alignment on their sleeve. Evil characters can have friends, family, and loved ones they treat with dignity and respect. Good characters can fly into a rage and commit terrible acts. Your alignment is the place where you hang your hat (for now) along the ethical spectrum. Being evil doesn't mean that you want to rob or kill everyone you meet; being good doesn't mean that you always treat everyone with kindness. An Evil character travelling with a group of allies should consider those people to be their friends and treat them as such. Their evil nature is more likely to show when interacting with strangers or under certain challenging circumstances, such as when their life is on the line.

Far greater evils in the Realm, such as the form of Oblivion known as the Dark, often bring characters with Good, Neutral, and Evil alignments together.

Good-aligned and Evil-aligned characters are both found as members of holy orders, such as priests who worship the powers of the Light. The difference between the two is often revealed by what they're willing to do to accomplish their goals and to further the works of the church. Good characters usually lead and convert others by example. They show mercy to those who transgress against the orders of the church, and they may choose to give up wealth and riches for the greater good. Evil characters may be just as fervent in their beliefs, but they may be willing to lie, cheat, steal, and even murder to further the aims of the church.



Playing Evil Characters

When playing an Evil character, always keep in mind that *Talisman Adventures* is a game played by a group. You are all part of the story, and by extension, you are all responsible for each other having fun. If you play your Evil character as a completely self-centred jerk who backstabs and betrays the party at every opportunity, no one is going to have fun. Instead, try to remember that your character is a person who's more than just an alignment. They can still have feelings (even of mutual respect and admiration) for friends, loved ones, companions, or even other allies.

Try to think of the character's Evil alignment in terms of what they're willing to do to attain their goals. At their core, an evil person cares more about themselves than anything else, but that doesn't mean they would randomly steal from a good friend or just murder a random person they meet. Some evil beings might do this, but as a player portraying a character, you are part of a group of people telling a story. Making sure the main characters of the story get along (so the story can continue) is partly your responsibility.

If you're playing an Evil character, instead of committing evil acts left and right, wait for the appropriately dramatic moment.

Evil

Evil characters tend to be focused on their own self-interest ("What's in this for me?"). In a world as dangerous as the Realm, though, self-interest often equates to survival, so characters with Evil alignment can be found fighting against the Dark side-by-side with those of Good or Neutral alignment. Evil characters do not need to be wantonly destructive, murderous, or completely untrustworthy. More appropriately, Evil alignment indicates the kinds of acts a character is capable of doing, not necessarily what they actually do on a day-to-day basis.

Good

Good characters have an inherent desire to make the world a better place for all living beings; they may even be willing to sacrifice themself in the pursuit of this goal. They usually see the good in others, and they're often willing to give those they encounter the benefit of the doubt. This is not to say that Good characters are stupid, just that they often try to see the good in all things.

Neutral

Neutral characters are not concerned with morality, so they often seek their own path. Many Neutral characters have close ties to nature. As such, they're more concerned with the well-being of the natural world than they are with mortal kind.

Step Four: Assign Your Attributes and Aspects

Your class has already determined your two base attributes, Strength and Craft. In this step, you get a bonus point that allows you to customise one of those attributes and assign points to your aspects.

Choose Strength or Craft. Add one point to that attribute.

Next, you assign points to your aspects. Aspects begin at zero (0). Multiply your Strength by 2; you can divide that many points between Brawn, Agility, or Mettle. Multiply your Craft by 2; you can divide that many points between Insight, Wits, and Resolve.

Multiply Strength by 2.

Divide that many points between Brawn, Agility, and Mettle.

Multiply Craft by 2.

Divide that many points between Insight, Wits, and Resolve.

Step Five: Final Touches

You're almost done. In this step, you get to add a total of 2 additional skills or focuses of your choice. These can be any skills or focuses listed. (When you choose 2 skills or focuses, that means you can choose 2 skills, 1 skill and 1 focus, or 2 focuses.) Use this choice as an opportunity to fill out your character, making them exactly as you envision them. You're not going to get any more skills for a while, so choose wisely.

Choose 2 skills or focuses.

Max Load and Speed are determined characteristics based on your Strength attribute and Agility aspect.

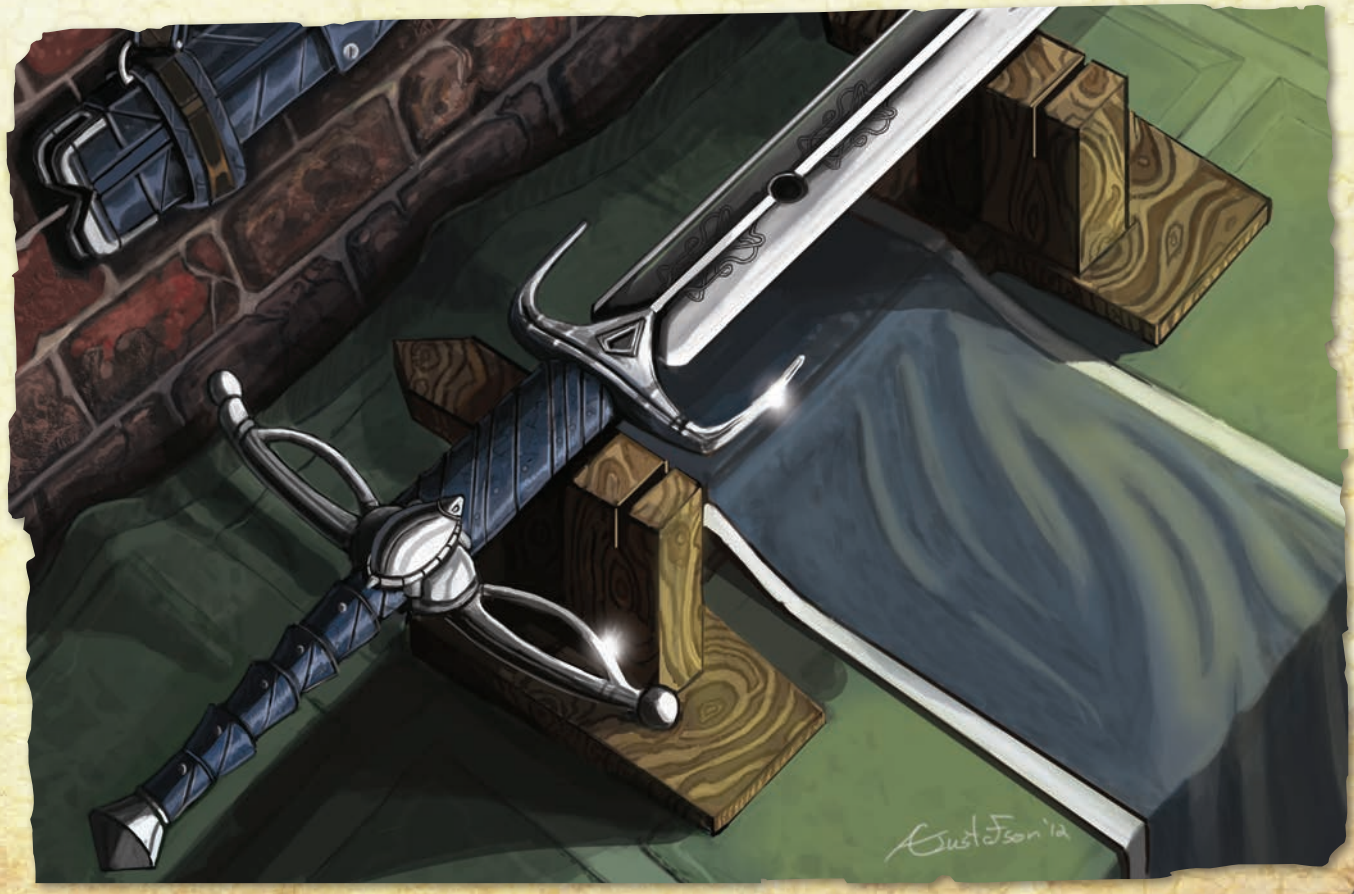
Max Load = Strength x 5

Determine your Speed by adding 10 to your Agility aspect.

Speed = 10 + Agility

Equipment

Finally, you need to determine your starting equipment. Each class has a starting kit and an amount of gold you can spend. Each item has a load value that is an indication of the item's size and weight. In this step, your amount of starting equipment should not exceed your Max Load. When your character exceeds their Max Load (Strength x 5), they become encumbered, which has detrimental effects on their movement and actions



(see Max Load under **Derived Characteristics** earlier in this chapter.) In other words, don't take more stuff than you think you can carry, and make sure to leave room for loot and treasure!

Write down items in your starting kit.

Purchase any additional equipment you want.

Starting Kits

Assassin

- Leather armour
- Rapier or shortsword
- Blowgun with 20 needles or 10 throwing daggers
- Poisoner's kit, disguise kit, antitoxin potion, 2 daggers
- Haversack, climbing harness, blanket, tinderbox, 50 feet of rope, mess kit, water bottle
- Pouch containing 1d6+2 gold

Druid

- Scythe
- Staff or shield
- Leather armour
- Haversack, bedroll, tinderbox, mess kit, water bottle, 10 torches
- Runestones, healer's kit
- Pouch containing 1d6+1 gold

Minstrel

- Rapier or sword
- Leather armour and a dagger
- Disguise kit, theatrical costume, instrument, songbook
- Haversack, tent, blanket, mess kit, water bottle
- Spellbook, lantern, 2 flasks of oil, tinderbox, 5 sheets of paper, pen & ink
- Pouch containing 2d6+1 gold

Priest

- Holy symbol, vestments, 5 prayer candles, *healing potion*
- Prayer book
- Haversack, healer's kit, bedroll, tinderbox, mess kit, water bottle, censer with incense
- Pouch containing 1d6 gold

Prophet

- Mace or flail
- Sling with 10 stones
- Leather armour
- Sacred scrolls, divining crystal or cards or bones, pen & ink
- Prayer book, 5 prayer candles, *healing potion*
- Haversack, bedroll, tinderbox, mess kit, water bottle, censer with incense
- Pouch containing 1d6+1 gold

Scout

- Leather armour
- Bow and 20 arrows
- Shortsword
- Haversack, bedroll, tinderbox, mess kit, water bottle, rations (1 week)
- Raft kit
- Pouch containing 1d6+1 gold

Sorcerer

- Light crossbow with 20 bolts
- Staff
- Spellbook, 5 sheets of parchment, pen & ink
- Lorebook (choose one subject)
- Haversack, bedroll, tinderbox, mess kit, water bottle, lantern, 2 flasks of oil
- Pouch containing 1d6+1 gold

Thief

- Leather armour
- Rapier or shortsword
- Blowgun with 20 needles or 10 throwing daggers
- Thieves' tools, disguise kit, concealed pouch, 2 daggers
- Haversack, bedroll, tinderbox, 50 feet of rope, climbing harness, 10 pitons, mess kit, water bottle, lantern, 2 flasks of oil
- Pouch containing 2d6+1 gold

Warrior

- Chainmail or scale mail
- Any one-handed weapon with a shield or any two-handed weapon
- Two axes, a bow with 20 arrows, or a shield
- Haversack, bedroll, tinderbox, 50 feet of rope, 10 pitons, hammer, mess kit, water bottle, 10 torches, whetstone
- Pouch containing 2d6+2 gold

Wizard

- Staff and dagger
- Spellbook
- Lorebook (choose one subject)
- Haversack, bedroll, tinderbox, mess kit, water bottle, lantern, 2 flasks of oil
- Pen & ink, 5 sheets of parchment
- Pouch containing 1d6+3 gold

Character Advancement

At the end of each session, the Game Master hands out experience points (or XP) to reflect the obstacles your character has overcome. You can earn XP by defeating monsters, solving problems, overcoming traps, and completing quests. The rules and guidelines explaining how players earn experience points are described in **Chapter 6: Rewards** in the *Game Master's Guide*. When your character has some downtime, usually at the end of an adventure, they have the opportunity to gain a level, but only if they've earned enough experience points.

Characters can reach a maximum of 10th level. You can still play your characters beyond that point, but you do not earn any additional XP or gain additional levels. In most cases, that's a good time to consider retiring your character. Perhaps they settle down as a respected member of the community. They might even end up in a position of power or influence.

A character can gain one level per adventure. When a character gains enough experience to attain another level, they do not gain any additional experience until the next level is granted. When your character gains a new level, their current experience is reduced to zero (0). New experience earned is then added up until you have enough to attain the next level. The following chart shows the amount of XP needed to attain the next level, as well as what a character gets when they level up.

John's character, Thicket, is 1st level. In the first part of the adventure, Thicket earned 3 XP, and John has already recorded it on his character sheet. After completing the second part of the adventure, Spring (the GM) grants everyone 5 XP. This is more than the 7 XP Thicket needs to attain 2nd level, so John writes down 7 XP (the extra XP are ignored). After the adventure ends, Thicket and the rest of the party are resting back in town. Spring declares that any characters who have enough XP can gain a level. John writes down "2nd level" on Thicket's character sheet and erases all earned XP. Thicket now has zero (0) XP and needs 8 XP to attain 3rd level. He can now add everything Thicket gets for being 2nd level, including an increased Life score, another point in an aspect, and a new Special Ability.

XP: This is the amount of XP needed to attain this level.

Life: An X indicates that the character's Life trait increases. The amount of the increase is determined by your class.

Aspects: An X indicates that the character gets to add one point to an aspect of their choice. Increasing an aspect may increase its related attribute. Here's how it adds up: A character's Strength and Craft attributes are always equal to the total of the appropriate aspects divided by 2 (round down). So if you have Brawn 2, Agility 2, Mettle 3, your current Strength is 3. (2+2+3 = 7; 7 divided by 2 is 3.5; rounding down makes that Strength trait a 3.) In that same example, if you were to gain 1 more point in Brawn, Agility, or Mettle, your Strength would increase to 4. (3+2+3 = 8; 8 divided by 2 is 4.)

Skills/Focuses: An X indicates that the character gets to add a new skill or focus.

Special Abilities: An X indicates that the character gets to add a new Special Ability. They can choose from the Special Abilities listed for their class, ancestry, or a list of general advanced Special Abilities.

Max Light Fate: This is the maximum amount of Light Fate you can have at this level.

Experience Chart

Level	XP	Life	Aspects	Skills/Focuses	Special Abilities	Max Light Fate
1	0	—	—	—	—	3
2	7	X	X	—	X	4
3	8	X	X	X	X	5
4	9	X	X	—	X	6
5	10	X	X	X	X	7
6	11	X	X	—	X	8
7	12	X	X	X	X	9
8	13	X	X	—	X	10
9	14	X	X	X	X	11
10	15	X	X	—	X	12

Chapter 7: Advanced Special Abilities

Special Abilities can help make your character unique. No character can have every Special Ability, so it's up to you to pick and choose which ones best suit your play style. Some Special Abilities have prerequisites: these might include a minimum Craft attribute, a certain alignment, or simply not having another specific Special Ability.

Each class has a list of unique Special Abilities. This chapter also includes five universal Special Abilities any character can take. At 2nd through 5th level, you can take any Special Ability for which you meet the prerequisites. At 6th level (and every level thereafter), you can also choose from Improved Special Abilities. In addition, you can choose Special Abilities from your ancestry that you don't already have.

Universal Advanced Special Abilities

The following Special Abilities are available to characters of any class and can be taken when they level up.

Fate's Smile

The Fates smile on you. You begin each game session with 1 additional point of Light Fate (i.e., you begin with 2 Light Fate), and your maximum Light fate is increased by 1.

Improved: You begin each game session with 2 additional points of Light Fate (i.e., you begin with 3 Light Fate) and your maximum Light Fate is increased by 2.

Focused

This Special Ability allows you to purchase a new focus. This Special Ability can be purchased multiple times to purchase multiple focuses.

Increased Life

Some characters are simply harder to kill. This Special Ability gives you an additional 5 Life.

Improved: You gain an additional 10 Life.

Tough

You don't notice damage the same way others do. You can ignore the first Wound penalty you have from any wounds taken. The first Wound is marked on your character sheet as normal, but you do not suffer a −2 penalty from it.

Improved: You can take 2 Wounds without suffering a penalty.

Wear Medium Armour

Armour is cumbersome and restricts movement. *Talisman Adventures* represents this with an Agility penalty. This Special Ability allows you to wear up to medium armour without an Agility penalty.

Improved: You can wear heavy armour without an Agility penalty.

Class Advanced Special Abilities

The following Special Abilities are available to you when you have the relevant class. Beginning at 2nd level, you can choose from any of the Special Abilities listed here that are listed under your class, as long as you meet their prerequisites. At 6th level and above, you can choose to take improved versions of these Special Abilities. To take an improved version, you must first have the Special Ability it improves.

Assassin Advanced Special Abilities

The following Advanced Special Abilities are available to assassins.

Everything Is a Weapon

Prerequisite: You don't have **Tricks Up My Sleeve**.

Guards sometimes search you for items they recognise as weapons. It's adorable, really. In any area that isn't swept clean, you can always find *something* you can use as a weapon, even if it's just a rock you hurl with uncanny accuracy. If the GM's description of an area includes an object that's obviously suitable as an improvised weapon, you can use it to deal 1d3 base damage. Larger or more weapon-like objects, such as chair legs or candlesticks, might deal 1d6 damage instead. If the GM's description doesn't include obvious improvised weapons, you can spend to find an object that deals 1d3 base damage, or you can spend to find an object that deals 1d6 base damage.

Improved: Because your improvised weapons don't look dangerous, you deal an additional 1d6 damage when you hit a surprised or partially surprised Enemy.

Tricks Up My Sleeve

Prerequisites: Craft 5+, you do not have **Everything Is a Weapon**.

You've developed a modest magical talent and learned to maintain a small spellbook. You gain 3 Basic Arcane spells of your choice, which are recorded in your spellbook. You can memorise a total number of spells equal to half your Craft (round down).

You can learn new spells from a wide variety of sources. You might decipher them from ancient scrolls or texts, gain them from a magical creature, or learn them from the Grandfather of Assassins. At any time, you can replace an existing memorised spell or memorise a new spell (up to your maximum) by spending one hour studying the spell.

You also begin with a number of spell points equal to half your Craft (round down). Spell points are the energy or fuel for your spells. Casting a Basic spell costs 1 spell point. If you run out of spell points, you can choose to "burn" a spell. Burning a spell removes it from your memory, and you cannot cast that spell again until you relearn and memorise the spell. When you burn a spell, you also get a +2 bonus to its Spellcasting test, and if you roll a when you get a Standard Success or higher during your Spellcasting test, you do



not lose memory of the spell. However, if you roll a when you get a Failure or Standard Success during any Spellcasting test, you lose memory of that spell, even if you didn't deliberately burn a spell.

Improved: You gain 3 additional spell points, and you can underline one spell in your spellbook. That spell is Enduring, which means it cannot be permanently lost or burned. After a full rest (eight hours), you automatically recover all Enduring spells.

Blade of the New Moon

Prerequisite: You do not have **Blade of the Hungry Dark**.

You have developed a magical bond with the moon, which slowly wanes until it vanishes entirely. When you roll a as part of an attack test, you gain 9 armour points that last until the beginning of your next turn. Your armour points from Blade of the New Moon reduce damage before any other forms of armour; they can also reduce damage you receive as a result of your own attack.

Improved: When you roll as part of an attack test, you can become invisible until the beginning of your next turn. (See **Invisibility** in **Chapter 5: Adventuring** of the *Game Master's Guide* for more details.)

Blade of the Hungry Dark

Prerequisites: You do not have **Blade of the New Moon,** and your Alignment is not Good.

You have received a magical gift from the powers of Darkness. When you roll a as part of a successful attack test, you regain Life equal to half your Craft (round down). You can gain up to 10 Life above your normal maximum. Life above your normal maximum fades after one hour. You can use this Special Ability multiple times: each time you roll a as part of a successful attack test, you gain extra Life. (In other words, its effects "stack.")

If your alignment is Good at the end of a session, you lose this Special Ability and must choose a different one. If your alignment stops being Good, you can choose this Special Ability again at the end of a session.

Improved: When you roll a as part of an attack test, you can regain Life equal to your Craft score.

Manhunter

Prerequisite: You do not have **Secret Venoms**.

You have built a network of informants who help you track your quarry across the length and breadth of the Realm. When you enter a settlement while you're tracking a target, you can spend to find a friendly informant. Without further payment, the informant can tell you whether your target has been in the settlement



recently and whether they're still here. If your target has been there recently, you can pay the informant an additional 1d3 gold and learn the following:

- your target's next destination (if they've left this settlement),
- how many other people or creatures were travelling with your target,
- a description of any unusual people or creatures who were travelling with your target, and
- one magical ability your target has displayed, if any.

Improved: When you pay two different informants for information on a target, you automatically satisfy the requirements for **Preparation**.

The Secret Venoms

Prerequisites: Craft 6+, and you do not have **Manhunter**.

You have mastered the use of secret venoms and gained resistance to them, which gives you many inventive ways to disable and eliminate your targets or enemies. When you suffer damage from poison, you can spend to reduce the damage (or effect) you take from that source of poison by half (rounding down). If the same poison deals damage (or effects) multiple times, your expenditure of applies for the duration.

As an action, you can apply a poison to a drink or a meal by spending and giving to the GM; this requires one vial of poison, which you can make from one gold worth of materials with an hour of work. If you are observed, make a **Sleight of Hand (Agility)** test against the target's Craft + 10 to conceal your actions. The poison remains potent for 1 hour. The drink or the meal, when consumed, deals 1d6 damage per minute; the duration of this damage is a number of minutes equal to your Craft.

Improved: As an action, you can spend and give the GM to apply a poison to a blade. This requires a vial of poison, which you can make from one gold worth of materials with an hour of work. The poison remains potent for one hour. The first time your poisoned blade deals damage, it deals an additional 1d6 poison damage each round for a number of rounds equal to your Craft.

Master of Assassins

Prerequisites: Strength 8+ or Craft 8+, and you do not have **Blood Zealot**.

You've risen through the ranks to become the Master of the Assassins' Guild. At the Game Master's discretion, this may require eliminating or otherwise removing the previous Master of Assassins. You gain one Follower, who is a junior assassin. If this Follower dies, you can recruit a new apprentice in the City for 2 gold.

In combat, this Follower deals an additional 1d6 damage against any creature that attacks you.

Blood Zealot

Prerequisites: Strength 7+ or Craft 7+, and you do not have **Master of Assassins**.

Eschewing the burdens of command, you've become the favoured agent of an organisation within the Realm, such as the Temple or the Caretaker. When you deal damage to an individual or creature type that's an enemy of your organisation, you can spend to increase your damage against that target: you can change all die results on damage rolls to their maximum values.

Druid Advanced Special Abilities

The following Advanced Special Abilities are available to druids.

Anointed by Oak

Prerequisite: You do not have **Anointed by Hawthorn**.

Oak represents both physical strength and natural wisdom. As a full action, you can spend to temporarily replace one Strength-based aspect with your best Craft-based aspect or vice versa. For example, you could replace your 4 Mettle with your 6 Resolve. This change lasts for 10 minutes.

Improved: At any point during the duration of this effect, you can spend to extend the duration of this Special Ability to eight hours. You must still spend to activate this Special Ability.

Anointed by Hawthorn

Prerequisite: You do not have **Anointed by Oak**.

With magic and discipline, you have shaped your flesh to hide the sharp thorns of the hawthorn tree. Your thorns remain hidden until you are attacked. When you roll a Standard Success or better on a defence test against a melee attack, you can spend to inflict damage to the attacker equal to your Craft.

Improved: When you roll a on a successful Melee Test, you inflict additional damage equal to half your Craft (round down).

Greenwise

Prerequisites: Craft 5+, and you do not have **Soul-Wise**.

You have further developed your gift for keen observation toward the green and growing things of the Realm. When you roll a Perception test in an area that is *not* a settlement, underground, or in a desert, you get a bonus die, and if you roll on that test, you sense

subtle paths that open the way for you. As an added benefit, your Speed is doubled while you are in a forest.

Improved: While you are in a forest, you can spend to regain 1 spell point. When you roll a on a Spellcasting test while in a forest, you regain 1 spell point.

Soul-Wise

Prerequisites: Craft 6+, and you do not have **Greenwise**.

You have developed a superlative ability to observe and predict people. When you make an Empathy test, you gain a bonus die. When you roll a when making an Empathy test, you can ask the GM the creature's strongest goal or heart's desire.

Additionally, when an effect would change your alignment, you can spend to resist that effect. If it is a constant effect, such as a magic item, spending lets you resist the effect for one day.

Improved: When your alignment is not Good, you can spend to change your alignment to Good. When your alignment is not Evil, you can give the GM to change your alignment to Evil. When your alignment is not Neutral, you can spend and give the GM to change your alignment to Neutral. You can use this feature up to once per lunar month. This change is permanent until you change alignment again, through this feature or other alignment-changing effects.

Wrath-Tamer

Prerequisite: You do not have **Serpent-Charm**.

The turbulence and strife of the natural elements do you little harm. When you would suffer fire, cold, or lightning damage, you can spend or 1 spell point to reduce the damage you take by 1d6.

Improved: You can spend or 1 spell point, to reduce fire, cold, or lightning damage by 2d6 rather than 1d6.

Serpent-Charm

Prerequisite: You do not have **Wrath-Tamer**.

The treachery of poison presents little danger to you. When you or a creature you can see rolls a Fortitude test to resist poison, you can spend or 1 spell point to grant them a bonus die. If more than one creature takes damage from poison at the same time, you can spend or 1 spell point for each additional creature you want to protect. If you spend Light Fate and the creature still takes damage from that source of poison, reduce the damage the creature takes by 1d6 or reduce the duration of the poison's effects by half (round down).

Improved: You can spend or 1 spell point to reduce the poison damage by 2d6 (instead of 1d6) or to reduce the duration of the poison's effects to one-fourth of its original result (round down).



Archdruid of the Realm

Prerequisites: Craft 9+, and you do not have **Wonder Weaver**.

You have become the Archdruid of the Wood, the protector of a particular forest within the Realm. Choose the forest you protect or ask the GM. At the Game Master's discretion, this may require displacing the previous Archdruid of that Wood. You gain one Follower, who is your acolyte. If this Follower dies through no fault of your own, you can recruit a new acolyte in a forest by communing with nature for 1 day.

Furthermore, you can grant one basic Nature spell that you know (see **Granted Spells** in **Chapter 9: Magic and Spells**) to one creature with a Wits attribute of 1 or higher. This requires eight hours of meditation. You can only grant a spell to one creature at a time. You can withdraw a granted spell at any time.

Wonder Weaver

Prerequisites: Craft 9+, and you do not have **Archdruid of the Wood**.

You have learned to bind spells into objects as the fey do, such as gossamer shawls or complex knotwork talismans. You can spend eight hours in meditation and materials worth 3 gold to create a magic item that stores one use of a Basic Nature spell. This item is usable by anyone. You can create a number of these items equal to half your Craft (round down) per month.

Improvement: You can spend 3 days in meditation and use 6 gold worth of materials to create a magic item that stores one use of an Intermediate Nature spell.

Minstrel Advanced Special Abilities

The following Advanced Special Abilities are available to minstrels.

Word of Power

Prerequisites: Strength 4+, and you do not have **Word of Grace**.

You have learned a word of great power that brings victory in battle. When you roll a in combat during your turn, you can utter your word of power. Each character or other ally within sight that has already acted this round can choose to gain 4 armour points until the end of the round or heal 1d3 Life. Each character or other ally that has not yet acted this round deals 1d6 additional damage on any physical attack made until the end of this round.

Improved: When you roll a in combat during your turn, you can utter your word of power. A character or other ally that has already acted on this turn gains 8 armour points until the end of this round. A character or other ally that has not yet acted on this turn gain 4 armour points and deal 1d6 extra damage until the end of this round.

Word of Grace

Prerequisites: Craft 4+, and you do not have **Word of Power**.

You have learned a quiet word of grace that brings peace and understanding. When you roll a and you are not engaged in combat, you can utter your word of grace to regain 1d3 spell points; the GM may also offer you a flash of insight into a problem you are facing.

Improved: When you use this feature, 1d6 spell points are regained.

Classically Trained

Prerequisite: You do not have **Fey-Gifted**.

You have undergone rigorous training in acting and related styles of performance. You can easily adopt mannerisms and apply makeup to hide your identity, given 10 minutes of work. When you roll a Deception test to pass inspection, you get a bonus die. If you spend as part of this effort, you can convincingly portray a person of another ancestry or background, as long as you don't need to change your size.

Improved: If you spend and 1 spell point, you can convincingly portray a specific individual of your ancestry. You must have at least as much personal knowledge of the subject as the people you intend to deceive.

Fey-Gifted

Prerequisite: You do not have **Classically Trained**.

You have meddled in the affairs of the fey, and they have given you what some might regard as a reward, though the powers of Fate always seem to come calling afterward. When you roll a Failure on a Deception, Intimidation, Persuasion, or Bargain test, you can spend and give the GM to change the Kismet Die result to a 5.

Improved: When you roll a Failure on any test that does not have a fey as its target, you can spend and give the GM to change the Kismet Die to a 5.

Requiem

Prerequisites: Craft 7+, and you do not have **Anthem of Hope**.

Your mournful song can calm the restless dead and placate Fate itself. At the start of your turn as a free action, you can spend to deal damage equal to half

your Craft (round down) to any spirit or undead within 20 metres.

Improved: When a creature has died in the previous round, or once per short rest, you can spend and 1 spell point to reduce the GM's Dark Fate by 1d3. Your song eases souls in their journey to death and disperses impending doom.

Anthem of Hope

Prerequisites: Craft 7+, and you do not have **Requiem**.

Your song cuts through the din of battle and the fog of despair to restore your allies. As a full action, you can spend to allow characters or other allies within 20 metres who can hear you to roll a new **Fortitude (Mettle)** test against each negative ongoing condition affecting them. They have another chance to succeed against the effect's original Difficulty. If a character or other ally rolls a success, the condition ends for them. For each condition removed in this way, the target regains 2 Life.

Improved: You can spend to bolster creatures of your choice who can hear you. They take half damage (round down) from psychic attacks until your next action.

Fame, If Not Fortune

Prerequisites: Craft 8+, and you do not have **All Ways Are One Song**.

You have achieved, once and for all, the fame you have long sought as a minstrel. At the Game Master's discretion, you might need to displace other famous minstrels in direct competition before you can gain this Special Ability. You gain one Follower, who is your apprentice. If this Follower dies through no fault of your own, you can recruit a new apprentice in the City with 1 day of work.

In addition, you can grant one Basic Nature spell that you know (see **Granted Spells** in **Chapter 9: Magic and Spells**) to one creature with a Wits attribute of 1 or higher. This requires 8 hours of work. You can only grant a spell to one creature at a time. You can withdraw a granted spell at any time.

All Ways Are One Song

Prerequisites: Craft 8+, and you do not have **Fame, If Not Fortune**.

You understand the secret union between Arcane, Mystic, and Nature spells. Choose Arcane or Mystic. You can learn Basic spells of that type and add them to your spellbook as if they were Nature spells.



Priest
Advanced Special Abilities

The following Advanced Special Abilities are available to priests.

Sign of the Sun

Prerequisites: Craft 5+, and you do not have **Sign of the Moon and Stars**.

Great manifestations of the On High and the Light appear in the Realm. The Sun appears by day, and the Moon and Stars appear by night. Your devotion to the Sun allows you to walk through fire. When you would take damage from any form of fire, you can spend to roll 1d6 + Craft and reduce the damage you take by the result.

Additionally, you do not suffer any ill effects from heat when travelling in the desert. This effect does not cost Light Fate.

Improved: You can spend to reduce fire damage by 2d6 + Craft instead of 1d6 + Craft.

Sign of the Moon and Stars

Prerequisites: Craft 5+, and you do not have **Sign of the Sun**.

The On High do not abandon the faithful during the long watches of the night. You are aligned with the Moon and Stars, and you are protected from curses and hostile magic. When you roll a test to resist a curse or a harmful spell, you can spend to add half your Craft (round down) to the result.

Improved: When you roll a Great or Extraordinary Success to resist a curse or harmful spell, you can spend to absorb the spell. As a full action on your next turn, you can make a **Spellcasting (Insight)** test to cast the absorbed curse or spell on a target of your choice. If you do not cast the curse or spell on your next turn, it dissipates harmlessly.

Thunderous Orator

Prerequisite: You do not have **Riddle-Speech**.

You may not wield blade or bow, but your words are a mighty weapon. You can spend and loudly condemn foes for their sins, whether real or imagined. As a full action, make a **Persuasion (Insight)** test against any Enemies not engaged in combat (i.e., not being attacked by another character). These creatures must be within 10 metres and must be able to hear and understand you. Compare the result of that one test against the Threat of each creature. For each creature, if you would get a Standard Success or greater with that result, that creature cannot make an attack at the end of the round.

Improved: As an action, you can spend to make a **Entertain (Resolve)** test against all Enemies within 10 metres. Compare the result of that one test against the Threat of each creature. For each creature, if you would get a Standard Success or greater with that result, that creature is deafened for 1 minute.

Riddle-Speech

Prerequisite: You do not have **Thunderous Orator**.

A riddle or perceptive question can spark comprehension or plant a seed of doubt. In combat, you can choose one creature within 10 metres that can hear and understand you; you then make a **Persuasion (Insight)** test against its Threat. On any success, its Threat decreases by your Craft score for 1 minute or until you succeed a Riddle-Speaker test against another creature.

Improved: If you roll a on your **Persuasion (Insight)** test for this Special Ability, you can decide the creature's action for its next turn. The creature does not take actions that will obviously cause it harm, such as jumping off a cliff or stabbing itself.

Wellspring of Life

Prerequisites: Strength 4+, Craft 6+, and you do not have **Wellspring of Power**.

The On High have made you a conduit for life and health. Your maximum Life increases by 4, and your maximum Light Fate increases by 2. As part of any other action on your turn, you can spend any amount of Light Fate. One character that you name within 100 metres regains 1 Life for each that you spend this way.

Improved: One creature that you name within 100 metres regains 2 Life for each that you spend, (instead of 1). When you are in the Chapel, the Temple, or a place with a detrimental effect for creatures with Evil alignment, you can spend to restore 1d3+1 Life to any number of creatures within 10 metres.

Wellspring of Power

Prerequisites: Craft 7+, and you do not have **Wellspring of Life**.

You can channel the power that flows through the Realm and makes magic possible, replenishing your own reserves or those of your allies. Your maximum spell points and Light Fate increase by 2. As part of any other action on your turn, you can spend any amount of Light Fate. One character that you name within 100 metres regains 1 spell point for every that you spend this way.

Improved: Your maximum spell points and Light Fate increase by an additional 2. When you are in a chapel

or the Temple, each that you spend restores 1 spell point to you and restores 1 spell point to a creature of your choice within 100 metres.

Inquisitor

Prerequisites: Craft 8+, and you do not have **Prelate**.

You have been charged with rooting out wickedness among the people of the Realm. When you cast a spell that deals damage to a single creature, and if you know that creature is Evil, you can spend to add your Craft score to the damage dealt. If you are in error about its Evil alignment, you lose all your current Light Fate; you also lose the use of this Special Ability for one week or until you atone at the Chapel. If you have no current Light Fate to lose, you give the GM (up to their maximum) instead.

Prelate

Prerequisites: Craft 8+, and you do not have **Inquisitor**.

You have a position of authority within the Chapel, and the On High fill your spells with healing power. When you cast a Mystic spell, a creature of your choice within 20 metres regains 1d3 Life.

Other creatures that serve or worship those On High are readily swayed by your words. When you roll a Bargain, Deception, Empathy, Intimidation, or Persuasion test, you can spend to reduce the Difficulty by half.

Prophet Advanced Special Abilities

The following Advanced Special Abilities are available to prophets.

Omens of War

Prerequisites: Strength 5+, and you do not have **Intuition of Magic**.

The marks of violence upon the tapestry of Fate are clear to you. As a free action, you can spend to determine which creature you can currently see has the highest Threat, excluding other characters and other allies; you can then spend 1 spell point to learn the nature of the same creature's most powerful attack or Special Ability.

Improved: After you have spent and 1 spell point to study a creature, you can take a free action at the start of each turn to learn what that creature is most likely to do (in the GM's estimation) if left unopposed.

Intuition of Magic

Prerequisites: Craft 6+, and you do not have **Omens of War**.

You can read the magical tapestry of destiny and power quickly but not deeply. At the start of your turn, you can spend to determine how many PCs or NPCs within 20 metres have spells memorised or granted. As an action, you can choose one of them within 20 metres and receive the names of 1d6 spells currently memorised by or granted to them. You detect Advanced spells before Intermediate spells and Intermediate spells before Basic spells. The Game Master determines the spell names you detect. This feature does not detect spells stored in objects.

Improved: You can discern spells stored in objects, even when they are not wielded by a character or NPC. If an Enemy you can see casts a spell you have discerned, you can add 1d3 to any defence test a character rolls as a reaction to that spell; that character must be able to hear you.

Subtle Weaving

Prerequisites: Craft 5+, and you do not have **Desperate Weaving**.

You understand how to make gentle changes to aid those in need. As an action, you can spend to transfer 1, 2, or 3 Light Fate from one willing character within sight to another character within sight. The second character can exceed their maximum Light Fate by up to 3.

Improved: You can transfer Light Fate from one willing character to another character regardless of distance, as long as you know their names.

Desperate Weaving

Prerequisites: Craft 5+, and you do not have **Subtle Weaving**.

When all is lost, you can stake everything on a chance. As a free action at the beginning of a round of combat, you can gain Light Fate equal to 2d6 minus 1d6. If the result is negative, you lose that amount of Light Fate and the Game Master gains that amount of Dark Fate.

Improved: When you gain Light Fate from this feature, you can immediately transfer it to characters within sight whose names you know.

Hope's Herald

Prerequisites: Craft 8+, and you do not have **Harbinger of Doom**.

You foresee blessings, joy, mercy, and unexpected survival. At the beginning of a combat, spend to name one character participating in the combat.

The Game Master will manipulate circumstances to almost any degree necessary to ensure that that character survives, though they may be grievously wounded or deprived of treasures. If that character would be killed, they survive in some way, but the Game Master gains . This Special Ability can only be used on a single character once per month.

Improved: You can name a second character to survive. If both characters should be killed, they survive in some way, but the Game Master gains their maximum Dark Fate.

Harbinger of Doom

Prerequisites: Craft 8+, and you do not have **Hope's Herald**.

You foresee curses, sorrow, punishment, and unexpected disasters. At the beginning of a combat that involves NPCs, you can spend , give the Game Master , and name one NPC participating in the combat. The Game Master will manipulate circumstances to almost any degree necessary to ensure that that character dies or loses something they treasure more than their life.

Improved: You can give the Game Master an additional to name a second NPC to die.

Scout
Advanced Special Abilities

The following Advanced Special Abilities are available to scouts.

Scarlet Arrow

Prerequisites: Strength 5+, and you do not have the **Silver Arrow** advancement.

Your arrows can leave devastating wounds that continue to sap the target's strength. Each time you roll on an attack with a bow or crossbow that hits, your target takes 1d6 damage at the start of each of your turns until it regains at least 1 Life through any means. You can affect the same target with this Special Ability multiple times. (Its effects "stack.")

Improved: Each time a creature suffers damage at the start of its turn from this feature, you regain 2 Life.

Silver Arrow

Prerequisites: Craft 5+, and you do not have the **Scarlet Arrow** advancement.

Your arrows can erode the defences of even the most powerful foe. Each time you roll on an attack with a bow or crossbow that hits, your target's Threat



decreases by an amount equal to your Craft until the end of this combat. You can affect the same target with this Special Ability multiple times. (Its effects "stack.")

Improved: The damage that the creature deals is halved (rounded down) until the end of this combat.

Wild-Bonded Soul

Prerequisites: Craft 6+, and you do not have the **Night-Bonded Soul** advancement.

Your soul is mystically joined with a powerful beast Follower. You gain an animal Follower with a maximum Loyalty of 5. Your animal Follower doesn't die at zero (0) Life; instead, it falls unconscious until you finish a long rest or spend , at which point it is restored to full Life. You can change your animal Follower for a new animal Follower by spending 24 hours in a wilderness region. The new Follower's maximum Loyalty is 5.

Improved: Your animal Follower's maximum Loyalty increases by 3 and it gains +5 Life.

Night-Bonded Soul

Prerequisites: Strength 6+, and you do not have the **Wild-Bonded Soul** advancement.

Your soul is mystically joined with the night. At dusk, your maximum Life increases by 5, and you can see in total darkness as easily as you do in bright light. During the night, you can use an action and spend any amount of your ; for each you spend this way, you regain 3 Life.

Improved: You heal 5 Life for every spent; you also gain 3 armour points at dusk. If any of those armour points remain at dawn, they are lost.

Quickling Stride

Prerequisites: Craft 6+, and you do not have the **Quickling Blade** advancement.

You move with incredible speed when you wish. You can spend to double your Speed for walking, running, climbing, and swimming. When you use this in combat, it lasts until the end of the encounter. When you use it outside of combat, it lasts for eight hours or until you enter combat.

Improved: When you spend to double your Speed, you also gain a bonus die for defence tests, and your movement is completely silent.

Quickling Blade

Prerequisites: Strength 6+, and you do not have the **Quickling Stride** advancement.

You can strike with incredible speed. You can spend to make an additional attack with a melee or thrown weapon.

Improved: When you roll a on a melee or thrown weapon attack test, you can make one additional melee or thrown weapon attack. You can do this up to once per turn.

The Keenest Eye in the Realm

Prerequisites: Craft 5+, and you do not have the Awakened to the Green advancement.

Your powers of observation and deduction combine with your incredible depth of knowledge to make you one of the best trackers the Realm has ever seen. When you examine an area or a creature and succeed at a Notice test, you can spend to notice more details and ask the GM about the practical implications of what you've learned.

Improved: Once you're on a creature's trail, you can spend to continue following that trail, even under nigh-impossible circumstances, such as tracking birds in flight or tracking across open water. Each day of pursuit costs .

Awakened to the Green

Prerequisites: Craft 6+, and you do not have the Keenest Eye in the Realm advancement.

You've developed a modest magical talent, and you've learned to maintain a small spellbook. You gain 3 spell points, and you can spend spell points to retain spells at the time of casting. When you spend one hour to study your spellbook, you can spend 1 spell point to prepare a spell that is in your spellbook; you can prepare multiple spells this way, up to your spell point total. When you cast this spell, you can expend the preparation of the spell, or you can spend 1 spell point.

If you have zero (0) spell points when you cast a prepared spell, you do not automatically lose the preparation of the spell. If your Spellcasting test for this spell is a Greater Success or greater, you retain the spell. If it is a Standard Success, the casting is successful, but you lose the spell.

Your spellbook starts with one Basic Nature spell, and it can hold a maximum of 3 Basic Nature spells.

Improved: You gain 3 additional spell points, and your spellbook's maximum number of spells increases to 6.

Sorcerer Advanced Special Abilities

The following Advanced Special Abilities are available to sorcerers.

A Friend of Yours

Prerequisites: Craft 5+, and you do not have **More the Merrier**.

With subtle magical influence, you can forge bonds with your friends' Followers. You can spend or 1 spell point to treat any Follower in your party as if they were your Follower, allowing you to use their effects. This effect lasts for up to one hour outside of combat or one round in combat. A single Follower can only be used by one character in the adventuring party per round.

Improved: You can spend or 2 spell points to use the feature for one day outside of combat or for the length of one combat scene.

The More the Merrier

Prerequisites: Craft 5+, and you do not have **A Friend of Yours**.

You can create a bond with a second familiar. You make the same set of choices for your second familiar as you made for your first. You can't apply its skill bonuses to the same skills as the first familiar. When you are reduced to zero (0) Light Fate, your second familiar dissipates; after you regain at least 1 Light Fate, you can spend 1 spell point to bring it back at any time.

Improved: All your familiars gain +2 Strength, +2 Craft, and 2 Life.

Beguiling

Prerequisite: You do not have **Fated**.

Your magic lends itself to subtle manipulation of other people's emotions. You gain the Persuasion skill. As an action, you can spend or 1 spell point to gain a bonus die to all Bargain and Persuasion tests for one minute.

Improved: You gain a focus in the Persuasion skill, and when you spend or 1 spell point on this feature, you gain a bonus die to all Bargain, Deception, Intimidation, and Persuasion tests for one hour.

Fated

Prerequisites: Craft 5+, and you do not have **Beguiling**.

A doom awaits you, but until then, fate conspires in your favour. Your maximum Light Fate increases by 3. As a free action when you have zero (0) Light Fate, you can roll 1d6 once per round. If the result is odd, the Game Master gains that amount of Dark Fate. If the result is even, you gain that amount of Light Fate.



Improved: When you have zero (0) Life at the start of your turn and would fall unconscious, you can spend to remain conscious and take actions as normal this turn. Once you can't spend or decide not to spend , you fall unconscious and can't use this feature to regain consciousness.

Psychic Reserves

Prerequisites: Craft 6+, and you do not have **Psychic Amplifier**.

Your familiar provides a bastion of strength for you when you come under psychic attack. You gain 3 psychic armour points for each familiar you have, which applies only to damage from psychic combat. Also, when you would take damage from psychic combat, you can spend to have your familiar take that damage instead of you. It suffers damage up to its Life total, and you suffer any remaining damage.

Improved: Gain 6 psychic armour points per familiar; this psychic armour only reduces damage from psychic combat.

Psychic Amplifier

Prerequisites: Craft 6+, and you do not have **Psychic Reserves**.

Your connections to your Followers grant you the confidence and presence to deliver devastating psychic attacks. When you would deal damage in psychic combat, you can spend to deal 1 additional damage for each Follower you have, including your familiar(s).

Improved: When you make a psychic attack, you can spend to increase its range by 2 metres for each Follower you have, including your familiar(s).

Spellbinder

Prerequisites: Craft 8+, and you do not have **Soulbinder**.

You have learned to bind spells into objects, such as parchment or jewellery. You can spend 8 hours of work and 3 gold to create a magic item that stores one use of a Basic Arcane spell. Once used, it's no longer a magic item, it may or may not be destroyed, and it costs the full amount to bind another spell into it. You can maintain a number of these items equal to your Craft.

Improved: You can also spend 3 days of work and 6 gold worth of materials to create a magic item that stores one use of an Intermediate Arcane spell. You can now maintain a number of stored spells equal to twice your Craft. Storing one Basic spell uses one of these slots; an Intermediate spell uses two slots.

Soulbinder

Prerequisites: Craft 8+, and you do not have **Spellbinder**.

You learn the secret of binding a spell to a willing soul. You can grant one Basic Arcane spell that you know (see **Granted Spells** in **Chapter 9: Magic and Spells**) to one creature with a Wits attribute of 1 or higher. This requires 8 hours of work. You can only grant a spell to one creature at a time. You can withdraw a granted spell at any time.

Improvement: Your familiar can speak to the spirit of the recently deceased, learning what they know of magic. As an action when you are next to a creature that has been dead for less than one minute, your familiar talks to the creature's spirit. You learn the names of every spell the creature had prepared at the time of its death. If any of them are Arcane spells, you can choose one for your familiar to learn and teach you. You must meet the spell's other prerequisites as normal.

Thief
Advanced Special Abilities

The following Advanced Special Abilities are available to thieves.

Ambitious

Prerequisites: You do not have **Honorable**, and your alignment is Neutral or Evil.

If you wanted to play by the rules, you would have picked a different line of work. You can often find an advantage in dangerous moments. When you have zero (0) Light Fate, you can give the GM to gain 1d3 Light Fate, or you can give the GM 1d6+1 Dark Fate to gain 1d6+3 Light Fate. The GM can exceed their normal maximum amount of Dark Fate when you use this special ability.

If your alignment is Good at the end of a session, you lose this Special Ability and must choose a different one. If your alignment stops being Good, you can choose this Special Ability again at the end of a session.

Improved: You can use this feature whenever you have fewer Light Fate than any other character.

Honorable

Prerequisites: You do not have **Ambitious**, and your alignment is Neutral or Good.

You are the reason thieves are counted among the heroes of the Realm, not just seen as villains. Because your allies trust you, they trust in your support, even when you're nowhere to be found. You can spend to add a bonus die to a Deception, Intimidation, Persuasion, or defence test that a character or other ally rolls, so long as you are

hidden or invisible from the target of the test. You must be in the area of the encounter to use this feature.

If your alignment is Evil at the end of a session, you lose this Special Ability and must choose a different one. If your alignment stops being Evil, you can choose this Special Ability again at the end of a session.

Improved: When you are hidden or invisible from all enemies in an encounter at the start of a round, you can spend to let each character and each of your other allies add a bonus die to the first defence test they roll in that round. You must be in the area of the encounter to use this feature.

Tricks Up My Sleeve

Prerequisites: Craft 5+, you do not have **Hidden Pockets**.

You've developed a modest magical talent and learned to maintain a small spellbook. This Special Ability allows you to cast and retain memory of Arcane spells. You begin play with 3 spells committed to memory, and you can memorise a number of spells equal to your Craft +1.

New spells can be learned from a wide variety of sources. You might decipher a spell from an ancient scroll or text, obtain it from a magical creature, or learn it from an elderly sage. At any time, you can replace an existing memorised spell or memorise a new spell (up to your maximum) by spending one hour studying the spell.

You also begin with a number of spell points equal to your Craft. Spell points are the energy or fuel for your spells, and it costs 1 spell point to cast a Basic spell. If you run out of spell points, you can choose to "burn" a spell. Burning a spell removes it from your memory, and you cannot cast that spell again until you re-learn and memorise the spell once more. As a bonus, when you burn a spell, you get a +2 to the Spellcasting test. If you roll a and get a Standard Success or higher during your Spellcasting test, you do not lose memory of the spell. However, even if you don't deliberately burn a spell, if you roll a when you get a Failure or Standard Success during a Spellcasting test, you lose memory of that spell.

Hidden Pockets

Prerequisites: You do not have **Tricks Up My Sleeve**.

You can hide useful things throughout your clothing or strapped close to your body, producing them at a moment's notice. You can spend 1 Light Fate to produce any small, common, nonmagical item that you could plausibly hide on your person. (The names of magical items are in *italics*.) You always have an extra set of thieves' tools hidden somewhere on your person unless your current Light Fate is zero (0) when you need them. However, you can't produce specific items, such as the key that fits a particular lock. At the GM's discretion, the GM can spend to refuse a particular general item (or they might choose to simply disallow any item that's obviously ridiculous.)

Improved: You can't be deprived of your last dagger, your last set of thieves' tools, or your last gold against your will. Even when you are thoroughly searched, you will find a way to keep these three things hidden.



Ghostly Passage

Prerequisites: Strength 6+ or Craft 6+, and you do not have **Con Artistry**.

They say you're like a ghost because you're so good at passing unseen. They don't know how right they are. When you roll as part of a Stealth test that's a success, you become insubstantial for 1 minute. While insubstantial, you gain the Psychic skill if you don't otherwise have it, you can pass through nonmagical barriers up to 3 feet thick, and you gain 5 armour points.

Improved: You can spend to become momentarily insubstantial and escape any form of nonmagical restraint. When you damage a creature with an attack while you are insubstantial, you deal 1d6 additional damage.

Con Artistry

Prerequisites: You have the Bargain skill or the Evaluate skill, and you do not have **Ghostly Passage**.

A sucker's born every minute. The more they think they're taking advantage of you, the easier it gets to take advantage of them. When you roll a as part of a Bargain test, or as part of an Evaluate test while interacting with a merchant, you can choose to swindle the target for an extra 1d6 gold. When you're buying something, however, you can't reduce the gold you pay below 1, and you can't swindle a target for more money than they have. Your target realises that they've been swindled after a number of days equal to 1d6 + your Craft score.

Improved: You can choose to swindle a target when you roll a as part of a Deception, Intimidation, or Persuasion test.

Master of Thieves

Prerequisites: Strength 8+ or Craft 8+, and you do not have **Spider's Web**.

You've risen through the ranks to become the Master of the Thieves' Guild. At the Game Master's discretion, you might need to remove the previous Master of Thieves first. You gain one Follower, who is a junior thief. When this Follower dies, you can recruit a new apprentice in the City for 2 gold.

In combat, this Follower deals an additional 1d6 damage against any creature that has attacked you this round.

The Spider's Web

Prerequisites: Strength 8+ or Craft 8+, and you do not have **Master of Thieves**.

Whether pursuing your own ambitions or serving another character, you have risen to become one of the greatest spymasters in the Realm. At the beginning of any encounter, you can choose to spend Light Fate equal to one-fourth of an intelligent creature's Threat (rounded down). If you do, the creature is loyal to you, based on some previous encounter. You can choose when and how they aid you, perhaps slipping you the key to your prison cell or informing you of nearby dangers. The Game Master can decide that some primary antagonists can't be loyal to you; however, such antagonists may still have lieutenants you could have conceivably met.

Warrior Advanced Special Abilities

The following Advanced Special Abilities are available to warriors.

Merciful

Prerequisite: You do not have **Merciless**.

As you have stayed your hand, so shall death stay far from you. When you are dying, you can spend to stabilise (see **Death and Dying**). If you are stable at the end of a combat scene, you can spend to regain Life equal to your Strength. As an added restriction, any time you kill an Enemy who is unconscious or offers surrender, you lose all current Light Fate and can't use this ability for 1d6 days.

Improved: Mind-affecting magic can't force you to kill anyone, and it can't force you to attack another character or a creature that's your ally.

Merciless

Prerequisite: You do not have **Merciful**.

When you attack an Enemy whose current Life is less than its maximum Life, you can spend to change one die that you rolled for your Melee or Missile Weapon test (except the Kismet Die) or one die you rolled for damage; in either case, you can change a result of 1 to 2 or a result of 2 to 3. You can do this once per round.

Improved: When mind control would force you to end your turn without attacking any creature, you can spend to roll a new test against that effect. If you roll a Great Success or better, the mind control ends, allowing you to make your attack.

Heedless

Prerequisites: Strength 6+, and you do not have **Tactician**.

You prefer to charge headlong into battle, never counting the cost. You can spend and let a creature you're attacking deal its combat damage as if you rolled

a Failure on your attack test. If you follow it with an attack test that has any grade of success, you can roll an additional damage die while wielding a one-handed weapon or two additional damage dice while wielding a two-handed weapon. If your attack test is a failure, you suffer no additional damage.

Improved: For each round you take damage from Heedless, in addition to the benefits you get from the basic version, you gain an additional +2 damage to your melee weapon attacks; you can use this ability multiple times to increase your damage. (Its effects "stack.") However, this damage bonus is lost at the end of the combat scene.

Tactician

Prerequisites: Strength 5+, Craft 3+, and you do not have **Heedless**.

You are always three moves ahead of your enemies. At the start of a combat, spend  and roll three dice. You can replace any d6 rolled as part of any attack test, defence test, or damage roll with one of these dice, as long as you can see or hear both the attacker and the defender. Once used, that die result is expended.

Improved: You can use each die result a second time before it is expended.

The Anvil

Prerequisites: Strength 7+, and you do not have **The Hammer**.

You are the anvil upon which your enemies break. On your turn, you can spend to gain 3 armour points, as long as you are wielding a weapon, using a shield, or wearing a suit of armour. Each character or other ally within your reach also gains 3 armour points. A creature can't gain more than 3 armour point from this Special Ability, even if multiple adjacent creatures attempt to grant this bonus. This armour bonus lasts for the duration of the combat.

Improved: You can't be knocked down, pushed, or pulled against your will unless you roll a Failure on your attack or defence test *and* the GM spends an additional  .

The Hammer

Prerequisites: Strength 7+, and you do not have **The Anvil**.

You smash the ranks of your foes to flinders. When you roll a Great Success or better on an attack test, you can spend  to deal damage to any other Enemies within your reach who have a Threat equal to or lower than the Threat of your initial target; that damage is equal to half your Strength (round down).

Improved: The lowest Threat enemy that takes damage from this feature is also knocked down or pushed to just beyond your reach.



Jovial

Prerequisite: You do not have **Grim**.

Whatever dangers the Realm hurls at you, despair shall never take you. When you're engaged in battle against at least twice as many Enemies as you have allies (including characters and NPC allies), or when you're engaged against an opponent with Threat greater than twice your Strength, you can spend to gain temporary Life equal to your level; either way, this power lasts until that temporary Life is lost or until the end of the combat scene. You can use this Special Ability once per combat scene.

Improved: As long as you have temporary Life remaining from this effect, you also add your Resolve to your weapon damage.

Grim

Prerequisite: You do not have **Jovial**.

You have been disillusioned by your many hard-fought battles. When you would suffer an ill effect because of your alignment, spend to make a special resistance test. Each degree of success allows you to ignore that ill effect for one hour.

Improved: Each degree of success allows you to ignore the effect for one day.

Wizard Advanced Special Abilities

The following Advanced Special Abilities are available to wizards.

Clever

Prerequisite: You do not have **Tireless Study**.

Your quick wit and capacity for improvisation allow you to adapt to changing circumstances. You can spend 1 minute and to exchange one of your prepared Basic spells for another spell you can access.

Improved: You can use this feature to exchange one of your prepared Intermediate spells for a Basic spell or Intermediate spell that's in your spellbook.



Tireless Study

Prerequisite: You do not have **Clever**.

You often have a musty old tome or crumbling scroll in hand. When you memorize your spells, you can spend to select an additional Enduring spell from the spells you know.

Improved: When you are the target of a mental effect, the Game Master must spend ; if they cannot, you treat the effect as though you resisted it with a Great Success.

Incandescent Arcana

Prerequisites: Craft 5+, and you do not have **Student of Secret Ways**.

The secret of limitless spell energy is like fire itself: it's dangerous to grasp. When you roll a as part of a successful Spellcasting test, you regain the expended spell points + 1. However, this secret knowledge is perilous. When you roll a as part of a failed Spellcasting test, you suffer fire damage equal to your Wits.

Improved: When you burn a memorised spell, you can regain spell points or Life. You can burn a Basic spell for 1d3 spell points or Life; you can burn an Intermediate spell for 1d3+3 spell points or Life; you can burn an Advanced spell for 1d6+6 spell points or Life.

Student of Secret Ways

Prerequisites: Craft 5+, and you do not have **Incandescent Arcana**.

You've studied the secret union between Arcane, Mystic, and Nature magic. Choose either Mystic or Nature. You can learn Basic spells of that type and add them to your spellbook as if they were Arcane spells. You learn 1 Basic spell of that type immediately.

Improved: You can learn Intermediate spells of the second type (Mystic or Nature) you chose, and you can learn Basic spells of the third type.

Kindly Old Soul

Prerequisites: You do not have **Fated**, and your alignment is not Evil.

Once in a while, your good intentions save you from magical disaster. When you cast a damaging spell and a creature that you do not wish to harm is in the area of effect, you can spend or 1 spell point to have the spell do no harm to that creature. You can make the spell avoid any number of creatures in the area, paying the cost for each one separately.

If your alignment is Evil at the end of a session, you lose this Special Ability and must choose a different one. If your alignment stops being Evil, you can choose this Special Ability again at the end of a session.

Improved: You can use a protect action to defend a creature within 10 metres from the effects of a spell. If the spell does not deal damage, add your Wits to the creature's defence roll on a Standard Success or negate the whole effect on a Great Success.

Fated

Prerequisites: Craft 5+, and you do not have **Kindly Old Soul**.

A doom awaits you, but until then, Fate conspires in your favour. Your maximum Light Fate increases by 3. Once per round when you have zero (0) Light Fate, roll 1d6. If the result is odd, the Game Master gains that amount of Dark Fate. If the result is even, you gain that amount of Light Fate.

Improved: When you have zero (0) Life at the start of your turn and would fall unconscious, you can spend to remain conscious and take actions as normal this turn. Once you can't or decide not to pay, you fall unconscious and can't use this feature to regain consciousness.

Archmage of the Tower

Prerequisites: Craft 8+, and you do not have **Invocations of Ruin**.

You've become the Archmage of the Tower. At the Game Master's discretion, this may require displacing a previous Archmage of the Tower. The GM may consider "the Tower" to be symbolic, or they may require you to journey there to acquire your title. You gain one Follower, who is your apprentice. If this Follower dies through no fault of your own, you can recruit a new apprentice in the City with 1 day of work.

Furthermore, you can grant one basic Arcane spell that you know (see **Granted Spells** in **Chapter 9: Magic and Spells**) to one creature with a Wits attribute of 1 or higher. This requires 8 hours of work. You can only grant a spell to one creature at a time. You can withdraw a granted spell at any time.

Invocations of Ruin

Prerequisites: Craft 8+, and you do not have **Archmage of the Tower**.

Your spells and psychic attacks possess terrifying destructive potential. When any spell damage die or psychic attack damage die that you roll against an Enemy is a 6, you can spend or give the GM to roll another 1d6 and add it to the damage total. You can use this feature any number of times on your turn.

Chapter 8: Equipment

Gold

The *Talisman Adventures Fantasy Roleplaying Game* doesn't require you to worry about every single copper coin and piece of treasure. Rather, it uses a somewhat abstract method of keeping track of a character's wealth. All wealth is measured in *gold*. One gold is roughly the value of a dagger. Items and services are listed as having a cost in gold, and each time you purchase an item or service, you pay that cost in gold. Some items are listed as being less than one gold (indicated by <1 gold). Any time goods or services are purchased for this price, the player rolls 1d6; on a result of a 1, they must pay 1 gold. On any other result, it is assumed that the cost is paid with spare coppers or silver.

Players and GMs who want a more detailed system can always choose their own means of tracking wealth. You can also come up with your own prices for goods, using the prices listed here as a guide.

Weapons

Weapons come in many shapes and sizes. Any character can use any weapon, but to effectively use one, you'll want to have the appropriate skill, whether that's Melee Weapon, Missile Weapon, or Throw. Weapons are further broken down by focuses; for example, a character with the Large Blade Focus for Melee Weapons would probably want to use a greatsword or greataxe.

The Melee and Missile Weapons tables that follow list a wide variety of weapons that can be found in the Realm. GMs and players alike should feel free to invent their own weapons, as long as their inventions make sense for the campaign.

Cost: Lists the weapon's cost in gold.

Load: Measures how difficult it is to carry the weapon (see the **Load** sidebar for more details.)

Coin of the Realm

The Realm uses standard coins minted in a secret location. Rumours claim it could be anywhere from the City to the Castle. Some even claim that this mint or forge is somewhere in the wilds. The coins' appearance have remained fairly consistent since the vanishing of the Great Wizard, featuring simple gold, silver, and copper denominations. During the Wizard's time, the Realm had a wider variety of coinage. Some designs even incorporated gemstones or rarer metals, such as platinum and strange alloys. These numismatic curiosities are a thing of the past, but some ancient coins of the Realm still show up from time to time wherever people trade, and most are still accepted.

While coins make up the bulk of the Realm's currency, most trade is still conducted as barter. A vegetable farmer might trade their grains and vegetables for cattle or eggs, while a weaver might trade blankets for furniture or pots and pans. Barter is also used as means of avoiding taxation in the City. The Magistrate does their best to keep a close eye on such activity and levies hefty fines where they can to discourage such behaviour, but the practice somehow endures.

Load

This number represents an item's bulk and weight, which allows the GM to figure out how much weight a character can carry before becoming encumbered. For example, an item might weigh 1 load, and a character might be able to carry 25 load. A character's Max Load = Strength x 5.

Range: This statistic applies only to ranged weapons. It's the range of the weapon in metres. Any distance within range above the first number adds a −2 penalty on your attack test (that is, your Missile Weapons or Thrown test). The second number is the absolute maximum range.

Damage: Lists the weapon's base damage. When dealing damage, add your physical damage modifier to this amount.

Features: Some weapons have special features that apply under certain circumstances.

Ranged Weapons

Weapon	Cost	Load	Range*	Attack	Damage	Ammunition / Features
Blowgun	1 gold	1 load	10 metres/ 30 metres	Agility	1d3	Uses needles
Bow	3 gold	2 load	50 metres/ 200 metres	Agility	1d6	Uses arrows, used two-handed
Bow, Elven	15 gold	1 load	60 metres/ 225 metres	Agility	1d6	Uses arrows, used two-handed, +2 damage on
Crossbow, light	3 gold	1 load	25 metres/ 100 metres	Agility or Brawn	1d6	Uses bolts, used two-handed
Dagger	1 gold	<1 load	5 metres/ 20 metres	Agility	1d3	Thrown only
Net	1 gold	2 load	3 metres/ 7 metres	Agility or Brawn		On a Standard Success, the target is tangled: movement is reduced by half. On a Great Success, the target is entangled: requires a full action and an **Athletics (Brawn or Agility)** test against **Difficulty (14)** to break free.
Sling	1 gold	1 load	5 metres/ 40 metres	Agility	1d3	Uses stones
Spear	2 gold	3 load	6 metres/ 25 metres	Agility or Brawn	1d6	

** Any distance within range above the first number bestows a −2 penalty on your attack test; second range listing is max range.*



Melee Weapons

Weapon	Cost	Load	Attack	Damage	Features
Axe	2 gold	2 load	Brawn	1d6	
Battle axe	3 gold	3 load	Brawn	1d6/1d6+2	Wielded one- or two-handed
Dagger	1 gold	1 load	Agility or Brawn	1d3	Usable as a melee or ranged weapon
Flail	3 gold	2 load	Brawn	1d6+2	Two-handed; Ignores armour and prevents shield use
Greatsword	3 gold	4 load	Brawn	2d6	Used two-handed; Destroys opponent's shield (if they're using one)
Greataxe	3 gold	4 load	Brawn	2d6	Used two-handed; Destroys opponent's shield (if they're using one)
Mace	2 gold	2 load	Brawn	1d6	Ignores armour
Pike	2 gold	3 load	Brawn	1d6+1	Wielded one- or two-handed; user can attack while standing behind another character. Grants a bonus die to a defence test against an enemy moving at full speed.
Rapier	4 gold	1 load	Agility or Brawn	1d6	Ignores armour; The rapier breaks if it's being used against a two-handed weapon
Scimitar	3 gold	3 load	Agility or Brawn	1d6	
Scythe	1 gold	2 load	Brawn	1d6−1	
Shortsword	2 gold	2 load	Agility or Brawn	1d6−1	
Spear	2 gold	3 load	Agility or Brawn	1d6/1d6+1	Used one- or two-handed. Grants a bonus die to a defence test against an enemy moving at full speed. Can be thrown (see **Spear** entry under ranged weapons.)
Staff	<1 gold	3 load	Brawn	1d6	
Stiletto	2 gold	1 load	Agility	1d3	Ignores armour
Sword	2 gold	2 load	Brawn	1d6	



Armour and Shields

The following table lists the most common forms of armour found within the Realm. These are far from the only types available, but they offer a guide by which other armours can be compared.

Cost: Lists the armour's cost in gold.

Protection: The armour grants this amount of protection. More details on armour protection can be found in the **Armour** section (in **Chapter 2: Rules**).

Agility Penalty: Apply this penalty to any test that uses Agility unless you have the appropriate Wear Armour Special Ability.

Load: Describes the weight and encumbrance of this armour type (see the **Load** sidebar for more details.)

(*Reminder:* A character's Max Load equals Strength x 5.)

Features: Describes any features the armour has.

Armour

Armour	Cost	Protection	Agility Penalty	Load	Features
Leather armour (light)	3 gold	4	0	1 load	
Padded armour (light)	2 gold	3	0	1 load	
Hardened leather (light)	5 gold	6	−1	2 load	
Chainmail (medium)	6 gold	9	−2	4 load	
Scale mail (medium)	7 gold	11	−3	8 load	
Splint mail (heavy)	15 gold	13	−3	8 load	
Full plate (heavy)	75 gold	15	−4	12 load	
Shield	1 gold	–	–	3 load	*Max Damage Absorbed 20; See the **Shields** entry in **Ch. 2**.*
Helm	1 gold	–	–	1 load	*Max Damage Absorbed 12; See the **Helm** entry in **Ch. 2**.*

Tools and Market Goods

Your adventurer may need some tools of the trade during their travels. Some of these items are needed to perform a certain task, and some grant bonuses. Not all of these items are available in every shop; in fact, many of them may prove difficult to locate. This list is by no means an exhaustive description of every item a character can purchase, but it should give you a good starting point.

(*Reminder:* When an item says it gives you a −1 or −2 penalty on a test, you subtract the number from your roll for that test. When it gives you a +1 or +2 bonus, you add that number to the roll.)

Cost: Lists the gold cost of the item.

Load: Lists the load of the item (see the **Load** sidebar for more details.)

(*Reminder:* A character's Max Load equals Strength x 5.)

Features: Describes the use of the item, as well as any benefits.



Tools and Market Goods

Item	Cost	Load	Features
Armour Repair Kit	1 gold	1 load	Used for repairing damaged armour. (See **Repairing Armour** in **Chapter 2: Rules**.)
Astrolabe	5 gold	2 load	Once per journey, you can use an astrolabe to grant a bonus die to a Guide test (as described in **Chapter 5: Adventuring** of the *Game Master's Guide*.)
Bedroll & Blanket	1 gold	1 load	Keeps you warm on cold night and provides some padding when sleeping on hard ground.
Candles	1 gold for 5 candles	1 load	Creates full light for two metres and dim light for an additional two metres. A candle burns for 6 hours.
Censer with 20 cones of incense	1 gold	1 load	One cone burns for 10 minutes or one scene.
Climbing Harness	2 gold	2 load	Provides a +2 bonus on tests related to climbing.
Concealed Pouch	3 gold	1 load	Can carry one small object (no more than 1 load). The object does not add to your load. The pouch and object cannot be stolen from your body; attempts to steal it with spells like *Acquisition* fail. You can carry a number of concealed pouches equal to your Strength.
Crowbar	1 gold	1 load	Grants a bonus die to a test to pry open a door, a locked chest, or a similar object.
Disguise Kit	2 gold	1 load	One use. Gives a +2 bonus on any test to use a disguise.
Dowsing Rod	3 gold	1 load	Use this object to point you to the nearest source of water. Roll 1d6 to determine how successful you are: 1–2, you find the closest water source; 3–4, you find water, but not the nearest source; 5–6, you fail.
Entertaining Costume	1–5 gold		Might grant a +1 or +2 bonus on an Entertainment test.
Fishing Tackle	1 gold	1 load	Grants a bonus die to a Hunting test when fishing (as described in **Chapter 5: Adventuring** of the *Game Master's Guide*.)
Flask of Oil	1 gold	<1 load	Can be used to light a lantern. Can be thrown as a weapon, if the flask is made of clay or glass; has the same range as a dagger; causes 1d6 damage for three rounds to anyone ignited; covers two square metres and lasts for three rounds if spread on the floor; burns anyone passing through for 1d3 damage.
Gilded Compass	5 gold	1 load	Gives a +2 bonus on a Guide test when you're on land or calm seas.
Hammer	1 gold	1 load	Can be used for hammering nails or smashing objects. When used as a weapon, a hammer inflicts 1d3 damage.
Haversack	1 gold	1 load	Can carry up to 7 load of objects inside it, unless the objects are extremely large or bulky. Items carried in a haversack have half their normal load (rounded up).
Healer's Kit	3 gold	1 load	Contains basic first aid items. Grants a +1 bonus on all Healing tests; also adds 1 to the amount of Life recovered.
Journal, Personal	2+ gold	1 load	A character can use this blank book to record their thoughts, insights, and adventures. When a player writes their character's journal entries in detail, the GM is encouraged to award extra x.p. or provide another in-game bonus.
Lantern	1 gold	2 load	Offers full light for 3 metres and then dim light for an additional 5 metres. One flask of oil lasts approximately 5 hours.
Lorebook	10 gold	1 load	Your book of lore contains information on a specific subject (such as local history, local folklore, or ancient artefacts). After one day of study, you get a bonus die in any test involving that subject.
Magnifying Glass	1 gold	<1 load	Under the right circumstances, a magnifying glass might give a +1 or +2 bonus on an Investigation test.
Manacles	2 gold	1 load	Manacles come with keys and can be used to secure a prisoner. Breaking or freeing oneself from manacles requires a Daunting Strength test. This might involve breaking them or wriggling free.
Map	1+ gold	1 load	Maps are available for all regions in the Outer Region, though some maps will be more reliable than others. A map of the Middle Region may be purchased for a higher cost. A map can provide a +1 to +3 bonus on Guide tests, depending upon the detail. Poorly made or misleading maps might result in a penalty instead.
Mess Kit	1 gold	1 load	Includes basic tools for preparing and eating cooked food.
Musical Instrument	1–100 gold	1–2 load	An extremely well-crafted instrument might grant a +1 to +3 bonus on an Entertainment test.

Item	Cost	Load	Features
Paper (5 sheets)	1 gold	<1 load	Paper can be used when drawing or writing.
Pen and Ink	1 gold	1 load	Use these to write on paper.
Pitons (pack of 10)	1 gold	1 load	Provides a +2 bonus on tests related to climbing.
Potion, Healing	5 gold	<1 load	Vial contains one dose. Heals 1d6 Life or one Wound.
Prayer Book	3 gold	1 load	Priests record their spells in these books. Prayer books (and other spellbooks) are immune to the effects of fire and resistant to all other sorts of damage.
Prayer Candles	2 gold for 5 candles	1 load	A prayer candle burns for 15 minutes or one scene.
Raft Kit	1gold	2 load	These items are used to build a raft, although you'll still need access to wood.
Rations (for 1 week)	1 gold	1 load	One week of food; includes seven daily rations.
Rope Ladder	1 gold	3 load	Adds a bonus die on tests related to climbing.
Rope (50 feet)	1 gold	2 load	Made of sturdy hemp. A character can break free from rope with a Difficult Strength test.
Runestones	3 gold	1 load	Druids use runestones to record their spells. Their spells are recorded in carvings and engravings. Any known spells are recorded on the runestones and may be memorized up to the character's limit. Runestones are inherently magical and cannot be easily destroyed. For the purposes of destructive magics, they are considered magic items. However, dragonfire or continual exposure to magical fire might destroy a runestone.
Saddlebags	1 gold	1 load	A horse or pack animal can carry up to 10 load of objects inside saddlebags, unless the objects are extremely large or bulky. Items carried in saddlebags have half their normal load (rounded up).
Signet Ring	1 gold	<1 load	Used in conjunction with sealing wax to seal documents for privacy. You can attempt a **Difficult Sleight of Hand (Agility)** test to open a document without breaking the seal.
Sealing Wax	1 gold	<1 load	Used in conjunction with a signet ring to seal a document.
Shovel	1 gold	2 load	Used for digging holes and burying corpses… or digging up corpses, if you're a graverobber or a ghoul. We won't judge.
Snare (5)	1 gold	1 load	Used for trapping small game. Grants a +2 to Hunting tests when in the woods or plains.
Songbook	3 gold	1 load	Minstrels use songbooks to record their spells. Their spells are recorded in the form of music and poetry. Any known spells are recorded in the book and may be memorized up to the character's limit. Minstrel songbooks are inherently magical and cannot be easily destroyed. For the purposes of destructive magics, they are considered magic items. Even when made from the most brittle paper, they can survive floods and fires. However, dragonfire or continual exposure to magical fire might destroy a spellbook.
Spellbook	3 gold	1 load	Sorcerers and wizards use spellbooks to record their spells. Any known spells are recorded in the book and may be memorized up to the character's limit. Spellbooks are inherently magical and cannot be easily destroyed. For the purposes of destructive magics, they are considered magic items. Even when made from the most brittle paper, they can survive floods and fires. However, dragonfire or continual exposure to magical fire might destroy a spellbook.
Thieves' Tools	1 gold	1 load	Nobody saw you buy this, and we won't say anything. Thieves' tools are required for many larcenous tasks. Trying to pick a lock without thieves' tools may result in a penalty to the test.
Tinker's Toolkit	1 gold	1 load	Small hammer, pliers, and other items used by tinkers for making repairs.
Torches	1 gold for 10 torches	2 load	A torch provides full light for a radius of three metres and dim light for an additional 3 metres. Each lit torch lasts 1 hour.
Water Bottle	1 gold	1 load	Carries enough water for one day's journey.
Walking Stick	1 gold	2 load	A nicely carved cane or staff can make walking easier. It might even provide a +1 to +2 bonus on Athletics tests that involve traversing dangerous ground.
Winter Oil	5 gold	1 load	Use the oil in this vial to make one object fireproof until the object is damaged; it resists fire once. Must be reapplied every week. If applied to armour, it reduces damage from fire by half for the first successful attack.
Tent	1 gold	3 load	You can sleep in this portable shelter when travelling in the wild. It might provide a +1 or +2 bonus on a Survival test when you're sheltered from extreme weather.
Tinderbox	1 gold	<1 load	Used for making a spark to ignite a torch or campfire.

Services

Very little comes for free. Sometimes, you might find yourself in need of services from others. As you'd expect, these services aren't always available, and you'll usually need to track down the right person willing to offer the service you seek. Fortunately, rooms at an inn are fairly common in civilised areas, and travellers can usually find passage from the City to most places in the Realm. However, finding passage from one small town to another is unlikely. Finding someone to teach you a spell is even harder. Ultimately, whether any of these services are available is up to the Game Master.

Services

Service	Cost
Learn a Spell	
Common Basic Spell	5 gold
Common Intermediate Spell	10 gold
Common Advanced Spell	15 gold
Passage, Carriage or Wagon	
Next settlement	1 gold
Several settlements away	2–3 gold
Across the Realm	5 gold
Passage, Ship or Raft	
Leyruin to Greymist	1 gold
Across the Storm River	3–5 gold
Inn Room Rental (one week)	
Squalid	<1 gold
Average	1 gold
Luxury	3+ gold

Mounts and Vehicles

The Realm is a big place, and walking takes time. Mounts and vehicles make transportation faster and easier, not to mention allowing the transportation of large quantities of goods. Other types of mounts are certainly possible, but these are the most commonly used in the Realm. (All the mounts listed here are described in more detail in **Chapter 3: Followers** of the *Game Master's Guide*.)

Mounts and Vehicles

Mount or Vehicle	Cost
Camel	4 gold
Carriage	10 gold
Cart	6 gold
Mule	3 gold
Horse, Draft	4 gold
Horse, Riding	7 gold
Pony	3 gold
Wagon	6 gold
Warhorse	20 gold



Chapter 9: Magic and Spells

Magic in the Realm

Magic comes in many forms in the Realm, but this chapter deals mostly with spells—the ways to learn them, their types, and details on the many spells you can learn. The rules for casting spells are largely the same no matter which school of magic your character uses, whether that's Arcane, Mystic, or Nature. However, your school of magic can affect how you approach magic.

Those who practice the Arcane arts tend to have a very focused and practical approach. Magic is a tool for them. Their spells often involve incantations in esoteric languages and elaborate hand gestures. Mystic practitioners are often attuned to the people around them. They draw upon a deep inner wisdom, bringing their magic forth by reciting or singing prayers and hymns. Those who study the ways of Nature attune themselves to the natural world. Their spells may include bestial utterances, guttural grunts, barking chants, or wild gestures. Those more in tune with the faery world might invoke their magic through soft music and gentle, almost dance-like movements.

Learning Spells

Characters dedicated to spellcasting classes are the most likely to learn spells. However, any class can cast a spell from a scroll or be granted a spell.

Spellbooks

Spellcasters of all kinds have some means of recording their spells. This medium is usually called a *spellbook*, although in many cases, it's not actually a book. Each class has a favoured form of spellbook, and each caster's book has a unique appearance. Wizards and sorcerers tend to prefer a more standard academic book of spells, while priests often integrate their spells throughout their religious texts and songs. Druids sometimes carve their spells onto runestones, which are rods of stone or even wood. Characters and NPCs who learn spells can also teach them or transcribe them from scrolls. For clarity, all these types of books (and runestones) are referred to as spellbooks thoughout this section.

Spellbooks are inherently magical and cannot be easily destroyed. For the purposes of destructive magics, they are considered magic items. Even when made from the most brittle paper, they can survive floods and fires. However, dragonfire or continual exposure to magical fire might destroy a spellbook.

Inscribing Spells

There is no limit to the number of spells a caster can inscribe in their book. Inscribing a spell generally requires one day and one gold for each level of the spell. For example, a Basic spell takes one day and costs 1 gold, while an Advanced spell takes three days and costs 3 gold.

The raw materials for a new spellbook usually cost around 20 gold. The cost could be significantly less if a character is willing to collect the materials on their own. This could even be the basis for an adventure. Once the materials are in hand, a character then makes a **Hard Artisan (Agility)** test. Alternately, some shops have spellsbooks available for purchase (see **Chapter 8: Equipment**).

Once you have a new spellbook, you can begin inscribing spells that you find on scrolls or learn from a willing teacher. Copying your spellbook is problematic, however, because each inscribed spell is imbued with magic. If a spell is copied from one book to another, the spell from the original book can no longer be memorised.

Scrolls

Scrolls are spells magically inscribed onto paper, parchment, or some other writing surface. Some ancient scrolls have even been found carved into stone, engraved on clay tablets, or etched onto metal plates. The physical form of the scroll does not matter; it's the magical energy imbued into the written words that gives a scroll its power.

Theoretically, almost anyone can use a scroll to cast a spell by reading the words and releasing its magical energy. Spellcasters can also use scrolls to add new spells to their spellbooks. All schools of magic use scrolls, although the forms those scrolls take often vary. Arcane casters tend to prefer traditional scrolls made of vellum or parchment. Mystic casters prefer prayer wheels and carefully illuminated chapbooks. Nature casters rely on more natural materials, carving their scrolls into stones, shells, or wood. They have been known to create staves with scrolls carved along their length.

To use a scroll, you must have a minimum Craft attribute, which is determined by the level of the scroll. Even if you cannot cast a scroll, you can still attempt a Decipher test to learn its content.

Deciphering a Scroll

Before you can use or identify a scroll, it must be deciphered. All scrolls are written in arcane script. To decipher a scroll, you must make a successful **Decipher (Wits, Resolve, or Mettle)** test. The aspect used is determined by the spell type: Wits for Arcane, Resolve for Mystic, and Mettle for Nature. The Difficulty is based on the level of the spell: Basic (Moderate), Intermediate (Difficult), or Advanced (Hard). Deciphering a scroll usually takes about one hour per level of the spell. The GM should feel free to alter the Difficulty or time required based on the nature of the scroll. Once the scroll has been deciphered, you can use it freely if you have the required Craft.

Casting a Scroll

Once a scroll has been deciphered, it can be used to cast a spell. To use a scroll, you must have the appropriate Craft. The **Minimum Craft Chart** lists the Craft needed to use a scroll. Casting a spell from a scroll still requires a Spellcasting test. The aspect used in conjunction with the Spellcasting skill is determined by the spell type: Wits for Arcane, Insight for Mystic, or Resolve for Nature. Spellcasters can cast spells from scrolls of any type. A non-spellcaster who doesn't have the Spellcasting skill suffers the appropriate penalty when attempting the test (see **Unskilled Tests** in **Chapter 3: Characteristics and Skills**).

When a scroll is used to cast a spell, its magical energy is released, and it cannot be used again. Recording the spell in a spellbook is then impossible; it becomes useless and inert.



Minimum Craft Required	
Craft	**Scroll Level**
3+	Basic
5+	Intermediate
8+	Advanced

Transcribing a Scroll

Spellcasters can record deciphered spells into their spellbooks. Transcribing a spell into a spellbook takes about one day per level of the spell. Recording the spell releases the scroll's magical energies, rendering it useless. However, the caster now has access to the spell through their spellbook.

Granted Spells

Some beings, entities, and even magical objects have the ability to grant spells. Granted spells are separate from any other spells known. By definition, a granted spell is only used *once.* Rather than using the Spellcasting skill, the caster adds their Craft to the roll. Each character has a maximum number of granted spells based on their Craft. The level of the spell is not a factor with granted spells.

Max Granted Spells	
Craft	**Max Granted Spells**
1–2	0
3	1
4–6	2
7–8	3
9	4
10	5

Spells

Spells are controlled and often repeatable applications of magic. The most proficient magic users in the Realm can accomplish astounding and seemingly impossible feats through the use of spells. They can transport themselves over great distances in the blink of an eye, glean forbidden knowledge from the cosmos, heal the injured, raise the dead, and unleash wanton death and destruction on their foes. Successfully casting a spell requires effort and concentration on the part of the caster. Because magic is a volatile force that's not easily mastered, failed spell attempts sometimes result in negative consequences.

The spell descriptions that follow contain the necessary information for casting spells. Each entry begins with a spell's name, followed by a single line of text identifying the spell's type, level, rarity, and spell point cost. The sentences that follow describe the game mechanics governing the spell, including any tests and dice rolls the caster must complete to cast the spell, as well as any additional information the Game Master may need to adjudicate the spell's effects.

Unless a spell says otherwise, casting a spell requires a Spellcasting test. The phrase "on a success" refers to a successful Spellcasting test.

Each spell has several details listed beneath the spell in *italics*. Starting from the top left to the right and then down, they are as follows:

Spell Level

A spell's level indicates how powerful its effects are and how difficult it is to cast. In general, spells become more challenging to cast as they exhibit more dramatic effects. This is reflected in the Difficulty of Spellcasting tests contained in spell descriptions.

Spell Type

A spell's type—Arcane, Mystic, or Nature—identifies the source of a spell's power. Arcane spells require sharp intellectual focus. Mystical spells channel a caster's spiritual power. Nature spells draw on the power inherent in the natural world. Some spells fall under more than one type.

Spell Rarity

A spell's rarity describes how likely player characters are to encounter the spell on their adventures. Game Masters should consider rarity when introducing new spells into a game. The rarer a spell is, the more dazzling its effects are. Common spells are widely recognised and accessible to beginning spellcasters. Uncommon spells usually turn up in valuable and sought-after scrolls, although masters with decades of experience may be able to bestow this knowledge. Rare spells are known only to a tiny fraction of the most skilled casters, so they're unlikely to turn up more than once or twice in a quest, if at all. Unique spells are legendary. They're learned only under specific circumstances that often require characters to accomplish great feats and face mortal danger. A Game Master could build an entire campaign around a single Unique spell. Only Common, Uncommon, and Rare spells are listed here.

Spell Point Cost

The spell point cost is listed next: it's the number of spell points required to cast the spell. In most cases, a Basic spell costs 1 spell point, Intermediate spells cost 2 spell points, and Advanced spells cost 3 spell points. Some spells allow you to spend additional spell points to gain additional effects. For example, a Basic spell with a variable spell point cost would be listed like this: *Costs 1+ Spell Points*.

Action

Most spells require a free action or full action to cast. Generally, you can only perform a free action on your turn, but that does not prevent you from moving or taking another action. However, some spells indicate a specific condition that triggers the ability to cast the spell outside of your turn (such as being reduced to 0 Life.) When you cast a spell as a full action, that's the only action you can take except for movement. See **Chapter 2: Rules** for more details on free actions and full actions.

Some spells are cast as a reaction to another spell; in these cases, the action is listed like this: "Free Action (Reaction)." Casting one of these spells is like a free action, but it's one you perform in response to an action on someone else's turn.

Difficulty

This is the Difficulty of the spell: the number you need to equal or exceed on your Spellcasting test. In some cases, the Difficulty for the roll is the Threat rating of your target. Basic spells are usually Difficulty (11); Intermediate spells are Difficulty (14); Advanced spells are Difficulty (17). An attack spell usually has a difficulty matching the Threat of its target. Casting a spell requires a Spellcasting test.

At the Game Master's discretion, a spell with a Difficulty equal to an Enemy's Threat that doesn't list a defence test (see below) may be targeted at another player character instead, but only if the GM is allowing player-versus-player combat. (See **Player Character Conflict** in **Chapter 1: Telling a Story** in the *Game Master's Guide*.) The opposing character's Threat is their Strength + 10 or Craft + 10, whichever is greater (unless listed otherwise.)

Defence Test

This section of a spell's description lists the defence test that results when the spell is cast on a player character. The first part (before the semi-colon) is the skill or attribute used by the player in the test; the second part is the test's Difficulty. Many rely on Craft or Strength attributes instead of the usual skill (and aspect) that's used for the test. If Craft or Strength is listed, the roll is made normally, and the appropriate attribute is added to the total.

Arcane Spells

Spell Name	Level	Rarity
Acquisition	Basic	Common
Alchemy	Basic	Common
Barrier	Basic	Common
Bladesharp	Basic	Common
Blink	Basic	Common
Brainwave	Basic	Uncommon
Glowing Orb	Basic	Common
Lightning Bolt	Basic	Common
Miser's Grasp	Basic	Common
Misfortune	Basic	Common
Nullify	Basic	Common
Psionic Blast	Basic	Common
Shatter	Basic	Common
Sleep	Basic	Common
Slow Motion	Basic	Common
Speed	Basic	Common
Twist of Fate	Basic	Common
Burning Curiosity	Intermediate	Common
Counterspell	Intermediate	Uncommon
Dispellation	Intermediate	Common
Enchant Weapon	Intermediate	Common
Enrich	Intermediate	Common
Feeble Mind	Intermediate	Common
Fireball	Intermediate	Common
Freeze	Intermediate	Common
Hex	Intermediate	Common
Immobility	Intermediate	Common
Invisibility	Intermediate	Common
Life Tap	Intermediate	Uncommon
Mesmerism	Intermediate	Common
Simulacrum	Intermediate	Common
Syphon Strength	Intermediate	Uncommon
Teleport	Intermediate	Rare
Transference	Intermediate	Uncommon
Conflagration	Advanced	Common
Dark Binding	Advanced	Common
Destroy Magic	Advanced	Rare
Destruction	Advanced	Rare
Drain Life	Advanced	Common
Magic Portal	Advanced	Uncommon
Magic Shell	Advanced	Common
Obliterate	Advanced	Common
Reflection	Advanced	Rare
Spell Vortex	Advanced	Common
Toadify!	Advanced	Rare

Mystic Spells

Spell Name	Level	Rarity
Augury	Basic	Common
Blessed	Basic	Common
Bolster	Basic	Common
Craft	Basic	Common
Curse of Flame	Basic	Common
Glowing Orb	Basic	Common
Healing	Basic	Common
Marked for Glory	Basic	Common
Misdirection	Basic	Uncommon
Misfortune	Basic	Common
Nullify	Basic	Common
Reverence	Basic	Uncommon
Sacred Offering	Basic	Rare
Shatter	Basic	Common
Sleep	Basic	Common
Slow Motion	Basic	Common
Temporary Change	Basic	Rare
Twist of Fate	Basic	Common
Benediction	Intermediate	Common
Counterspell	Intermediate	Uncommon
Cure Disease	Intermediate	Common
Cure Poison	Intermediate	Common
Curse of Rust	Intermediate	Common
Death Pact	Intermediate	Rare
Dispellation	Intermediate	Common
Divination	Intermediate	Common
Evil Eye	Intermediate	Common
Feeble Mind	Intermediate	Common
Generosity	Intermediate	Common
Greater Healing	Intermediate	Common
Hex	Intermediate	Common
Immobility	Intermediate	Common
Path of Destiny	Intermediate	Common
Water Walking	Intermediate	Common
Cleanse	Advanced	Common
Divine Intervention	Advanced	Uncommon
Fiery Retribution	Advanced	Uncommon
Magic Portal	Advanced	Uncommon
Preservation	Advanced	Uncommon
Reanimate	Advanced	Uncommon
Reflection	Advanced	Rare
Resurrection	Advanced	Rare
Restoration	Advanced	Common
Retribution	Advanced	Common

Nature Spells

Spell Name	Level	Rarity
Alchemy	Basic	Common
Black Ice	Basic	Common
Bolster	Basic	Common
Cloak of Shadows	Basic	Common
Curse of Flame	Basic	Common
Eyes of the Hawk	Basic	Common
Extinguish	Basic	Common
Gust of Wind	Basic	Common
Lightning Bolt	Basic	Common
Misdirection	Basic	Uncommon
Night Sight	Basic	Common
Nullify	Basic	Common
Sacred Offering	Basic	Rare
Shatter	Basic	Common
Speed	Basic	Common
Burning Curiosity	Intermediate	Common
Counterspell	Intermediate	Uncommon
Cure Disease	Intermediate	Common
Cure Poison	Intermediate	Common
Curse of Rust	Intermediate	Common
Dispellation	Intermediate	Common
Freeze	Intermediate	Common
Immobility	Intermediate	Common
Life Tap	Intermediate	Uncommon
Path of Destiny	Intermediate	Common
Rejuvenation	Intermediate	Common
Summon Bear	Intermediate	Common
Strength	Intermediate	Common
Transmute	Intermediate	Common
Verdant Growth	Intermediate	Common
Water Walking	Intermediate	Common
Weakness	Intermediate	Common
Crack the Earth	Advanced	Common
Crashing Waves	Advanced	Common
Destruction	Advanced	Rare
Magic Portal	Advanced	Uncommon
Preservation	Advanced	Uncommon
Reflection	Advanced	Rare
Restoration	Advanced	Common
Summon Storm	Advanced	Common
Toadify!	Advanced	Rare

Basic Spells

This section lists all the Basic spells available in alphabetical order.

Acquisition

Basic Arcane, Common

Costs 1 Spell Point, Full Action
Difficulty (Threat)
Defence Test: Notice (Wits); Difficulty (Craft + 10)

Fledgeling casters seeking wealth often use this spell, but it has plenty of other uses. You can channel arcane energy to reach through space and lift objects or valuables from a target. Choose an object you can see that's small enough to fit in the palm of your hand and weighs no more than 1 load. On a success, the targeted object teleports into your possession. The spell even teleports small objects that are tied down or otherwise secured. At the GM's discretion, the caster may need to make a separate **Sleight of Hand (Wits)** test of **Difficulty (10 + the target's Craft)** to determine if the target notices the item has vanished.

Alchemy

Basic Arcane or Nature, Common

Costs 1 Spell Point, 1 minute
Difficulty (11)

You can transform small items into gold! The object you intend to transform must be a crafted item of at least 1 load, and it must be in your possession. When the spell is complete, the object transforms into 1d6 gold worth of coins. The effect lasts until the next sunrise. When the spell expires, the gold vanishes, leaving only a pile of dust. You cannot transform living beings or natural objects with Alchemy, such as stones, or plants, or twigs.

Augury

Basic Mystic, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

You can receive impressions of the future and use them to sense approaching danger. On a success, you and your allies cannot be fully surprised for a number of hours equal to your character's Craft (although you can still be partially surprised).



Barrier
Basic Arcane, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

You can erect a wall of crackling magical energy that protects you from attacks. On a success, a stationary wall of magical energy rises directly in front of you. The wall feels solid and does not permit objects or creatures to pass through it. The wall is a square with a height and width equal to your Craft in metres. The wall absorbs any attacks that require line of sight to hit a target on the opposite side. The wall can absorb an amount of damage equal to three times your Craft. When an attack causes damage that exceeds the wall's maximum, any remaining damage is sustained by the target using the wall for cover. The wall dissipates when it has absorbed the maximum amount of damage, when the caster loses sight of the barrier, or when the caster dismisses it as a free action. The caster and anyone they permit who is in physical contact with them can pass thorugh the barrier. Passing through the wall requires a full action (even for the caster); this inflicts 1d6 damage to the wall.

Black Ice
Basic Nature, Common

Costs 1 Spell Point, Full Action
Difficulty (11)
Defence Test: Notice (Wits); Difficulty (Craft + 10)

You can cover a patch of ground in nearly invisible black ice. The area affected is 3 metres by 3 metres. Anyone entering this area who does not see the ice immediately falls prone and slides to the far edge of the affected area; they also take 1d6 damage (which ignores armour). If the result of your Spellcasting test equals or exceeds an enemy's Threat rating, they do not see the ice. Anyone who is aware of the ice can safely move over it, but they move at half Speed. Attempting to move at normal speed or faster automatically results in a fall (see above).

Bladesharp
Basic Arcane, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

You can temporarily increase a weapon's damage. Choose a weapon you can touch. On a success, the weapon receives a +2 damage bonus. This effect lasts for one hour. Once a weapon has received this benefit, it cannot receive this spell (or any other blade enchantment) again until the original spell expires or the spell dispelled by the caster as a free action. A weapon with Bladesharp does not affect Enemies that are only affected by magical weapons (unless it was a magical weapon before you cast the spell); you'll need Enchant Weapons for that.

Blessed
Basic Mystic, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

You can call upon the mystical forces of fate to smile upon yourself, another character, or another ally. Choose yourself or choose another character or ally you can touch. On a success, the target receives a blessing. The subject may use this blessing when attempting a single test, receiving a +2 bonus on the roll. The blessing lasts until the following sunset.

Blink
Basic Arcane, Common

Costs 1 Spell Point, Free Action
Difficulty (11)

You can transport yourself a short distance in the blink of an eye. On a success, you instantaneously transport to another location you can see within 100 metres. At the Game Master's discretion, a failed roll may cause you to fall prone or materialise in a less advantageous position.

Bolster
Basic Mystic or Nature, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

Your unshakable belief can inspire a character or other ally in the face of danger. Choose a character or other ally you can see. On a success, the target may add a bonus die to their next attack test; this bonus does not apply to damage rolls. Bolster remains in effect for one hour or until the bonus die is used.

Brainwave
Basic Arcane, Uncommon

Costs 1 Spell Point, Free Action
Difficulty (11)

You can boost the mental faculties of yourself, another character, or another ally. Choose yourself or choose another character or ally you can touch. On a success, the target receives a +1 bonus to Craft until the following sunset. This confers a temporary increase in Craft aspects (of the player's choice) and increases the damage modifier from psychic attacks. Additionally, if you choose someone else as the target, you and that target

can communicate telepathically, so long as the two of you are within sight of each other and the spell remains in effect. This communication is limited to a few words or a single image or sensation. If your Spellcasting test fails, both you and the target suffer a setback determined by the Game Master. Possible setbacks include persistent headaches, dizziness, or even a temporary penalty (no more than −2) to any tests involving aspects of Craft.

Cloak of Shadows
Basic Nature, Common

Costs 1 Spell Point, Free Action
Difficulty (11)

You can summon darkness, as if night has fallen in your immediate vicinity, suddenly making you, another character, or another ally difficult to see. At the start of your turn as a free action, you can cast this spell on yourself or cast it on another character or ally within reach. On a success, any damage the target would take as a result of ranged or melee attacks is halved until the start of your next turn.

Craft
Basic Mystic, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

You can channel mystical energy that causes your spirit and mind, or those of a character or other ally, to overflow temporarily with magical power. Choose yourself or choose another character or ally you can touch. On a success, the target's Craft increases by 2 for a number of minutes equal to your Craft. This confers a temporary increase in Craft aspects (of the player's choice) and an increase to the damage modifier for psychic attacks. This spell cannot be cast again on that character until the original effect expires.

Curse of Flame
Basic Mystic or Nature, Common

Costs 1 Spell Point, Full Action
Difficulty (Threat or 11)
Defence Test: Craft; Difficulty (Craft + 10)

You can cause any one object to burst into flame. The object itself is not harmed, but anyone holding it is burned. Choose a single object (no larger than 2 load) within 100 metres that you can see. If the object is being held or worn, the Difficulty for your Spellcasting test is equal to the owner's Threat; otherwise, it is Difficulty (11). On a success, the object is engulfed in fire. This flame immediately causes 1d6 damage to the owner and an additional 1d6 each round they remain in contact with the object.

Eyes of the Hawk
Basic Nature, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

You can cast your perspective skyward, like a hawk taking flight, to scout a location from above. On a success, your perspective shifts to a location at a higher altitude you can see, allowing you to survey your immediate environs from a top-down view. (You must be able to see this new vantage point from where you cast the spell; you can't cast this below ground to see above ground.) This allows you to see any nearby and plainly visible features, such as a complex of buildings or a small village. The range of the spell is too limited to allow for the scouting of an entire city or similarly large location. This spell does not allow you to see through solid objects or detect tiny details that would not be obvious to you from a great height. You can shift your perspective to a degree, though the spell immediately fails if you attempt to move your viewpoint too far from your physical body. This spell lasts until you dismiss it during your turn, but you cannot attempt other tests until the spell ends.

Extinguish
Basic Nature, Common

Costs 1 Spell Point, Free Action
Difficulty (11)

You can clothe yourself, another character, or another ally in protective magic that reduces the effect of fire. Choose yourself or choose another character or ally within reach. On a success, the target can roll 1d6 + your Craft and reduce that amount from any damage they would take as a result of contact with flames. This effect lasts a number of rounds equal to your Craft.

Glowing Orb
Basic Arcane or Mystic, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

You can create a glowing orb of light. On a success, you summon a glowing orb of light that remains until dispelled. You can cast the orb on an item (such as a staff). If the spell isn't cast on an object, the orb hovers in the air, one metre away from you and two metres above the ground; if you're above the ground, it hovers two metres above you. The orb provides the same illumination as torchlight (see **Torches** in **Chapter 5: Adventuring** of the *Game Master's Guide*) but does not adversely affect eyesight in any way.



Gust of Wind
Basic Nature, Common

Costs 1 Spell Point, Full Action
Difficulty (11)
Defence Test: Athletics (Brawn); Difficulty (Craft + 10)

You can harness the elements to generate a localised whirlwind. Choose an Enemy or object you can see. At the Game Master's discretion, an Enemy larger than an average humanoid may increase the Difficulty, while a smaller Enemy or object may reduce the Difficulty. On a success, intense winds sweep away the target and any Enemy within 10 metres of the target. Each Enemy caught up in the gust of wind is knocked to the ground, taking damage equal to your Craft. Light objects in the area may also be swept up in the winds. This spell can be used to hurl objects off cliffs and other similar precipices, but Enemies with adequate Strength can usually find a way to keep themselves from plummeting great distances.

Healing
Basic Mystic, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

You can call upon mystical healing magic to aid another character or ally who is injured. Choose yourself or an injured target you can see. On a success, you heal your target for 1d6 Life or heal 1 Wound. If this spell is used on an unconscious character, it restores them to consciousness with 1d6 Life instead.

Lightning Bolt
Basic Arcane or Nature, Common

Costs 1 Spell Point, Full Action
Difficulty (Threat)
Defence Test: Athletics (Agility); Difficulty (Craft + 10)

You can shape destructive magical energy into a lightning bolt you discharge from your hands. Choose an Enemy you can see. On a success, the target takes damage equal to 1d6 + Craft. Rolling a  causes the target to be stunned until the start of your next turn.

Marked for Glory
Basic Mystic, Common

Costs 1 Spell Point, Free Action (Reaction)
Difficulty (11)

You can bless a someone with divine providence. If you fail or if another character or ally you can see fails a test of any kind, you can cast this spell as a reaction. On a success, the target can replace any of the dice rolled (except the Kismet Die) with a 6. A character or other ally can only benefit from Marked for Glory once per day.

Misdirection
Basic Mystic or Nature, Uncommon

Costs 1 Spell Point, Full Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 10)

You can influence the subject of this spell to move in a direction of your choosing. On a success, the creature moves up to 10 metres in a direction you choose. Misdirected targets generally do not realise they are under the influence of a spell. They come up with their own reasons for moving to the desired location and do everything in their power to stay in that location at least until the start of their next turn. This spell automatically fails if you try to move the target into a location that directly results in harm, such as influencing a target to fall off a bridge or cliff. In such cases, the target realises someone has attempted to use magic to influence them.

Miser's Grasp
Basic Arcane, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

You can cast a magical ward on an object in your possession to keep it safe. Choose an object in your possession that is small enough for you to carry. On a success, you become the only person capable of moving the object. This effect lasts for 1 hour. If someone attempts to steal the chosen object, whether by physical or magical means, it falls to the ground, where it becomes completely immovable until you pick it up, you dismiss the spell with a free action, or someone (or something) dispels the magical effect. The object becomes immovable the instant it settles on the ground. It does not cause damage if it lands on a creature, and it cannot be placed on another character; attempts to place the item on another character cause the item to fall to the ground.

Misfortune
Basic Arcane or Mystic, Common

Costs 1 Spell Point, Full Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 10)

You can manipulate the laws of probability to turn someone else's luck against them. Choose a creature you can see. If the spell is successful, the target suffers misfortune. The next character to act against the target increases the success of their result by a single step. Thus, a Failure becomes a Standard Success, a Standard Success becomes a Great Success, or a Great Success becomes an Extraordinary Success.

Night Sight
Basic Nature, Common

Costs 1 Spell Point1, Full Action
Difficulty (11)

You can grant yourself, another character, or another ally the ability to see at night while under the stars. Choose yourself or a target you can touch. On a success, the target gains the benefits of Night Sight as described under the **Elf** ancestry in **Chapter 4: Ancestries**. This effect lasts until the following dawn.

Nullify
Basic Arcane, Mystic, or Nature, Common

Costs 1 Spell Point, Full Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 10)

You can tap into negative magical energy to stop someone from accessing a spell. On a success, the target loses a random spell they've prepared. This spell does not affect spell scrolls or spells stored in items.

Psionic Blast
Basic Arcane, Common

Costs 1 Spell Point, Free Action (Self); Full Action (Other)
Difficulty (11)

You can combine a melee or ranged attack with a simultaneous psychic assault, increasing the likelihood of success. On a success, the target's next ranged or melee attack receives a +1 bonus. If the target's attack succeeds, add the attacker's Craft to the damage.

Reverence
Basic Mystic, Uncommon

Costs 1 Spell Point, Free Action
Difficulty (11)

This spell has two possible effects. If the spell is cast before another Mystic spell, the caster receives a +2 bonus to their Spellcasting test. As an alternative, if the caster is praying at a temple or other religious site and gets to roll for a benefit, they can make a second roll and pick either result.

Sacred Offering
Basic Mystic or Nature, Rare

Costs 1 Spell Point, Full Action
Difficulty (14)

You can offer up a powerful object as a sacrifice and receive magical healing in return. Choose a magic item in your possession, then choose either yourself, or choose another character or ally you can see. On a success, your target fully restores Life and heals any Wounds, and the magic item is permanently destroyed.

Shatter
Basic Arcane, Mystic, or Nature, Common

Costs 1 Spell Point, Full Action
Difficulty (11 or Threat)
Defence Test: Strength; Difficulty (Craft + 10)

You can harness destructive magical energy to destroy an object. Choose a nonmagical object, weapon, or piece of armour that's visible and small enough that it could be carried by a single individual. On a success, the target object shatters and becomes useless. If the item is being held by a person or creature, the Difficulty of your Spellcasting test is equal to that person or creature's Threat.

Sleep
Basic Arcane or Mystic, Common

Costs 1 Spell Point, Full Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 10)

You can dull the mind of an Enemy and cause them to fall asleep. Choose an Enemy you can see. On a success, the target falls prone and enters a deep slumber for a number of minutes equal to your Craft. Another creature can awaken the target by shaking it vigorously as a full action.

Slow Motion
Basic Arcane or Mystic, Common

Costs 1 Spell Point, Full Action
Difficulty (Threat)
Defence Test: Strength; Difficulty (Craft + 10)

You can slow an Enemy's movement. Choose a creature you can see. If the Spellcasting test is successful, the target's movement Speed is reduced by half, and the creature's Threat is reduced by −2. These effects last for a number of rounds equal to your Craft. Although slowed, the target can take actions that do not require movement as normal.



Speed
Basic Arcane or Nature, Common

Costs 1 Spell Point, Free Action
Difficulty (14)

You can cast aside the weight of time. This allows you or one target you can see to move at increased speed. On a success, the target's movement speed is doubled for a number of rounds equal to your Craft.

Temporary Change
Basic Mystic, Rare

Costs 1 Spell Point, Full Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 10)

You can manipulate the balance of Good and Evil to momentarily shift another creature's alignment. Choose a target you can see. On a success, you can choose a new alignment for the target. This effect lasts for a number of minutes equal to your Craft. A target affected by this spell is unlikely to change their behaviour in a major way, but their motivations might. For instance, an Evil target changed to a Good alignment in the middle of battle probably won't stop fighting, but the target's motivation might shift from stealing weapons and valuables from fallen foes to protecting a minion or henchman who has taken damage. Any changes to the target's behaviour are at the GM's discretion. At the Game Master's discretion, a character can cast this spell against another player character; the Difficulty is the target's Craft + 10.

Twist of Fate
Basic Arcane or Mystic, Common

Costs 1 Spell Point, Full Action
Difficulty (11)

You can manipulate probability to benefit yourself, another character, or another ally. Choose yourself or choose another character or ally you can touch. On a success, fate intervenes to help the target on its next test: the next time the target attempts a test, you can change one of the dice rolled (other than the Kismet Die) to a 6. Twist of Fate remains in effect for one hour or until the effect is used.

Intermediate Spells

This section lists all the Intermediate spells available in alphabetical order.

Benediction
Intermediate Mystic, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

You can recite a prayer of strength to protect another character or other ally during battle. Choose a target you can touch. On a success, the target gains additional Life equal to 1d6 + Craft. This extra Life may exceed a character's maximum; however, the Life vanishes at the next sunset, regardless of whether the character takes damage.

Burning Curiosity
Intermediate Arcane or Nature, Common

Costs 2 Spell Points, 1 minute
Difficulty (14)

You can expand the limits of your senses to search your immediate surroundings for threats. On a success, the Game Master must give you a rough estimate of the number of hostile Enemies within one kilometre. You also learn the general direction (or directions) of hostile creatures.

Counterspell
Intermediate Arcane, Mystic, or Nature, Uncommon

Costs 2 Spell Points, Free Action (Reaction)
Difficulty (see below)
Defence Test: Craft; Difficulty (Craft + 12)

You can temporarily stop another spellcaster from accessing magical energy. You can cast Counterspell as a reaction when another creature declares an intention to cast a spell. On a success, the target's spell automatically fails. The target loses any spell points associated with the spell they attempted and may also suffer a negative consequence as a result of the failed casting attempt. If you are using Counterspell against a Basic spell, the Difficulty for your Spellcasting test is the Threat of the caster. Increase the Difficulty by +2 for Intermediate spells; increase it by +4 for Advanced spells.



Cure Disease
Intermediate Mystic or Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

You can remove the effects of diseases. Choose a target you can touch. On a success, you immediately remove the effects of one disease affecting them. This does not restore any damage inflicted by the disease, but it does stop a disease's progression.

Cure Poison
Intermediate Mystic or Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

You can stop the effects of a poison. Choose a target you can touch. On a success, you immediately remove the effects of one poison affecting them. This does not restore any damage inflicted by the poison, although it does undo any debilitating effects, such as slow movement, reduced aspects, or reduced attributes; it also stops the poison's progression.

Curse of Rust
Intermediate Mystic or Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (Threat or 14)
Defence Test: Craft; Difficulty (Craft + 12)

You can harness mystical energy to cause an Enemy's weapon or armour (or other similarly sized metal object) to rust. Choose a nonmagical metal weapon or armour you can see. On a success, the blade or armour rusts and becomes useless in combat. If the targeted object is not being wielded by a creature, the test is Difficulty (14).

Death Pact
Intermediate Mystic, Rare

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 12)

You can harness magic to intertwine your fate with the fate of another. Choose a creature you can see. On a success, a death pact forms between the two of you. Any time you take damage, the target suffers the same



amount of damage. This spell lasts for a number of minutes equal to your Craft unless the caster ends the spell as a free action, the caster dies, or the target dies.

Dispellation

Intermediate Arcane, Mystic, or Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (14)
Defence Test: Craft; Difficulty (Craft + 12)

You can harness mystical energy to banish the effect of a magic spell. Choose a single ongoing spell effect you are currently encountering. If the spell is of the same type that you can cast (Arcane, Mystic, or Nature), use the Difficulty listed. If the spell is of a different type, increase the listed Difficulty by +2. On a success, the spell effect ends. This spell does not dispel properties or effects associated with magic objects. You must be affected by a spell in order to dispel it. (For instance, if you want to dispel an ongoing Hex spell, you must be inside the hexed area to do so.)

Divination

Intermediate Mystic, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

You can contact a higher power in search of knowledge. Choose a location within 50 kilometres of your position. On a success, you receive a vision related to that location. The Game Master provides a brief description of the location that includes details that would be plainly noticeable to someone physically present there. In addition, you can ask the Game Master a single "yes or no" question that has direct relevance to the location. The Game Master must answer truthfully. This spell requires the completion of a ritual demanding the caster's attention for at least fifteen uninterrupted minutes. You can attempt this spell once per 24-hour period.

Enchant Weapon

Intermediate Arcane, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

You can invest a weapon with magical properties. Choose a weapon you can touch. On a success, you can increase the weapon's damage by an amount equal to your Craft; in addition, it becomes a magical weapon. (A magical weapon can affect certain Enemies that are resistant to normal weapons.) The enchantment lasts for a number of rounds equal to your Craft.

Enrich

Intermediate Arcane, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

You can create wealth from thin air. On a success, you create 1d6 + Craft worth of what appears to be gold; the material lasts until the next sunrise or sunset.

The material is not gold, however. If the person given the gold has a Craft score higher than yours, they immediately realise that it's fool's gold.

Evil Eye
Intermediate Mystic, Common

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 12)

You can cause Enemies to wither under your stare. Choose a target you can see within 20 metres that can also see you. On a success, the target of the spell can take no action until the following round; in addition, the target cannot spend Fate for any of their actions for a number of rounds equal to your Craft. However, they can still use Special Abilities that are activated with a  .

Feeble Mind
Intermediate Arcane or Mystic, Common

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 12)

You can dull a foe's wits with a disorienting magical attack. Choose a creature you can see. On a success, the target's Threat, Strength, and Craft are reduced by 2 for a number of hours equal to your Craft.

Fireball
Intermediate Arcane, Common

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Athletics (Agility); Difficulty (Craft + 12)

You can hurl a ball of pure flame. The fireball's path can affect any creature or object in a 10-metre line that begins at your current position and extends in the direction you've chosen. Any inanimate object larger than one metre square stops the projectile's movement. If the result of your Spellcasting test equals or exceeds the Threat of an Enemy in the affected area, that Enemy takes damage (as described below.) Player characters in the affected area must make a defence test or take damage (as described below.)

Affected creatures and player characters suffer 2d6 + Craft fire damage. At the Game Master's discretion, objects affected by the fireball may catch fire. If you roll a  on your Spellcasting test, one individual of your choice hit by the fireball catches on fire and takes an additional 1d6 damage on your following turn.

Freeze
Intermediate Arcane or Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Fortitude (Mettle); Difficulty (Craft + 12)

You can cover a target in a thin sheet of frost. Choose a target you can see. On a success, the target is covered in ice and takes 2d6 + Craft cold damage. The target suffers a −4 penalty to all physical actions (due to shaking and shivering) for the duration of the spell, which lasts a number of rounds equal to your Craft. (No additional damage is inflicted during this time.)

Generosity
Intermediate Mystic, Common

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 12)

You can bend the will of another, convincing them to turn over their valuables. Choose a target you can see. On a success, the target hands over anything of value in their possession. The spell lingers for an hour, obscuring all memory of handing over the items. However, at the end of the hour full, memory returns, and the target becomes fully aware of what has transpired. You cannot cast this spell against a target during combat.

Greater Healing
Intermediate Mystic, Common

Costs 1 Spell Point, Full Action
Difficulty (14)

You can call upon powerful mystical healing magic to aid a character or ally who is injured. Choose yourself or choose an injured character or ally you can see. You can heal the target for 1d6 + Craft Life or heal 2 Wounds. If this spell is used on an unconscious character, it restores them to consciousness with 1d6 + Craft Life instead; it does not heal Wounds.

Hex
Intermediate Arcane or Mystic, Common

Costs 2 Spell Point, Full Action
Difficulty (14)

You can seal negative magical energy into a localised area no larger than a 5-metre cube. Choose an area you can see. On a success, a hexed area of negative energy appears centred on that location. (At the GM's discretion, the spell's appearance may correspond to your school of magic.) Any creature inside the affected area or passing

through the area become hexed; each one loses Life equal to your Craft. This effect remains for one minute or until you nullify the spell as a free action. Once a creature becomes hexed, it cannot suffer from the effect of the spell again until the original hex spell dissipates. Additionally, the spellcaster is immune to the hex.

Immobility
Intermediate Arcane, Mystic, or Nature, Common

Costs 2+ Spell Points, Full Action
Difficulty (Threat)
Defence Test: Strength; Difficulty (Craft + 12)

You can pin your opponent's feet so they cannot move. Choose a target you can see. On a success, the target is unable to move until the start of your next turn. The target can still take actions that do not require movement as normal, such as casting a spell, speaking, making a ranged attack, or even melee attacks on anyone already within range. Melee attacks (or melee defence tests) against anyone affected by this spell are made at +2.

You can choose to affect multiple targets. Chooses a number of targets equal to or less than your Craft; you must be able to see all the targets at the same time and spend 1 additional spell point per target. If the result of the Spellcasting test equals or exceeds the Threat of a target in the affected area, that target is immobilized.

Invisibility
Intermediate Arcane, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

You can vanish to the naked eye. Choose yourself or a target you can touch. On a success, the target becomes invisible for a number of minutes equal to your Craft. (See **Invisibility** in **Chapter 5: Adventuring** of the *Game Master's Guide* for more details.)

Life Tap
Intermediate Arcane or Nature, Uncommon

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Fortitude (Resolve); Difficulty (Craft + 12)

You can weave a magical tether between yourself and a foe, draining your opponent's Life while simultaneously replenishing your own. On a success, roll 1d6 + Craft; the target loses that amount of Life (ignoring armour), and you gain an equal amount of Life (up to your maximum).

Mesmerism
Intermediate Arcane, Common

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 12)

You can influence others. Choose a creature with the capacity for language that can see and hear you. On a success, the target is enthralled by your presence. The target then carries out any reasonable requests you make that do not result in direct harm to themself or cause direct harm to their allies. Unreasonable requests cause the spell to end; the target then realises it has been mesmerised. The target remains mesmerised for a number of hours equal to your Craft. You cannot cast this spell against a target during combat.

Examples of good uses of Mesmerism are:

- a request to give the caster an item,
- asking the target to unlock a jail cell,
- asking a guard to remain silent and allow the caster and their allies to pass, or
- obtaining information.

Path of Destiny
Intermediate Mystic or Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

You can find your way in the wilderness. Choose yourself or choose another character or ally you can touch. On a success, the subject of the spell receives a bonus die when making a Guide test that day (as described in the **Exploration** section of **Chapter 5: Adventuring** in the *Game Master's Guide*). Additionally, the test cannot be failed: if the test would be a Failure, it automatically becomes a Standard Success.

Rejuvenation
Intermediate Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

You can restore hope and life to yourself and your allies. Choose yourself or choose another character or ally you can touch. On a success, the target of the spell can do one of the following:

- restore all Life and gain 1d3 Light Fate (up to their maximum),
- heal all Wounds and gain 1 Light Fate (up to their maximum), or
- recover any Strength or Craft lost to spells or effects.

Simulacrum
Intermediate Arcane, Common

Costs 2+ Spell Points, Full Action
Difficulty (14)

You can summon a perfect replica of yourself that confuses opponents. You can only choose yourself as the target. On a success, you summon a simulacrum with Life equal to your own. When the simulacrum's Life reaches 0, it vanishes. Each time you are hit by an attack or spell, roll 1d6. On a 1–3, the attack hits you; on a 4–6, the attack or spell hits the simulacrum instead. Spells that do not damage you have no effect on the simulacrum.

Only one Simulacrum spell can be maintained at a time, but a caster can add a second simulacrum by spending an additional 2 spell points at the time of casting; this increases the Difficulty to 16. In this case, if the caster is hit with an attack, roll 1d6. On a 1–4, a random simulacrum you've summoned is hit; on a 5–6, the caster is hit.

Summon Bear
Intermediate Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

On a success, a bear appears the round after you cast this spell. The bear acts as your Follower and does your bidding for a number of rounds equal to your Craft. This bear can assist you in combat or be assigned to assist another character. (The statistics for a Bear Follower are in the *Game Master's Guide*.)

Strength
Intermediate Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (14)

You can manifest incredible Strength. On a success, your Strength attribute is increased by 1d6 for a number of rounds equal to your Craft.

Syphon Strength
Intermediate Arcane, Uncommon

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Strength; Difficulty (Craft + 12)

You can create a magical bond between yourself and a foe that weakens the target while granting you extra Strength. Choose a creature you can see. On a success, the target's Threat and Strength are reduced by 2, and you gain 2 points of Strength. As a result, you also gain 4 temporary aspect points that you can divide among Brawn, Agility, and Mettle, as you see fit. This effect lasts for a number of minutes equal to your Craft.



Teleport
Intermediate Arcane, Rare

Costs 2 Spell Points, Full Action
Difficulty (14)

You can instantaneously travel to a nearby location with which you're familiar. Choose a location you've visited within the last twenty-four hours. On a success, you instantaneously travel to your chosen location. On a failed roll, the spell fails completely and leaves you in your original location. At the GM's discretion, the spell may transport you to a different location of the Game Master's choosing instead. You cannot cast this spell while falling or cast it on a character who is falling.

The caster can teleport others with them by spending another 2 spell points for each additional person. Each target must be willing. You can also teleport to locations you've visited earlier than the last twenty-four hours, but this is harder. The following modifiers are applied:

Teleportation Modifiers

Time	Spell Point Cost	Difficulty
Up to 1 week	4	16
Up to 1 month	6	18
Up to 6 months	8	20
Up to 1 year	10	22

Transference
Intermediate Arcane, Uncommon

Costs 2 Spell Points, Full Action
Difficulty (Threat or 14)
Defence Test: Strength; Difficulty (Craft + 12)

You can instantaneously trade places with another creature. Choose a creature you can see. On a success, the target and caster switch physical locations. If used on an Enemy, the Difficulty is their Threat. If you want to trade locations with another willing character or ally, the Difficulty is 14. The target of the spell must be close to the same size as the caster. You cannot cast this spell while falling or cast it on a character who is falling.

Transmute
Intermediate Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (Threat or 14)
Defence Test: Craft; Difficulty (Craft + 12)

You can cause an Enemy's weapon or armour (or other similarly sized metal object) to transform into wood. Choose a nonmagical metal weapon or armour you can see. On a success, the blade or armour transforms into wood and becomes useless in combat. If the targeted object is not wielded by a creature, the test is against Difficulty 14.

Verdant Growth
Intermediate Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Survival (Insight); Difficulty (Craft + 12)

You can cause trees, vines, and underbrush to burst from the ground. Choose an area you can see. On a success, a 20-by-20-metre area is suddenly filled with plants. The spell inflicts 1d6 + Craft damage against any Enemy in the area with a Threat lower than the result of your Spellcasting test. Anyone (including allies) moving into or within the area can only move at one-fourth walking Speed and cannot run. Anyone in the area gets a −2 penalty to all tests, and the Threat for each Enemy is reduced by 2.

Water Walking
Intermediate Mystical or Nature, Common

Costs 2 Spell Points, Free Action
Difficulty (14)

You can call upon a body of water to support your weight, allowing you to pass across the surface as though you were on solid ground. On a success, you can move normally across the surface of water without sinking for a number of minutes equal to your Craft. Each additional spell point spent increases the duration by one hour.

Weakness
Intermediate Nature, Common

Costs 2 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Strength; Difficulty (Craft + 12)

You can sap the strength of your foes. Choose a target you can see. On a success, the target's Strength and physical damage modifier are reduced by your Craft; if the target is an NPC, the spell also reduces its Threat by an amount equal to your Craft. The target's Strength or Threat cannot be reduced below 0. This effect lasts for one hour.

Advanced Spells

This section lists all the Advanced spells available in alphabetical order.

Cleanse
Advanced Mystic, Common

Costs 3 Spell Points, Full Action
Difficulty (17)

You can remove the effects of all poisons and diseases. Choose yourself or a target you can touch. On a success, the spell removes the effects of all poisons or diseases and removes all damage from them.

Conflagration
Advanced Arcane, Common

Costs 3 Spell Points, Full Action
Difficulty (17)
Defence Test: Athletics (Agility); Difficulty (Craft + 12)

You can ignite a fiery explosion that scorches everything in the area of the blast. Choose a location you can see (within 100 metres). On a success, an inferno erupts outward from the target location and covers everything within a 10-metre cube centred on the target point. If the result of your Spellcasting test equals or exceeds the Threat of a target, that target takes damage equal to 3d6 + Craft. Each player character in the area must make a defence test or suffer 3d6 + Craft damage. At the Game Master's discretion, flammable objects within the area of effect may ignite.

Crack the Earth
Advanced Nature, Common

Costs 3 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Strength; Difficulty (Craft + 12)

You can force the ground to shake and crack open, leaving behind broken ground and an open fissure. Choose an area you can see. On a success, an area up to 30-by-30 metres begins tearing itself apart. If the result of the Spellcasting test equals or exceeds the Threat of a target in the area, that target takes 2d6 + Craft damage and is ejected from the area. Afterwards, the area is impassable to characters, other allies, and Enemies who cannot fly.

Crashing Waves
Advanced Nature, Common

Costs 3 Spell Points, Full Action
Difficulty (17)

You can summon forth violent crashing waves. This spell can only be cast in the presence of a fairly large body of water, such as a river, lake, or ocean. On a success,



you can summon forth a massive, 10-metre-high wave. The wave is large enough to sink and shatter small boats, and it may swamp or capsise larger ships. An Enemy, character, or other ally hit with a wave takes 2d6 + Craft damage. The GM determines any additional effects of the spell.

Dark Binding
Advanced Arcane, Common

Costs 3 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Strength; Difficulty (Craft + 14)

You can temporarily immobilise a creature. Choose a target you can see. If the result of the Spellcasting test equals or exceeds the target's Threat, the target is paralysed and cannot take any action until the start of your next turn.

The caster can attack multiple targets with this spell. Choose a number of targets you can see up to your Craft; this requires 2 spell points for each additional target, and you must be able to see all the targets at the same time. If the result of the Spellcasting test meets or exceeds the Threat of a target in the area, that target is paralysed.

Destroy Magic
Advanced Arcane, Rare

Costs 3+ Spell Points, Full Action
Difficulty (20)

You can temporarily suppress the magical energy in your immediate vicinity to prevent the casting of spells. Choose a number of magical effects within 10 metres; each effect after the first costs 1 additional spell point. On a success, the caster can destroy any chosen magical effects that resulted from spells (including Magic Shell). In addition, no one in the spell's area of effect, including the caster, can cast spells until the end of your next turn. This spell can affect magic items that cast spells or duplicate spell effects. This spell cannot affect magic items with inherent abilities (such as attack or damage bonuses).

Destruction
Advanced Arcane or Nature, Rare

Costs 3 Spell Points, 1 round
Difficulty (Threat)
Defence Test: Strength; Difficulty (Craft + 14)

You can call on powerful destructive magic to eliminate a single creature up to the size of a troll. Choose an Enemy you can see; you must concentrate on that target for



one full round. During that time, you can take no other action and must remain focused. If you take damage during that time, the spell fails. On your next turn, you can attempt your Spellcasting test. If the result meets or exceeds the Threat rating of the target, the target and everything they are carrying blinks out of existence. If the creature has a Threat rating that's more than three times the caster's Craft, the spell automatically fails.

Divine Intervention
Advanced Mystic, Uncommon

Costs 3 Spell Points, Free Action (Reaction)
Difficulty (Threat)

You can call upon a deity or cosmic force to protect yourself, another character, or another ally from an attack. You can cast this spell as a reaction after a foe has made a successful attack on you or a creature you can see. (This can include damage taken as the result of a Failure or Standard Success on an attack or defence test.) If the test is successful, the foe's attack causes no damage to the target.

Drain Life
Advanced Arcane, Common

Costs 3 Spell Points, Full Action
Difficulty (Threat)

You can use the life force of a foe as raw fuel to replenish your own Life. Choose a creature you can see. On a success, you drain 3d6 Life from the target. The target loses that amount of Life (ignoring armour), and you gain an equal amount of Life (up to your maximum). The second round after you cast this spell, the target is drained of 2d6 Life, and you gain an equal amount; on the third round, the target is drained of 1d6 Life, you gain an equal amount, and the spell ends. You do not need to maintain focus or even see the target for the Life draining effect to continue on subsequent rounds. If the amount drained would exceed your maximum Life, you can grant the remaining drained Life to any character or other ally you can see.

Fiery Retribution
Advanced Mystic, Uncommon

Costs 3 Spell Points, Free Action
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 14)

You can exact fiery retribution upon anyone who strikes you down. If you are reduced to 0 Life, you can cast this spell. On a success, the Enemy who inflicted the damage that reduced you to 0 Life is struck by a pillar of fire that causes 5d6 + Craft damage. Any nonmagical items they have on their person are destroyed.

Magic Portal
Advanced Arcane, Mystic, or Nature, Uncommon

Costs 3 Spell Points, Full Action
Difficulty (17)

Long ago, ancient magical portals allowed safe and instantaneous travel from one part of the world to another. You can create a doorway that opens to one of these locations in the Realm. On a success, you open a portal to the location of your choice. You can choose the ancient portal in the City, Villedoc, the Crags, the Temple, the Castle, or the Warlock's Cave. Rumors of other locations exist, but those ancient portals have not yet been opened. You can travel through your doorway with a number of other people up to your Craft. Anyone who passes through your doorway arrives at the ancient portal destination, even if they are unwilling.

Magic Shell
Advanced Arcane, Common

Costs 3 Spell Points, Full Action
Difficulty (17)

You can erect a magical barrier around your body that blocks the passage of magical energy. On a success, a shell surrounds your physical form that stops magical energy from passing through it. This makes you immune to all magical effects and spells that originate from outside the shell. However, the spell also prevents you from using magic to affect targets beyond the shell. The magic shell does not stop physical attacks. The spell lasts for a number of rounds equal to your Craft or until you dismiss it as a free action.

Obliterate
Advanced Arcane, Common

Costs 3 Spell Points, Full Action
Difficulty (17)

You can destroy any objects before you. Choose a location you can see within 100 metres. On a success, you utterly destroy all nonmagical and nonliving objects in a 5-metre cube, but only objects that are not carried by a living creature. This includes structures like walls and doors. If the result of your Spellcasting test equals or exceeds the Threat of a living being within the area, all nonmagical objects they possess are destroyed as well.

Preservation
Advanced Mystic or Nature, Uncommon

Costs 3 Spell Points, Full Action
Difficulty (17)

You can render yourself, another character, or another ally temporarily immune to the clutches of death. Choose yourself or a single target you can see. On a success, the target cannot die: Although the target takes damage and Wounds as normal, they cannot fail a death test or be instantly killed by any spell or effect. This spell ends at the following sunset. The spell also ends if the subject of the spell would normally die from another cause: the Preservation spell wards off death only once before it must be cast again.

Reanimate
Advanced Mystic, Uncommon

Costs 3 Spell Points, Full Action
Difficulty (Threat)

Within an hour of a creature's death, you can reanimate its corpse. This spell only works on the corpses of humanoids up to the size of a troll. The Difficulty of this spell is equal to the creature's former Threat. On a success, the corpse reanimates and follows the caster at a slow shuffle (half its former Speed). As long as the reanimated corpse is within 5 metres of the caster, the caster receives a bonus to their physical damage bonus and psychic damage bonus equal to the reanimated being's Strength and Craft respectively. The reanimated corpse lasts until the caster has completed one combat or until the following sunrise, at which point it rapidly decays into a puddle of goo. At the Game Master's discretion, casting this spell may change the caster's alignment, depending on the circumstances.

Reflection
Advanced Arcane, Mystic, or Nature, Rare

Costs 3 Spell Points, Free Action (Reaction)
Difficulty (Threat)
Defence Test: Craft; Difficulty (Craft + 14)

Your mastery of magic is so great that you can turn a spell back upon its caster. If an offensive spell is cast at you, make a Spellcasting test as a reaction against the caster's Threat. If it's an Intermediate spell, add +2 to the Difficulty; if it's Advanced, add +4 to the Difficulty. On a success, the caster suffers the effects of the spell.

If an Enemy uses this spell against a player character, use the defence test listed above to determine whether the spell is reflected. Add +2 to the test if the spell is Intermediate; add +4 if the spell is Advanced.

Resurrection
Advanced Mystic, Rare

Costs 10 Spell Points, 1d6 hours
Difficulty (17)

Your knowledge of the forces of life and death grants you the ability to restore life to a corpse. This spell requires several hours of uninterrupted devotion to complete. The spell works only on humanoid corpses that remain mostly intact. Dead bodies that are badly decayed, burned to ash, disintegrated, or otherwise destroyed cannot be revived. This spell also requires rare materials (incense, herbs, crystals, etc.) that are consumed in the casting, even if the spell fails.

Once the Game Master has confirmed that a body is a candidate for resurrection, you may attempt your Spellcasting test. On a success, the body is returned to life along with all the memories and knowledge the target possessed previously. The target awakens with 1 Life, but any Wounds suffered before death remain until healed. If the Resurrection attempt fails, the spell can be attempted again, although the Difficulty increases by +2; each subsequent attempt increases the difficult by an additional +2. After enough time passes, the Game Master may decide the body is no longer suitable for resurrection.

Restoration
Advanced Mystic and Nature, Common

Costs 3 Spell Points, Full Action
Difficulty (17)

This spell allows you to completely heal the target of your choice. Choose yourself or a target you can see. On a success, the target of the spell immediately heals all Wounds and is restored to its maximum Life. If a target character was at 0 Life and unconscious, they are also immediately restored to consciousness.

You can use this spell on a Follower that has been reduced to 0 Life, although it can only be used on the same round or following round. The Follower is restored to full Life, but their Loyalty is reduced by 1d6. (For more information on Followers, see the *Game Master's Guide*.)

Retribution
Advanced Mystic, Common

Costs 3 Spell Points, Free Action (Reaction)
Difficulty (17)

You can use this spell for a second chance. Immediately after you, another character, or another one of your allies fails an attack test (or any Spellcasting test that is part of an attack), you can cast this spell as a reaction. On a success, the targeted character or other ally gets to reroll the test with a bonus die. The nature of the action cannot be changed, and any Special Abilities or items used or spells cast must remain the same. No additional Light Fate or spell points are required for this reroll. The new test must be accepted as it is rolled; it cannot be modified with Light Fate. This spell can only be used on a single character once per day.

Spell Vortex
Advanced Arcane, Common

Costs 3 Spell Points, Full Action
Difficulty (17 or Threat)
Defence Test: Craft; Difficulty (Craft + 14)

Your mastery of magic is such that you can summon forces to destroy it. Choose a location within 10 metres. If no Enemies are in your chosen location, your Spellcasting test is against Difficulty 17. (Characters and other allies do not affect the Difficulty of this spell.) If an Enemy occupies the location, the Difficulty is equal to the highest Threat in the area. On a success, a spell vortex appears. The vortex is three metres in diameter, and anyone who touches it loses all memorised spells. The caster can move the vortex once each round as a free action; this moves the vortex a number of metres equal to their Craft. To touch another target with the vortex, the caster must make a successful Spellcasting test against the target's Threat.



Summon Storm
Advanced Nature, Common

Costs 3 Spell Points, Full Action
Difficulty (17)

You have the power to summon terrible storms. You must be outdoors. On a success, you summon a powerful storm that covers three square kilometres and lasts for 1 hour. Torrential rains and powerful winds pummel the region. Visibility is Dimly Lit (as defined in the *Game Master's Guide*), all movement is reduced by half (round down), and running is impossible. Three times during the duration of the storm, the caster can cast Lightning Bolt or Gust of Wind (even if they do not know these spells) as a free action. The caster is immune to the effects of the storm.

Toadify!
Advanced Arcane or Nature, Rare

Costs 3 Spell Points, Full Action
Difficulty (Threat)
Defence Test: Strength; Difficulty (Craft + 14)

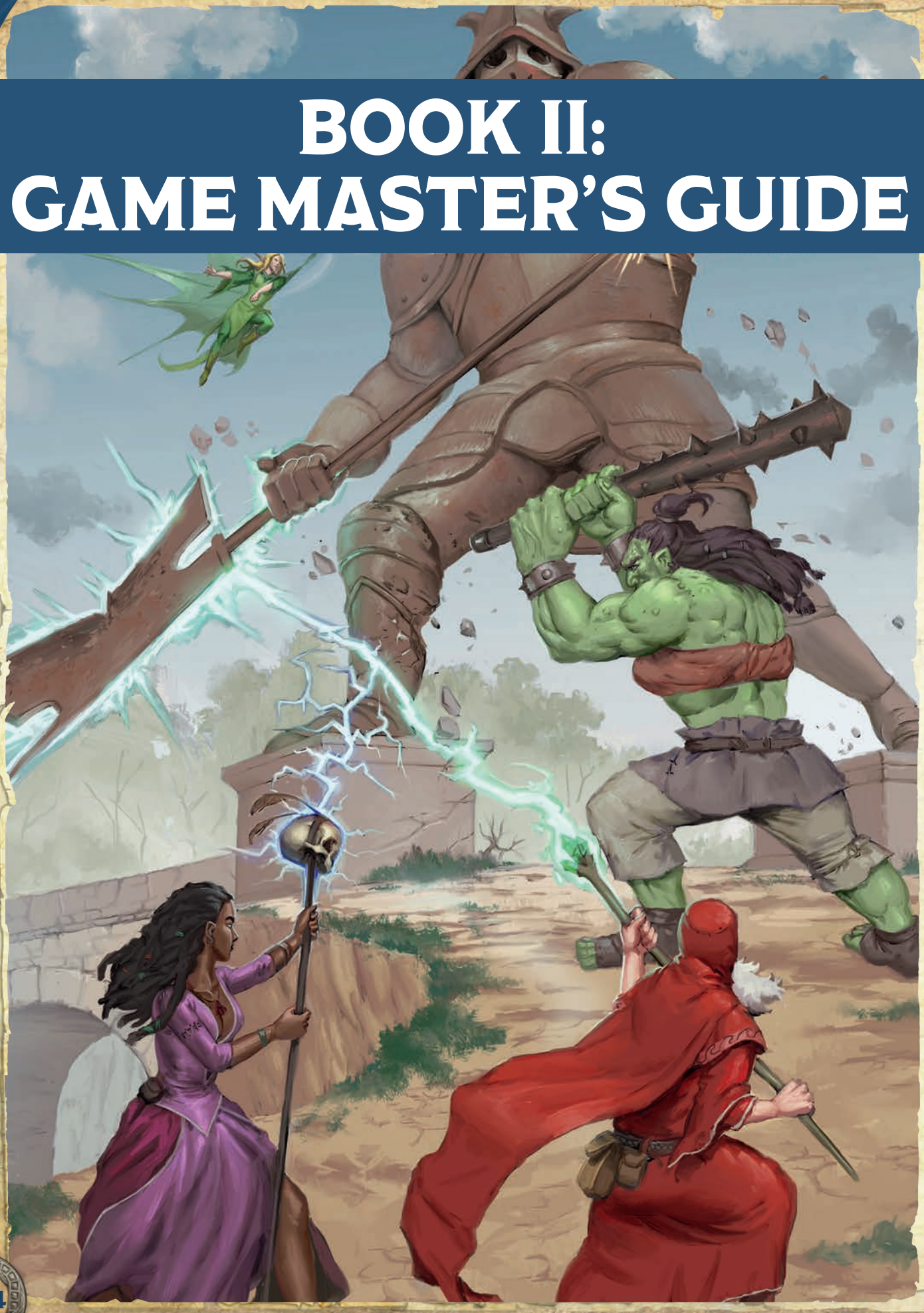
You can instantly transform any person or monster (troll-sized or smaller) that you can see into a toad. Choose a target you can see within 100 metres. On a success, the target is transformed into a toad; their attributes, aspects, and Speed are reduced to 1. The target is only capable of actions a toad can take: They cannot use weapons, wear armour, cast spells, or use most magic items. The spell lasts a number of days equal to the caster's Craft unless it's magically dispelled or until the caster ends it as a free action. If you roll a  on the Kismet Die when casting this spell, and the spell fails, the spell transforms you into a toad instead of the target.





Map of the Realm

BOOK II: GAME MASTER'S GUIDE



Chapter 1: Telling a Story

The setting of the *Talisman Adventures Fantasy Roleplaying Game* is a world of wonders. Cackling witches, legendary heroes, mischievous faeries, and powerful queens and kings await discovery in this land of magic and myth. In the many realms of tabletop roleplaying games, the most fantastical settings and vivid characters can't come to life without a Game Master to provide the necessary creative spark. So, thank you, dear Game Master, for taking up this vital quest. Without you, there wouldn't be a game.

Make no mistake, this is no trivial task you've accepted. It requires time and effort. It also requires some courage, since the Game Master must put their imagination on display for the enjoyment of others. You are to be commended for this effort!

Fortunately, the role of Game Master isn't a thankless one. On the contrary, it comes with tremendous rewards. An entire universe of terrifying beasts, dazzling magic, mythic heroes, and foul villains is ready for your unique direction. Orchestrating a successful game provides a Game Master with a creative outlet that's difficult to top. Make the most of this wondrous opportunity. Run the most exciting and imaginative game you can. And use this chapter as a guide to make that happen.

Being a Game Master

So, just what is a Game Master? If you've played other tabletop roleplaying games, you probably know the answer to that question. Just in case this is your first experience with roleplaying games, a brief explanation is in order.

Game Masters perform several functions in a roleplaying game. They're storytellers who control the setting and perform the roles of non-player characters and villains within the world. They adjudicate the rules, often making judgments on how mechanics apply (or don't apply) to the limitless possibilities that can pop up during play. They also coordinate with the players to make sure everyone is engaged with the story and having a good time. Game Masters (usually) prepare for each gaming session, cooking up interesting encounters and scenarios for the players to negotiate. At the same time, much of the Game Master's job requires improvisation, since players sometimes attempt creative approaches to problems the GM didn't anticipate. There's no one way to be a good Game Master, but most would probably agree: their skills improve with practice.

This chapter provides some guidelines about how Game Masters can get the most out of the *Talisman Adventures Fantasy RPG*, along with some insights into the experiences this game was designed to support. Subsequent sections discuss how to apply the mechanics of the game, how to structure adventures and quests, and how to tailor the experience to the tastes of particular players.

Using the Rules

The mechanics of the game present a framework to facilitate a dynamic yet believable experience for the Game Master and the players. Despite this, every gaming group encounters situations that lie outside the bounds of the rules, situations so unique or outrageous that applying the rules as written can't do justice to the circumstances. In these situations, the Game Master should not feel constrained by the rules. Instead, the Game Master should feel free to arbitrate the rules as the situation dictates. The ruleset is a tool to build a fun experience for everyone. If the Game Master determines that a rule inhibits the experience they want, then the GM can adjust that rule… or make a new one. That's part of the beauty of tabletop roleplaying games!

However, that's not a license for Game Masters to do whatever they want within the game. Instead, the GM should consider which outcomes will provide the most fun for their players and rule accordingly. The rules should provide a challenging and dynamic storytelling experience without feeling overwhelming or unfair to the players.

Game Masters should also remember that the definition of "fun" can vary from one player to the next. Fantasy roleplaying games typically encourage a combination of exploration, roleplaying, and combat to create variety and a satisfying pace. The *Talisman Adventures Fantasy RPG* is no different. A quest in the *Talisman* setting usually features roughly equal measures of all three elements. In fact, exploration is such an important element of the setting that it has its own rules (as you'll see in **Chapter 5**).

Different groups may prefer a game that emphasizes challenging and tactical combat over exploration, or they might want a game that's heavy on roleplaying, one in which combat is a last resort. Either of these options can work in *Talisman Adventures*. In any adventure, it's the Game Master's job to understand the preferences of his or her gaming group. The GM tailors the experience to make sure everyone gets a chance to experience the aspects of the game the players and the Game Master enjoy most.

Great Successes and Extraordinary Successes

A Great Success occurs when a player rolls doubles on a successful test. This means that player character achieves their goal without suffering a setback, so it usually won't require a judgment from the Game Master. On the other hand, an Extraordinary Success—a test in which three dice roll the same number on a successful test—may require some creativity by the Game Master. An Extraordinary Success means the character attempting the test achieved a higher degree of success than expected. For instance, an Extraordinary Success on an attack roll might grant a damage bonus or cause a foe to drop a weapon. The Game Master should choose an outcome that enhances the quality of success the character was attempting. If the Game Master can't come up with an appropriate outcome, it can be worthwhile to ask the players if they have ideas.

Extraordinary Successes differ from advantages that result from the Kismet Die in two important ways. First, Extraordinary Successes occur only on successful tests. When the Kismet Die rolls a 6, a player who fails a test can still create an advantage by using a Special Ability. For example, a player who rolls three 2's while attempting a Difficulty 10 test does not achieve an Extraordinary Success, but if the Kismet Die is a 6, they may still want to use a Special Ability. The other



difference is that an Extraordinary Success only affects the outcome of the test being attempted, which isn't necessarily true of Kismet results.

Put another way, an Extraordinary Success amplifies the successful completion of a test, while an advantage created by the Kismet Die doesn't have to be directly related to the test. Let's return to the example of a player character attempting a melee attack. On an Extraordinary Success, the Game Master could rule that the melee attack was particularly well-timed and inflicted extra damage. A melee attack test that turns up a 6 on the Kismet Die, on the other hand, allows a character to use a Special Ability (or Special Quality from a magic item) that gives some additional advantage. A Great Success directly enhances the result of the test being attempted, but an advantage from the Kismet Die can be unrelated to the attempted test.

Failing with Style

Keep in mind that failure is just as much (if not more) a part of a story as a success. GMs should take care to describe a failure with more than a simple "swish, you miss." You have an opportunity to make the failure part of the story. The core rules for *Talisman Adventures* don't provide for any specific rules for "fumbles" (known to some players as "Critical Failures"), but if you wish, you can use the Kismet Die to decide if a failure has greater consequences. You may want to add this optional rule: When a player's roll for a test is a Failure with a 1 on the Kismet Die, you can immediately spend the Dark Fate earned to declare that the test is a fumble. **Appendix I** lists some possible results for a fumble or Critical Failure; as an alternative, the GM can work with the players to come up with something more appropriate to the scene.

Writing Adventures

Heroes don't remain static. They need something to *do*. They need monsters to slay, villainous plots to foil, and treasures to discover. And of course, they need fantastic settings in which to carry out these mighty deeds.

Game Masters provide many of these elements when they design their own adventures. They devise exciting scenarios in which players interact. In *Talisman Adventures*, most adventures depend on a quest. Simply put, a quest is a journey or search the player characters undertake to accomplish a shared goal. This journey usually requires the player characters to leave behind the familiar and travel into the unknown to face obstacles and danger. The story that results commonly involves travel from one physical location to another, although some quests may challenge players mentally or spiritually without a long physical journey. If the players achieve their goal and complete their quest, they should receive a reward. If they fail, they should suffer appropriate consequences. Undertaking a quest should leave a lasting impact on the player characters, no matter which outcome occurs.

As a rule of thumb for quest design, the GM should divide the story into a beginning, a middle, and an end. This three-act structure provides a satisfying pace and a sense of momentum as the players move from one phase of the quest to the next. Some GMs think of the three-act structure like this: Act One is the beginning, where the story introduces a problem that the player characters must solve. In Act Two, the player characters pursue the quest, and along the way, the problem either escalates or takes an unexpected turn. In Act Three, the player characters confront the cause of the problem once and for all, and as a result, they either complete their quest or fail.

This basic three-act structure creates a natural sense of completion for the players. The story reaches its climax in the third act, when the player characters must face the problem or conflict introduced in the first act. The quest itself doesn't need to break new creative ground to achieve this goal. In fact, it might make sense for a new Game Master to start out with a simple concept for their first quest. For example, commonly used tropes include *retrieving a lost magic item* and *bringing a villain to justice*. Once you're comfortable running a simple adventure, you're ready to introduce new layers of complexity in later adventures. Even a run-of-the-mill premise can give players a satisfying experience when it follows a solid three-act structure.

Game Masters should also consider the tone and themes they use in their adventures. The *Talisman Adventures Fantasy RPG* leans on elements commonly associated with classic faery tales. Terrifying monsters lurk in the deep, dark woods. Heroic knights adhere to strict codes of honor. Good deeds are generally rewarded, and evil is generally punished. Absurdity and humor abound, but so do horror and tragedy. Love, whether romantic or platonic, often motivates heroes to achieve greatness. And when love is distorted into something unhealthy and wicked, it can just as easily lead villains to unleash great evils.

Faery tales often impart lessons while presenting characters with decisions that have moral implications. For instance, a story about a prince magically transformed into a frog can teach us that appearances may be deceiving. A story about a little tailor who marries a princess can show us that courage and a clever mind can achieve things that physical strength alone cannot. Giving players difficult moral dilemmas to untangle can create tense situations, though Game Masters should use them sparingly. When every decision the players make seems to have life-or-death moral consequences, the tool quickly loses its effectiveness.

The Players

The player characters are the stars of the game. Game Masters should design their quests to put the characters in the spotlight, allowing them to showcase their abilities and influence the direction of the game. Players are more likely to feel invested in their characters and the game world when they feel their decisions have a real impact. In order to support player agency, Game Masters should make as few assumptions as possible about how players will respond to the situations and encounters that make up a quest. For example, if the Game Master creates an encounter between the player characters and a group of bandits in which combat is the only solution, the Game Master has restricted the agency of the players, leaving them with only one option. There can be valid reasons for designing this type of encounter, but Game Masters should also try to include some open-ended encounters in their quests. Perhaps the player characters can try negotiation or deception to get past the bandits without a physical confrontation.

Game Masters also shine the spotlight on the player characters by designing quests that have personal stakes. When the outcome of a quest directly affects a character or the character's friends or family, the players are more likely to feel a sense of urgency. For instance, sending the player characters on a quest to retrieve a lost magic item is a standard fantasy trope, but without a character's investment, it can feel generic at best and unexciting at worst. If the players are tasked with retrieving a lost magic item that once belonged to one of their ancestors, or if they're asked to retrieve a magic item with the power to cure a sick friend, the same quest takes on a personal dimension.

Game Masters can work with their players at the start of a game to determine what goals each player has for their character. The Game Master then can weave those goals directly into the quests the player characters undertake. Character histories, flaws, and relationships all provide strong hooks to help raise the stakes for the player characters.

The Game Master can enhance the players' sense of agency by allowing the players' decisions to guide the direction of the game. Sometimes, a party of player characters may veer off in a direction of their own, choosing a possible solution the Game Master didn't see coming. These situations may require a little improvisation on the part of the GM, but they can reinforce the illusion that the fantasy world the characters live in is a real place, as well as the idea that player characters are in control of their own destinies.

Game Masters who are less comfortable with improvisation can use a slightly different strategy to enhance agency. Simply wait until the end of a session to introduce a situation that allows the player characters to make an important decision. Once the players have decided on a course of action, the Game Master can end the session, giving the GM plenty of time to prepare something next time that builds on the decision the players made. Game Masters should take care to design such situations without a predetermined response from the players in mind. The point here is to allow the story to flow directly out of the choices the players make.

When players believe their characters are the true stars of the game, when they feel as though the quests they're undertaking have personal consequences, and when they can tell their decisions influence the direction of the game, the true magic of roleplaying games reveals itself. No one at the table, not even the Game Master, knows exactly what shape the story will take, but it nearly always leads somewhere entertaining and fun.

Fate

Fate is one of the most important and complex aspects of the *Talisman Adventures* game system. How players (and GMs) use Fate can have an enormous impact on how a story unfolds. Using Fate to activate a Special Ability or reroll a failed test can change the course of a battle. Conversely, when the GM uses Dark Fate to activate a powerful Enemy Special Ability, that can mean doom for the party.

The ebb and flow of Fate has a massive impact on the characters' success or failure. Some groups might feel that their characters have too much Fate to spend; others may feel they don't have enough. The following section presents a few optional rules for gaining Fate and spending it.

Fate Gains (Optional Rules)

If the group doesn't feel their characters have enough Fate, or if the GM just wants to give them an extra edge, you can use one of the following methods for gaining it.

Aspirations

This system helps players focus how they play their characters while providing other opportunities to earn Light Fate and possibly XP. Aspirations are character traits or goals characters can take. Once a character has accomplished or fulfilled an Aspiration, the character gains a point of Light Fate or experience. The GM may decide only one of those rewards is an option in their game, or they may allow both.

Players choose one Aspiration for their ancestry, class, and alignment. They might customize their own Aspirations (with GM approval), or they may choose

them from the suggestions provided in **Appendix I**. When the conditions of an Aspiration are met, the player crosses it off their sheet, and it cannot be used again. At the end of a story or session, they can pick a new Aspiration.

For level 1–3, characters should receive 1 Light Fate when they meet an Aspiration.

At levels 4–7, characters should get 2 Light Fate.

At levels 8–10, characters should get 3 Light Fate.

If Aspirations earn XP, only 1 XP should be awarded for an Aspiration, no matter what the character's level is.

Story Goals

In this second system, Light Fate is awarded for completing certain story goals. The GM should consider these goals when designing an adventure. They should be climactic parts of the story, allowing characters to achieve important accomplishments. Alternately, Light Fate could be awarded when the characters accomplish a task that's not part of the main story but still brings Light to the Realm. Do they go out of their way to help the peasant Stranger they meet on their journey? Do they help put out a forest fire? Do they give most of their hard-earned treasure to a village that's suffered from undead attacks? Ultimately, how Light is defined and how Light Fate is awarded for story goals is up to you.

Excellent Roleplaying

In this third system, Light Fate is given as a reward for staying in character and playing a character well. This reward system may seem similar to the system for fulfilling Aspirations, but rather than achieving a certain goal, the player pursues a more general roleplaying award. It can be awarded any time a player goes out of the way to stay in character, even when they know it's not in their best interests. Does the thief grab a bar of gold, even when the player knows it's cursed? Does a sprite trust a faery Stranger, even though it's fairly obvious they're being deceived? Does a wizard get distracted reading ancient tombs and forget to keep watch? All these choices are good candidates for a Light Fate award based on roleplaying. It's also fair to award a point of Light Fate for humour. Does a character's action cause the entire table to break out in laughter? Go ahead and give that player a point of Light Fate!

Maxed Out Fate (Optional Rules)

In any given session, the characters may roll a lot of 1s or 6s, or due to other circumstances, they might max out their pool of Light Fate (or the GM might max out Dark Fate). What then? Of course, one could argue they should start using more Fate, but if you want to give Fate a little more impact, you can use these optional



rules for Kismet Advantages. This system is designed to create a more interactive story, one in which both the GM and the players can affect the setting, and not just through dice roles and Special Abilities. You may want to wait to add these optional rules until you or a player has maxed out Fate; at that point, you may decide that Fate can be used to create advantages or disadvantages. Of course, if the Maxed Out Fate rules are particularly well-suited to your style of play, groups are welcome to allow them at any time.

Kismet Advantages

In this system, a 1 or 6 on the Kismet Die results in the players or GM creating advantages and disadvantages. An advantage is defined as a slight but helpful change to the character's circumstances; a disadvantage is defined as a slight change that adversely affects the character's circumstances.

For instance, let's say the player characters are feasting with an influential duchess. They want to ask for access to the noble's library to discover a rare bit of lost knowledge that could help them on their quest. One of the players decides to get on the noble's good side by singing a ballad for her entertainment. The player succeeds on the resulting test but rolls a 1 on the Kismet Die. Rather than taking a point of Dark Fate, the GM decides the roll results in a complication or disadvantage. Perhaps the character delivers a tender and heartfelt performance, but the song reminds the noble of her dearly departed husband, plunging her into deep sadness. The players would then have to deal with this disadvantage by finding a way to cheer up the duchess before she'll consider granting access to her library.

In this example, the Game Master used a disadvantage produced by the Kismet Die to cause an NPC to respond to the PCs in an unfavorable way. Similarly, when a 6 is rolled on the Kismet Die, the player could choose to use it to create an advantage that causes an NPC to respond more favorably to the characters. Perhaps the minstrel chose a ballad about a great battle (instead of a tragic romance) but failed the resulting test. The GM will probably decide the characters don't get access to the library, but if the Kismet Die is a 6, the duchess could introduce them to her guards or an officer who fought in that battle. Those favorably disposed NPCs could become another possible resource for the characters to get the information they need. They might even know some lore that helps the party!

The same principle works with environments. Consider a combat situation in a farmyard. Suppose a character targets a foe with an arrow. The PC attempts a test, but the total falls short of the enemy's Threat, despite a 6 on the Kismet Die. The Game Master could rule that the attack misses but creates an advantage for the characters when the arrow sails into the nearby chicken coop. The resulting uproar sends a cloud of feathers skyward, inhibiting the vision of the targeted enemy and making any tests he attempts that rely on sight more difficult.

In both examples, a single roll paved the way for a more dynamic and interesting situation. Ideally, Kismet effects present players with new choices. In the first example, the disadvantage reveals an important piece of information: the noble still mourns the death of her husband. The players must now choose what to do with that information. Perhaps they convince the noble



that her husband would have wanted stout-hearted heroes to use the information contained in the library to defend the realm. Granting their request would honor her husband's memory, effectively spinning a disadvantage into an advantage.

Advantages and disadvantages created by the Kismet Die should rarely create permanent consequences. They often work best when they prompt the players to respond or adjust to changing circumstances. Creative use of the Kismet Die spins the story in new and often unanticipated ways, inviting the players to make interesting choices.

Changing Fate

As another optional system, players can change the setting by spending Fate. This can allow a player to decide there's something about their surroundings that gives them an advantage or provides a needed object. For example, if a player character is locked in a cell after they've been stripped of all their belongings, that player could spend Light Fate to allow their character to find a piece of twisted metal that could be used as a lock pick, or maybe one of the guards leaves their keys within sight, allowing that character to use a spell to acquire them. An unarmed character who finds himself under attack in a cave might use Light Fate to find a lost mining tool usable as a weapon. The possibilities are endless. In the end, all these uses of Fate must be approved by the GM and should make sense within the setting and story.

Player Character Conflict (Optional Rules)

Talisman Adventures is designed very much with the idea that the characters are all going to work together. Unfortunately, there are times when that ideal might not be possible, and the characters end up in conflict with one another. As the Game Master, you should do whatever you can to keep them from coming to blows. For example, a sudden attack by terrifying monsters usually has a way of bringing people together. As an alternative (perhaps when there's no other choice), the following rules and guidelines are presented for characters actively engaging with one another in combat.

Social Interactions

First off, we offer this guideline for your gaming group: One player can never use their character's social skill to affect or influence another character. How one character reacts to another is entirely up to the person who plays that character. For example, one character cannot use Intimidate to browbeat another character into submission. They cannot use Persuasion to make another player character immediately like their character. These reactions are up to the players alone: Each player has the agency to make that decision. Of course, each of the players should roleplay their characters appropriately, but in the end, it's up to them.

Keep in mind that spells may redefine these boundaries. A character might use a spell like Mesmerism on another player character. In these cases, the affected character should be roleplayed appropriately. However, a player can decide when a social reaction is too far out of character. Some compromise may be helpful, but the player still decides how to roleplay that social interaction scene and decides how their character reacts.

Player vs. Player Combat

Player vs. Player Combat (also referred to as PvP combat) is resolved in much the same way as regular combat, but with a few modifications. If two or more characters decide to engage in PvP combat, and you decide to use these optional rules, you can implement the following steps. PvP should only be used when all the players and the GM agree to include these optional rules in a game session.

Step One: Indicate Target: Each player indicates their target and type of attack or action. If one player is attacking another without the second player knowing it, the first player can just declare the action. If two or more characters are involved, each player writes down their target and action on a slip of paper; actions are then revealed simultaneously.

Step Two: Roll Tests: When both players are making a test, they roll simultaneously. The Difficulty (or Threat) for a target is equal to that target's Strength or Craft (whichever is appropriate) + 10. Any Fate spent should be spent at this time.

Step Three: Determine Outcome: Determine the outcome of each test. In most cases, the order of determination doesn't matter. At the GM's discretion, multiple effects may resolve simultaneously. This could result in more than one character being rendered unconscious.

Continue the combat in this fashion until one of the characters is rendered unconscious or the fight ends. Players should be strongly advised not to inflict a Killing Blow on another character; instead, they should come up with some other means of resolving the conflict.

Ultimately, how you decide to handle PvP is up to you and your group. There is no right or wrong answer, but keep in mind: Characters killing one another rarely adds to the fun, and it's often the end of a game. You, as the GM, are still adjudicating the rules to keep the game entertaining and fair: the characters' fate is in your hands.

Chapter 2: Strangers and Allies

Talisman Adventures uses four terms to identify NPCs who interact with player characters: Strangers, Followers, Enemies, and allies. These terms aren't always precise; in fact, an NPC might belong to more than one category. The exact classification isn't always important, except in combat. For example, certain spells might only affect Enemies, while certain Special Abilities cannot affect allies. Regardless, most NPCs fall into one of these four categories.

Strangers

When travelling the Realm, heroes are likely to encounter many different kinds of people. Whenever the characters meet a non-player character for the first time, if that NPC is not immediately hostile, we call them a Stranger. Many of the NPCs listed in **Chapter 4: Enemies** could actually be Strangers when they're first encountered. For example, kobolds are not inherently Evil, so they don't always attack on sight, although they'll probably still want to eat any metal you have. As another example, some types of spirits and faeries might be Strangers when the characters first encounter them; the players may not be able to discern whether those Strangers will become allies or Enemies until a hero understands the NPCs' (sometimes secretive or arcane) motivations. Instead of charging straight into a fight scene, the Game Master always has the option of roleplaying an initial encounter with a Stranger.

Attitude

A Stranger's Attitude indicates how they'll (probably) interact with player characters. There are seven levels of Attitude, ranging from Hated to Devoted. A Hated NPC might attack the characters on sight; a Devoted NPC might become a Follower. If the heroes are unknown quantities, the Stranger's Attitude is usually Neutral. After all, if a Stranger has no prior knowledge of those characters, then they really can't hold much of an opinion.

First Impressions

When a player character first encounters a Stranger, the GM determines that NPC's starting Attitude. Sometimes, a Stranger's attitude is defined in the GM's notes or a published adventure; at other times, the GM may choose to determine it randomly by rolling 3d6 and consulting the following Attitude Chart.

When rolling randomly, various factors can influence the roll. The party would be smart to put its best foot forward, carefully choosing which PC first approaches the Stranger. If that character has an alignment diametrically opposed to the NPC (such as when Good meets Evil), reduce the Attitude by 2 steps. If that character has a different ancestry than the NPC, reduce the Attitude by 1 step.

Attitude Chart

Roll 3d6	Attitude	Social Modifier
—	Hated	–6
3–4	Disliked	–4
5–7	Suspicious	–2
8–12	Neutral	0
13–16	Favourable	+2
17–18	Liked	+4
—	Devoted	+6

The Social Modifier applies to any tests involving Persuasion or Bargain.

After the initial encounter, characters have a number of methods for increasing an NPC's Attitude, as described later in this chapter. When an NPC's Attitude improves, it's adjusted by one step. For example, if an NPCs Attitude is currently Neutral, and it increases by one step (+1 step), it becomes Favourable.

Hated

An NPC with the Hated Attitude harbours a deep hatred for the character. This may be the result of a character's actions, or it might be a hatred for their ancestry, alignment, or culture. For example, you might decide that an Evil cultist has this Attitude when they first encounter a Good priest. In many cases, an NPC who has this Attitude might attack a player character on sight, especially if they feel they have an advantage.

Disliked

The NPC has a deep dislike for the character. They may conceal this reaction if it's to their benefit, but they're unlikely to help that character except under the direst circumstances.

Suspicious

Something about the player character rubs the NPC the wrong way. They don't necessarily dislike the player character, but they do not trust them. They might be willing to assist the character, but only if it's beneficial to them.

Neutral

The NPC hasn't made up their mind about the player character. They're likely to be cautious until they get to know them better. They're willing to aid the character if it's advantageous to them, if they agree with their cause, or if they just happen to be in the right mood.

Favourable

The NPC generally likes the player character and is likely to assist them if they're in need of aid, as long as the assistance doesn't cost them much. A merchant might even offer a minor discount. This NPC could become an ally.

Liked

The hero is genuinely liked by the NPC, and they will offer assistance whenever they can, even at cost to themselves. An NPC with this Attitude is almost certainly an ally.

Devoted

The NPC is an ardent supporter of the hero and treats them with honour and respect. They will happily follow the character into danger and may even become a Follower (as defined in the next chapter).



Changing Attitudes

A Stranger's Attitude can improve or worsen based on conditions or the player characters' actions. Characters who want to improve a Stranger's Attitude toward them have many options available. Many Strangers know something they obviously want (or secretly desire) that a character can give to them or do for them to increase their Attitude. Characters can also use the Persuasion Skill to talk their way to an increase in Attitude. Of course, these aren't the only ways a PC can attempt to improve their situation. Ultimately, it's up to the GM to decide if a particular action affects an NPC's Attitude.

Persuasion

A PC can make **Persuasion (Insight)** test to attempt to increase an NPCs Attitude. The Difficulty for this test is the NPC's Craft + 10. Improving an individual's Attitude is a time-consuming process. The characters can make a test for this once per week or when the character takes an action favourable to that NPC. If the action is something minor (not quite enough to warrant an automatic increase), the GM may still allow the character make a Persuasion test.

Failure: You say or do something that offends the NPC. Reduce their Attitude by 1 step.

Standard Success: Your words sway the NPC, at least for a time. Increase their Attitude by 1 step for one day or one encounter.

Great Success or better: Your Persuasion attempt permanently increases the target's Attitude by 1 step.

If the action is something major, the GM may decide to automatically change the NPC's attitude. Here are a few examples of actions a character can take to change an NPCs Attitude and the corresponding step changes.

Actions to Change Attitude

Action	Step Change
Lie to them	−1
Steal from them	−1
Physically harm them	−2
Kill a friend of theirs	−3
Give them a gift	+1
Do them a small favour	+1
Do them a large favour	+2
Save their life or the life of a loved one	+3

Maintaining an Attitude

Attitudes do not remain static over time. They tend to decrease over time, as favours or slights are forgiven or forgotten. As a rule of thumb, you can assume that an NPC with an Attitude above Neutral reduces that Attitude by one step for each month a character does not interact with them and actively work to maintain



the relationship. Maintaining a relationship could be as simple as stopping by the NPC's shop or home every now and then, or it could be as elaborate as sending someone to deliver messages, gifts, or goods.

It's possible to increase a relationship with an NPC with an Attitude below Neutral, but it's usually less likely. It largely depends on the nature of that low Attitude. For example, an NPC whose Attitude was lowered by a failed Persuasion test could easily forget the slight with the passage of time. However, if their Attitude is low because a PC killed one of their friends (or tried to kill them!), it's less likely that Attitude would increase. Some grudges last forever.

Stranger Descriptions

This section offers a list of Strangers that characters might encounter. It's far from complete, but it probably has enough examples to give you some ideas of your own. Each Stranger entry offers details, including a description, benefits, and statistics for the Stranger's Strength, Craft, and Life. Stranger entries do not include aspects, but if you really need them, it's easy to assign them based on an NPC's Strength or Craft.

Name and Description: Each entry begins with the name of the Stranger and a short description that details where it can be found.

Benefits: Benefits are kind of like Special Abilities, but they belong to Strangers. They don't require the GM to spend Dark Fate or a character to spend Light Fate. In most cases, these benefits can be used to assist PCs under the proper circumstances. (Followers have their own version of benefits, as defined in the next chapter.)

Strength and Craft: These statistics are provided as a guideline for roleplaying and in case they're needed.

Life: Life functions for Strangers exactly as it does for characters. The only difference is that in most cases (unless the GM has reasons to believe otherwise), the Stranger is dead when their Life reaches 0. More powerful Strangers, or those important to the story, might be given a chance to survive.

Armour: Armour functions for Strangers exactly as it does for characters. Damage is usually applied to a Stranger's Armour before their Life is reduced. Natural armour heals at a rate of 1d6 points per day.

The following Strangers can be used directly in your campaign or as templates for creating your own.

Armoursmith

Armoursmiths are found in most civilised places throughout the Realm. Some even travel the Realm, setting up shop wherever they see fit. Often, they prefer locations near dungeons and other places frequented by adventurers.

Benefits

I Can Fix That: An armoursmith with a Neutral or better Attitude will gladly repair a suit of armour for a fee of 1 gold.

Only the Best Steel: Armoursmiths often have suits of armour, helmets, and shields available for purchase at standard costs. These are usually available in multiple sizes (or in sizes they can quickly alter). If a PC is looking to buy a particular item, ask the player to roll 2d6. On a 6+, the armoursmith has that item in their size (or close enough to alter). Sprites, trolls, and leywalkers have a −2 penalty to their roll due to their unusual size and body shapes.

Strength: 5 **Craft:** 2
Life: 15

Astrologer

Astrologers search the stars for hidden meanings, seeking hints of the future. They can be found in the City or other large settlements throughout the Realm. Some live deep in the wilderness, preferring solitude as they make their observations.

Benefits

The Stars are Right: An astrologer might offer a PC a glimpse into the future or help guide them on the correct path. An astrologer whose Attitude is Liked or better, or one who is given a gift of 1 gold, can offer astrological advice. This advice can allow a character to automatically succeed at their next Guide or Watcher test (as defined in the **Adventuring** chapter) as if it was a Great Success. At the GMs discretion, other hints or clues concerning future encounters or events might be given.

Strength: 2 **Craft:** 6
Life: 12

Barterer

Barterers travel with goods for trade. They tend not to deal in coin; instead, they prefer to trade items of value. You never know what a barterer might have in their vast collection of oddities.

Benefits

I'll Trade You: A barterer whose Attitude is Neutral or better is always willing to trade goods. If a PC is looking for a specific item, roll 2d6. On a 7+, the barterer has any normal (nonmagical) item a PC is looking for, and they're willing to trade it for another item of equal or greater value. On a 10+, they may have some minor potions or elixirs. On a 12, they have a minor magic item.

Strength: 3 **Craft:** 3
Life: 14

Cutpurse

Cutpurses are most commonly found in the City, Villedoc, and other large settlements, although unlucky adventurers may encounter them anywhere in the Realm. They aren't easily identified by their trade; instead, they pretend to be merchants, wandering pilgrims, or anyone from a profession that gives them an excuse to get close to others, so they can pick a pocket or two. A Cutpurse Stranger might decide how to deal with a party of PCs based on their initial Attitude.

Benefits

Let Me Lighten Your Load: If a PC allows a cutpurse to get close to them, that character makes a **Notice (Wits)** test against **Difficulty 14**. On a failed roll, a fight ensues; use the **Bandit** statistics in **Chapter 4: Enemies**.

Failure: The PC loses 1d6 gold or an item of up to 1 load (that isn't being held).

Standard Success: The PC loses 1d6 gold or an item up to 1 load (that isn't being held), but the character quickly notices the theft. The cutpurse is 2d6 metres away by the time the PC notices.

Great Success or better: The PC catches the cutpurse red-handed! A confrontation ensues.

Strength: 4 **Craft:** 2
Life: 12

Dungsweeper

Dungsweepers are found throughout the City and some of the larger settlements, such as Villedoc. They do work that no one else cares to do, and thus, they're largely ignored. As a result, they often see things and overhear things they shouldn't. Dungsweeepers can be useful sources of information, at least for adventurers who don't mind the smell.

Benefits

I Heard Something: A dungsweeper might have a tidbit of information that's useful to a PC. This could be something that helps them on their current quest or something that leads to a new one. It might be the location of a secret door in the City wall, an entrance to a long-forgotten part of the sewers, or the location of a particular individual. A dungsweeper whose Attitude is Liked or better, or one who is given a gift of 1 gold, can offer this information.

Strength: 3 **Craft:** 3
Life: 12

Enchanter

Enchanters can be found anywhere throughout the Realm, though some favor strange shops in the City or crumbling towers deep in a forest. They specialize in enchanting weapons and other objects. Some are capable of teleporting people great distances.



An enchanter who has Favourable or greater Attitude can offer any of their benefits as services. The cost is usually 1d6+1 gold, a quick trade for a magical item, or useful information. In fact, most enchanters love information, especially long-forgotten lore. An enchanter whose Attitude is Devoted grants one of these services once per month for free.

Benefits

Enchantment: The enchanter can place an enchantment on a weapon that acts exactly as the Enchant Weapon spell. This effect lasts for one day.

Imbued Spell: The enchanter can create a one-use magic item that allows the user to cast one spell. The caster uses their Craft for the resulting Spellcasting test; the user's Craft is used for all other purposes for the spell.

Teleport: The enchanter can teleport an individual to any outdoor location in the Realm.

Strength: 2 **Craft:** 6
Life: 13

Faery

Goodly faeries in the service of Titania roam the forests on the Realm, searching for heroes in need of aid. These faeries are of the tiny winged variety, often with insect-like wings and clothing fashioned from flowers. The faery grants a blessing on one character of Good alignment or a curse on one character of Evil alignment. If characters of both alignments are travelling together, choose one randomly. Upon granting their blessing or curse, the faery vanishes in a magical shower of sparkles and light.

Benefits

Faery Blessing: Roll 1d6 or allow the player to choose:

1	Removes all poisons and diseases and fully heals the PC.
2	Grants an additional 2d6 Life that lasts until used or until the next sunset.
3	Grants a bonus spell that remains in memory until cast.
4	Grants 1d3 Light Fate
5	The character gains 1d6 gold.
6	The faery enchants a weapon until the following sunset; it has the effects of the Enchant Weapon spell.

Faery Curse: Roll 1d6 (or choose the most dramatic option) to determine the curse.

1	The character loses 1d3 Light Fate.
2	The character loses 1d6 gold; it transforms into autumn leaves.
3	All damage against the character is doubled until the next sunrise.
4	The character is covered in hideous warts and suffers a −2 penalty to all tests involving social interaction (except Intimidate).
5	The character is blinded until the following sunrise.
6	The faery transforms the character into a toad until the next sunrise (using the Toadify spell).

Strength: 1 **Craft:** 5
Life: 5

Healer

Healers are found almost anywhere throughout the Realm, although they're more common in civilised areas. They offer their services for those in need, often without asking for payment. At most, a healer might ask for some assistance as compensation, such as gathering herbs or even delivering a healing draught to another patient. If their Attitude is Neutral or worse, they'll ask for a small service or a donation of 1 gold for their services. If their Attitude is Favourable or better, they offer their services for free.

Benefits

What Ails You: Healers can usually restore all lost Life and remove the ill effects of most diseases and poisons.

Take This With You: Some healers keep a stock of healing potions and other curatives on hand. If the healer's Attitude is Liked or better, they give one of these items to the character.

Strength: 2 **Craft:** 4
Life: 10

Leper

Lepers usually roam the Realm on their own, although a few prefer to travel in groups. They're perpetually seeking a place they can call their home, but inevitably, they're driven out. Each time this happens, they must seek a new place to live. Adventurers who are kind to lepers may receive some kindness in return.

If a character is kind to a leper, perhaps by giving them 1 gold or sharing food or a campsite, roll 1d6.

1	Actually, the leper is secretly a cutpurse. (See the **Cutpurse** description.)
2	The leper provides information about the road ahead. The character gains a bonus die on their next test as a Guide or a Watcher. (See **Adventuring**.)
3	The leper gives the character a healing potion that heals 2d6 Life.
4	The character receives nothing in return except effusive gratitude.
5	The leper gives the character a scroll with one Basic spell.
6	Miraculously, the leper is a faery in disguise! (See the **Faery** description.)

Strength: 3 **Craft:** 3
Life: 10

Leprechaun

Leprechauns are found in the wilds of the Realm, anywhere ranging from the rocky hills to the deep forests. They're most commonly found in magical places, such as the Great Forest. Most leprechauns want little to do with mortals, but when they're caught, they're required to give up their treasure. However, catching a leprechaun is no easy task, and anyone who wants to try must abide by the "rules" for such things.

To catch a leprechaun, a character makes a **Lore (Wits)** test against **Difficulty 14** to know and interpret the rules, followed by an **Athletics (Resolve)** test against **Difficulty 24** to catch the leprechaun. Leprechauns have an innate ability to instantly teleport (as the spell), which allows them to instantly escape anyone who attacks them… or anyone who obviously doesn't know the rules.

Failure: The leprechaun escapes with 2d6 of the PC's gold and 1d6 of their Light Fate.

Standard Success: The leprechaun escapes, but the PC manages to swipe its green hat. Having the hat gives the PC a bonus die the next time they try to catch a leprechaun.

Great Success: The PC catches the leprechaun. It forfeits its treasure of 3d6 gold.

Extraordinary Success: The PC catches the leprechaun and gains a treasure of 3d6 gold! For playing by the rules so well, they also gain 1d3 Light Fate.

Strength: 2 **Craft:** 7
Life: 15

Pedlar

Pedlars are found along the roads of the Realm and within smaller settlements. They usually have a mule and wagon, which they use to carry their goods and sundry.

Benefits

If You Need It: A pedlar whose Attitude is Neutral or better is always willing to sell their wares. If a PC is looking for a specific item, roll 2d6. On a 7+, the pedlar has any normal (nonmagical) item a PC seeks, and they're willing to trade it for another item of equal or greater value. On a 10+, they may have some minor potions or elixirs. On a 12, they have a minor magic item. All of these items sell for the standard prices listed in **Chapter 8: Equipment** of the *Player's Guide*.

Strength: 3 **Craft:** 3
Life: 12

Prospector

Prospectors are most often found on hills and mountains, although they can sometimes be found panning for gold and gems in the lowlands. They often know the lay of the land in the vicinity of their prospect, and they're always willing to purchase uncut gemstones. Some even know details of local caverns and old mines.

Strength: 3 **Craft:** 3
Life: 14

Sage Owl

These intelligent, talking owls are found in forests. They sometimes guide lost travellers or show them a shorter path through dense forests. They've even been known to offer advice and wisdom, but only for those they take a liking to. A sage owl's starting Attitude is based on a character's alignment: Suspicious for Evil, Neutral for Neutral, or Favoured for Good.

A successful Persuasion test typically raises a sage owl's Attitude by one step, no matter how well a player rolls. The character must take some action to prove themselves worthy to the owl. Sage owls particularly respect intelligent or wise characters, but small favours might also increase the owl's Attitude. The following are possible means by which a character could increase a sage owl's Attitude:

- bring the owl a special treat of a particularly hard to catch prey animal: rabbit, stoat, rat, etc.,
- retrieve an item that is of interest to the owl, such as jewellery, an ornate dagger, or ancient manuscript,
- beat the owl in a game of riddles, or
- sing an ancient ley or ballad to the owl.

A sufficiently impressive gift might increase the sage owl's Attitude by more than one step.

Benefits

Where Are You Going?: If a sage owl's Attitude is Liked or better, the owl offers to lead the character at least part of the way to their destination (but only while in a forest). If the character follows the sage owl, there's no need for a Guide test when travelling; the party travels as if their Guide made a Great Success. In addition, any character acting as a Watcher gains a bonus die to their test.

Strength: 2 **Craft:** 6
Life: 6

Shrine Priest (Dark Initiate)

These strange priests are found in the wilds. They do not serve those On High; instead, they worship *something* much darker. Some say they serve Oblivion itself. The priest demands a blood sacrifice from anyone with the ill fortune to stumble across them. A character can offer one of their Followers as a sacrifice, but if the player character is of Neutral or Good alignment, this horrific act immediately changes their alignment to Evil. If any of the characters refuse to offer a sacrifice, the shrine priest tries to take them as a sacrifice instead.

(Use the Enemy statistics listed in **Dark Initiate: Vassal of Darkness** when the heroes engage in combat. A dark initiate may have 1d6 dark acolytes who serve them.)

Benefits

Dark Blessing: A dark initiate who is given a sacrifice grants a dark blessing in return. The recipient can add 1d6 to any one damage roll before the next new moon.

Street Sage

Street sages are found throughout the City, although some prefer to offer their insights in the larger settlements of the Realm. Sadly, many are charlatans, con artists, or worse. If a PC gives a street sage an offering worth 1 gold, the GM rolls 1d6.

1	The street sage is actually cutpurse who attempts to rob the PC. (See the **Cutpurse** description above.)
2–4	The street sage spouts useless or misleading information or utter nonsense.
5–6	The street sage offers the character a fragment of important information regarding their current quest.

Strength: 2 **Craft:** 6
Life: 14

Talismonger

Talismongers are found in the hidden corners of the Realm. Those who seek them usually start by searching forest bowers, secluded caverns, and ancient ruins. No one knows who they serve or how they come about their power. Some even claim the talismongers are servants of the Warlock; others believe they serve the Temple located across the Storm River.

As their name implies, talismongers are renowned for the talismans (usually small carved pendants) they bestow upon heroes they believe are worthy. Of course, it's hard to know exactly *who* a given Talismonger is going to deem worthy. The GM can come up with specific requirements or roll 1d6.

1	The talismonger insists upon a gift of 1d6 gold.
2	The talismonger insists upon a gift of a minor magical item.
3	The talsimonger asks for information or the recital of a ballad or poem.
4	The character must be a particular alignment.
5	The character must be of a particular ancestry.
6	The talisman has one talisman to offer to anyone who desires it.



Benefits

Talisman: If a PC is "lucky" enough to receive the gift of a talisman, the GM can roll 1d6 to determine its effects (or come up with their own effects). A character can only wear one talisman at a time. Talismans that cause harmful effects crumble into dust after bestowing them.

1	The character transforms into a toad (see the Toadify spell) for 24 hours.
2	The character's physical damage modifier decreases by 1 for one month.
3	The character's psychic damage modifier decreases by 1 for one month.
4	The character's physical damage modifier increases by 1 while worn.
5	The character's psychic damage modifier increases by 1 while worn.
6	This talisman is far more powerful than anyone thought. The exact details are left to GM fiat.

Tracker

Trackers hire out their services to those in search of prey. They're found in settlements and in the wilds. Trackers usually ask a fee of 1 gold per day.

Benefits

They Went That Way: A PC assisted by a Tracker gains a bonus die when tracking prey or when making a Watcher test.

Strength: 3 **Craft:** 4
Life: 14 **Armour:** 3

Weaponsmith

Weaponsmiths are found in most civilised places throughout the Realm. Some prefer to travel, setting up shop wherever they see fit. Most prefer profitable locations near dungeons and other places frequented by adventurers.

Benefits

Give You an Edge: An weaponsmith of Neutral Attitude or better can sharpen the edge on a blade for a fee of 1 gold; this gives it +1 damage for the duration of one combat.

Only the Sharpest Blades: Weaponsmiths often have swords, axes, maces, and other weapons available for purchase at standard costs. If a PC is looking to buy a particular item, ask that player to roll 2d6. On a 6+, the weaponsmith has the item they seek.

Strength: 5 **Craft:** 2
Life: 15



Gaining Allies

This category includes anyone allied with a player character. Some allies are NPCs in an adventuring party; others are player characters. Under the right circumstances, Strangers can become NPC allies, and NPC allies can become Followers. The term "ally" is really only important when dealing with specific Special Abilities or spells that designate an ally.

An NPC who regularly interacts with a party is often referred to as an ally. Common examples include weaponsmiths, rumourmongers, merchants, and any individual who has a good working relationship with them; these NPC allies also typically have an Attitude of Favourable or better toward the characters. The PCs can rely on these NPCs to be honest with them and offer them good service. The PCs might also develop allies among the Fair Folk or even the nobility. Of course, any relationship can be fickle. As a story proceeds, someone who is an ally one day could become an Enemy the next.

Gaining Followers

Under the right conditions, allies, Strangers, and even Enemies can become Followers. NPCs can become Followers as a result of certain Special Abilities or spells; these typically have their have own rules for how an NPC becomes a Follower. When a Follower joins the party, they can provide benefits to a player character in that group.

An NPC may become a Follower over time or as the result of special circumstances. For example:

- an adventure might dictate that an NPC becomes a Follower for the duration of the adventure,
- a rescued NPC might become a Follower until the heroes return to civilization, or
- an NPC being escorted somewhere might act as a Follower for the duration of the journey.

An NPC who reaches Devoted on the **Attitude Chart** is a good candidate for a potential Follower, but this change is not automatic. A GM might require an NPC to remain Devoted for a specific period of time before they become a Follower, whether that's days, weeks, or even months.

Some NPCs will never become Followers, no matter how friendly they become with the PCs. After all, a hero shouldn't be able to make a Follower out of the Faery Queen Titania, although she might become an ally if the characters play their cards right. As always, let the story be your guide. While Titania is unlikely to join the heroes' party, she might grant them a faery Follower as a boon after becoming an ally. In the same manner, the City's Alchemist may create a clockwork Follower for the heroes in exchange for a service. A generous GM may also create Followers who join the characters as a reward for completing an adventure (or some other goal).

During the course of an adventure, a Stranger or ally may join the heroes temporarily. Using the Follower rules for this NPC (as defined in the next chapter) allows you to keep their impact limited while also providing some nice benefits for the characters. In this case, the limit of one Follower action per round (described in the next chapter) need not apply. Ultimately, it is up to the GM whether an NPC becomes a Follower or not.

When an NPC becomes a Follower, the GM can look though the list of Followers in **Chapter 3: Followers** to see if there is an appropriate one listed. If not, the GM can use the **Follower Design Guidelines** section of that chapter to create some of the benefits that Follower can provide to the party. The GM should consider working with the players when choosing these.

When a Follower joins the party, determine which character is that Follower's *leader*. Sometimes, this leader is clear based on a character's actions; at other times, some further roleplaying is required. That character directs the actions of the relevant Follower and gains benefits from that Follower (similar to a character's Special Abilities) as if they were on the character's sheet. (We'll elaborate on that idea in the next chapter.) A few Followers or Follower benefits, like the Mule's ability to carry items, do not require a leader specifically; instead, their benefit applies to the whole party.

Once a Follower has a leader, they're not generally inclined to change leaders without cause. If players really want to swap Followers, or move a Follower from one character to another, this should require some roleplaying. In general, most Followers might find this practice questionable or even harmful. After all, actions often have consequences, and loyalty isn't a quality characters should take for granted.

Chapter 3: Followers

Followers are a key benefit for player characters, providing a wide variety of advantages in combat, exploration, and social situations. Some classes and ancestries grant Followers. Characters can also encounter them during their journeys. A character might hire them, or they may join a party of player characters of their own volition. Strangers (or even Enemies!) might become Followers, depending on the events of your stories. Unlike Strangers and Allies, Followers don't take their own actions during combat; instead, they support player characters in some fashion.

Using Followers

Admittedly, when your story involves a lot of Followers, keeping them from becoming unwieldy can be difficult. After all, they're living creatures (often people) who also exist in this world. However, the heroes are the stars of your adventure, so it's important to keep the story focused on the player characters.

You may find it helpful to think of Followers as the people and creatures in a faery tale who, once they've done a good turn for the hero, provide a very narrow and specific service for that protagonist. Effective Followers do one thing and do it very well, but otherwise, they stay in the background. These NPCs can be useful vectors for information, if need be, but it's important not to let them steal the spotlight from the heroes or take up too much of the action.

For the most part, Followers remain in the background. They become an active part of the story when needed, but their presence shouldn't hamper or hinder the progress of an adventure. A Follower should bolster a player character's abilities without requiring that player to decide on their actions, and most of the time, players don't roll dice for them. Of course, any Follower is still vulnerable to harm. In dangerous situations, the character who acts as the Follower's leader might be required to make a test for them.

Obtaining Followers

You, as the GM, have multiple ways to grant Followers to player characters. Many are available for hire in places like the City, Villedoc, and other towns and villages throughout the Realm. These kinds of Followers include animal companions, pets, Mercenaries, and Scouts. More information on obtaining Followers can be found in the **Gaining Followers** section of **Chapter 2: Strangers and Allies.**

Loyalty

When a Follower joins the party, they have a Loyalty value between 1 and 10. This represents the level of connection a Follower has to their leader or (in some cases) the party; it's a temporary number that can increase or decrease over the course of a story. Followers are typically recruited with their maximum Loyalty; thus, the statistics for a Follower also include a trait called Max Loyalty.

This book includes many examples of Followers and their Max Loyalty, but you (as the GM) may choose to adjust that number, based on the events that led to the Follower joining the characters. The sample Followers listed in this book may give you additional guidelines. For example, domestic animals usually start at either 3 or 5, while wild animals generally between 1 and 3. Max Loyalty can be increased, but that takes time and commitment. (See **Follower Experience** in **Chapter 6: Rewards**.)

Spending Loyalty

Each Follower has one or more *benefits* they can grant to a character in the party. A Follower's Loyalty decreases when they use one of these benefits (as described below). Some lose Loyalty over time or as the result of certain conditions. The GM may also decide that a character's actions or an event during the story decreases a Follower's Loyalty. If a Follower's Loyalty is reduced to 0 and remains at that amount for 24 hours, that Follower leaves.

Restoring Loyalty

Any Follower has one or more conditions that restore Loyalty. This might involve paying them gold, feeding them treats, or providing some other form of gift or service. The Followers listed in this chapter have specific examples of methods for improving their Loyalty. However, the GM should always feel free to decide whether an action enacted by a character or an event resulting from a story restores Loyalty. Some Followers restore Loyalty over time. No matter how Loyalty is restored, you cannot raise it above the Follower's Max Loyalty.

Increasing Max Loyalty

Heroes can increase the Max Loyalty of their Followers over time, sometimes as the result of positive story actions involving the character. The GM can provide story hooks that increase a Follower's Max Loyalty as a reward. (See **Chapter 6: Rewards**.) The GM can also increase Max Loyalty as a reward for a character's continued good treatment of their Follower. However, Max Loyalty can never increase above 10.

Care and Feeding

No rules are provided for the care and feeding of Followers. For the most part, Followers take care of themselves or the cost is so minimal as to be of no consequence. (A Follower's Loyalty might increase when a characters offers them a specific food or treat, but it isn't *required*.) However, if it makes sense as part of the story, the GM can require a character to pay for food or lodging for their Followers. In these cases, a character's negligence may result in the GM reducing a Follower's Loyalty.

Follower Design Guidelines

While this book has many examples of Followers, you (as the GM) have the ability to design your own. The first step is deciding whether the Follower's primary application should be in combat, social situations, exploration, or another type of situation. Then decide how many benefits (up to three) the Follower has.

From a design standpoint, Followers have three levels of benefits: weak, average, and strong. When you're creating new Followers (instead of using one of the examples provided below), the following guidelines can help you set the level of a Follower's benefits based on that NPC's Loyalty.

Loyalty 1–3	1–3 weak benefits, 1–2 average benefits, or 1 strong benefit
Loyalty 4–6	1–2 weak benefits and 1–2 average benefits; or 1–2 weak benefit and 1 strong benefit
Loyalty 7–9	1 weak benefit, 1 average benefit, and 1 strong benefit; or 2 average benefits and 1 strong benefit; or 2 strong benefits
Loyalty 10	any combination of average and strong benefits, totalling up to 3

Followers also have Strength, Craft, and Life traits, as most of them can be hurt or killed. If a Follower possesses one or more combat benefits, you may wish to make their Life higher; if the Follower does not, a single hit may be enough to kill or incapacitate them. Followers without combat benefits should have relatively low Life, though they can be healed as normal. Also keep in mind that combat benefits for Followers should not slow down combat, and Followers should not gain separate attacks that require aspects. Again, the many examples in this chapter should help you set benchmarks for Strength, Craft, and Life.

Follower Benefits

A Follower provides at least one benefit for a character. They may provide more than one, possibly as many as three. Follower benefits fall into four categories: combat, social, exploration, and other. The difficulty to acquire a Follower is based on the benefit a characters gets from employing them, as well as the cost of using their abilities.

Social Benefits

Social benefits can impact how Strangers and other NPC see a character and their Follower; they can also affect situations like trading and shopping. In social encounters, each character taking part can choose one of their Followers to assist them with a social benefit. Each character can only use one benefit in an encounter.

Animal Empathy (Strong): Spend  and 1 Loyalty to recruit a non-hostile animal as a Follower.

Bargaining (Weak): Spend 1 Loyalty to reduce the price of each item offered by a vendor by 1 gold (to a minimum of 1 gold). (**Average:** 2 gold, **Strong:** 3 gold)

Charming (Weak): Spend 1 Loyalty. If a Stranger currently has a Neutral or Favorable Attitude, the Follower can improve that NPC's Attitude by one step (as listed on the **Attitude Chart** in **Chapter 2: Allies and Strangers**).

Trusting (Average): Spend 1 Loyalty. If a Stranger currently has a Hated or Disliked Attitude, the Follower can improve that NPC's Attitude by one step (as listed on the **Attitude Chart**).

Disarming (Strong): Spend 1 Loyalty. If a Stranger is currently hostile, the Follower can improve that reaction to non-hostile (or Neutral). If a Stranger is already Neutral, you can improve their Attitude to Favourable.

Convincing (Weak): Spend 1 Loyalty. The Follower grants you a +1 bonus to a Persuasion test to influence an NPC. (**Average:** +2, **Strong:** +3)

Deceitful (Weak): Spend 1 Loyalty. The Follower grants you a +1 bonus to a test to deceive an NPC. (**Average:** + 2, **Strong:** +3)

Distracting (Strong): Spend 1 Loyalty. The Follower can distract one or more NPCs for you in a crowded setting; each character gains a bonus die to their next Stealth roll in that encounter. Of course, this distraction may place the Follower in danger, possibly leading to their death.

Haggling (Weak): Spend 1 Loyalty. You gain an extra 1 gold when selling items. (**Average:** 2 gold, **Strong:** 3 gold)

Holy Aura (Strong): Spend 1 Loyalty during an encounter with a Good Stranger. If you are Evil, you suffer no penalty when interacting with that NPC. This effect lasts for the duration of the scene.

Friendly (Strong): Spend 1 Loyalty. Strangers are more positively inclined towards you in this Follower's presence. You can add your Insight twice when attempting to increase a Stranger's Attitide.

Neutral Aura (Strong): Spend  . If you are either Good or Evil, your alignment cannot be detected (except through magical means). This effect lasts for the duration of the scene.

Scowling Face (Weak): Spend 1 Loyalty. The Follower grants you a +1 bonus to an Intimidate test against an NPC. (**Average:** + 2, **Strong:** +3)

Exploration Benefits

In Exploration scenes (as described in the **Exploration** chapter), each character can choose one Follower to assist with an exploration benefit. Only one benefit can be used in a given test or encounter.

Concealing (Average): Spend 1 Loyalty. The Follower trails behind you, concealing signs of your passage from any trackers. (**Weak:** The benefit is only usable in one type of terrain.)

Direction Sense (Strong): Spend 1 Loyalty. The Follower grants you a bonus die for Guide tests in a specific terrain type.

Forager/ Good Hunter (Strong): Spend 1 Loyalty. The Follower grants you a bonus die for a Hunting test.



Scout (Average): Spend 1 Loyalty. The Follower scouts ahead, reporting back on details they've found in the direction you're travelling. The exact details provided are up to the GM. This benefit places the Follower at risk. The GM may choose to roll 2d6 to determine the outcome.

2	The Follower is lost.
3–4	The Follower returns, badly injured (1d3 Life remaining) but surviving with some useful information.
5–9	The Follower returns with good information, but they may have been spotted. Roll 2d6; if the result is equal to or lower than the Follower's Craft, they were not spotted.
10–11	The Follower returns with useful information and was not spotted.
12	The Follower returns with useful information and was not spotted. If the Follower found an Enemy, the PCs can automatically surprise that Enemy.

Scrounger (Strong): Spend 1 Loyalty. The Follower goes off to look for useful things in the area. Roll 1d6 to determine what they find.

1	Game Master's choice
2	Nothing
3	1d3 gold
4	The Follower finds an ordinary, useful item (worth 1d3 gold) or an Interesting Location. (See **Appendix III**.)
5	The Follower finds a mundane, useless item.
6	The Follwer finds a special item or location, possibly including a shrine, a ruin, or a Stranger.

Sneaky (Strong): Spend 1 Loyalty. The Follower grants you a bonus die on tests to sneak past Strangers or monsters who have not spotted you.

Watchful (Average): Spend 1 Loyalty. The Follower helps watch your camp; as a result, the party cannot be completely surprised by an attack (although they can still be partially surprised).

Combat Traits

Each round a character is in combat, that character can activate one Follower and become that Follower's *leader*. Once activated, a Follower acts on their leader's turn. The character may use a different Follower's ability each round, as long as the Follower is able to get into position. Combat Followers are legitimate targets for enemy attacks, unless they have a benefit that allows a player to determine the target of an enemy's attack.

Activating a Follower is a free action but only one Follower can assist a single character at a time.

Ambusher (Average): Spend 1 Loyalty. When you're attempting to ambush enemies, partial surprise becomes complete surprise.

Arcane Boost (Average): Spend 1 Loyalty. You may add this Follower's Craft score to the damage from one successful damage-inflicting spell.

Calming Music (Average): Spend 1 Loyalty. The Follower plays a calming tune, preventing a targeted wild animal from attacking. If the animal is attacked, the calming tune is broken.

Combat Boost (Average): Spend 1 Loyalty. You can add this Follower's Strength score to the damage from one successful attack.

Defender (Average): Spend 1 Loyalty; this benefit lasts for the duration of one combat. When another Follower takes damage, this Follower takes the damage instead.

Diversion (Strong): Spend  and 1 Loyalty. The Follower prevents an enemy from responding to an attack this round.

Flanking (Average): Spend 1 Loyalty; this benefit lasts for the duration of one combat. The Follower grants you a +1 bonus to all attacks and +2 damage.

Guardian (Average): Spend 1 Loyalty. When you take damage from an Enemy, you may choose to deflect up to half that damage to your Follower; you cannot deflect an amount greater than the Follower's Life.

Healing (Weak): Spend 1 Loyalty. The Follower heals a character for 1d3 Life. (**Average:** 1d6 Life, **Strong:** 1 Wound or 2d6 Life)

Intimidating (Weak): Spend 1 Loyalty. The Follower grants a +1 bonus on Intimidate tests against an Enemy. (**Average:** + 2, **Strong:** +3)

Other Benefits

Followers may have other benefits that don't apply in a specific scene. Some of these benefits have a Loyalty cost to activate; if there isn't a cost listed, the ability is "always on."

Apprentice (Strong): Spend 1 Loyalty. This Follower knows one spell (Game Master's choice) they can cast. The Follower uses their Craft for that spell's Spellcasting test, and they have a number of spell points equal to their Craft.

Familiar (Strong; animal only): Spend 1 Loyalty. You can restore 1d3 spell points, or you can add this Follower's Craft (in addition to your own) to your next Craft-based test.

Familiar Speech (Weak; animal only): You and your Follower may communicate without speech. No other creature can hear your communication.

Flying (Average): Your Follower can fly, ignoring rough terrain.

Hauling (Average): Your Follower can carry up to Strength x 5 Load in extra items; this does not cost Loyalty.

If you spend 1 Loyalty, your Follower can carry up to Strength x 6 Load for one day.

Inscription (Average): Spend 1 Loyalty. The Follower can make an extra copy of a spell you possess (typically within a spellbook or on a scroll). You must pay the costs for any materials.

Knowledgeable (Strong): You've been studying with this Follower's help. Spend 1 Loyalty. The Follower grants you a bonus die when you're making a Lore test.

Riding (Average): The Follower can carry you or another character; this does not cost Loyalty. If you spend 1 Loyalty, the Follower can carry two characters for a day. Riding the Follower at a grueling pace costs 1 Loyalty per day.

Skillful (Weak): Your Follower grants a +1 bonus to a skill test (chosen by the Game Master). (**Average:** + 2, **Strong:** +3)

Followers

This section offers a list of Followers characters might obtain during their travels. This list is far from complete, but it probably has enough examples to give you ideas of your own. Each Follower entry includes a description, a list of benefits, and the Follower's Strength, Craft, and Life. Follower entries do not include aspects, but if you find yourself needing aspects for a Follower, it's easy enough to assign them based on the Follower's Strength or Craft.

Name and Description: Each entry begins with the name of the Follower and a short description.

Benefits: The benefits listed here are like Special Abilities. Most of them cost Loyalty to activate; some also require a character to spend Light Fate.

Strength and Craft: These attributes are provided as a guideline for roleplaying; they may also be necessary when implementing rules. If necessary, you can derive aspects from these attributes.

Life: Life functions for strangers exactly as it does for player characters. The only difference is that in most cases, a Follower is dead when their Life reaches 0.

Armour: Armour functions for Followers exactly as it does for characters. Damage is applied to a Follower's Armour rating before their Life is reduced. Natural armour heals at a rate of 1d6 points per day.

Max Loyalty: This is the maximum Loyalty that the Follower can have. (See the earlier section on **Loyalty** for more details.)

Restore Loyalty: This listing describes how the Follower's Loyalty can be restored.

The Followers listed here are ready for use in your campaign. You can also use them as templates for your own creations. (See **Follower Design Guidelines** earlier in the chapter for more details.)

Apprentice Minstrel

The apprentice can carry a tune, but sometimes, your performance carries them. Prefers to follows minstrels.

Benefits

Calming Music (Average): Spend 1 Loyalty. The apprentice minstrel plays a calming tune, preventing a targeted wild animal from attacking. If the animal is attacked, the calming tune is broken.

Backup Band (Strong; only usable by minstrels): Spend 1 Loyalty. The apprentice minstrel speaks inspiring words. One character who can hear the words (chosen by the apprentice's leader) is granted a bonus equal to the Follower's Craft on their next attack.

Strength: 2 **Craft:** 3
Life: 10
Max Loyalty: 3 (5 if gained through a class)
Restore Loyalty: Restore 1 Loyalty when you pay the Follower 1 gold or give them an item worth at least 1 gold.

Apprentice Wizard

Don't worry. This apprentice is *definitely* not going to make anything explode, at least not while you're watching them. Prefers to follow wizards.

Benefits

Arcane Boost (Average): Spend 1 Loyalty. You may add the apprentice wizard's Craft score to your damage from one successful damage-inflicting spell.

Study Apprentice (Weak): Spend 1 Loyalty. The apprentice wizard reduces the time needed to decipher a scroll or learn a new spell by half.

Strength: 1 **Craft:** 4
Life: 10
Max Loyalty: 3 (5 if gained through a class)
Restore Loyalty: Restores 1 Loyalty when you pay them 1 gold or give them an item worth at least 1 gold. Giving the apprentice a minor magic item restores their Loyalty to its maximum.

Bear

Bears are found in the wilderness. They're strong and powerful beasts, but they don't usually bother travellers, except when they feel threatened or when strangers intrude on their territory. However, a mother bear will fight until her death to defend her cubs.

Benefits

Combat Boost (Average): Spend 1 Loyalty. You can add the bear's Strength score to your damage from one successful attack.

Intimidating (Weak): Spend 1 Loyalty. The bear grants you a +2 bonus on Intimidate tests against an Enemy.
Strength: 5 **Craft:** 2
Life: 18
Max Loyalty: 5
Restore Loyalty: Once per day, restore 1 Loyalty when you feed the bear a treat equal to 1 ration. A bear restores 1 Loyalty each day it can roam the wilderness on its own.

Camel

Found mostly in the Middle Region, camels are perfect for desert travel. These four-legged beasts are similar to horses in some regards, but their large humps allow them to store fat, making it easier for them to survive extreme heat.

Benefits

Hauling (Average): The camel can carry up to 25 load in extra items; this does not cost Loyalty. If you spend 1 Loyalty, the camel can carry up to 30 load for one day.
Riding (Average): The camel can carry one character. If you spend 1 Loyalty, the camel can carry an additional character. Riding a camel at a gruelling pace costs an additional 1 Loyalty per day.
Extreme Conditions: A camel can travel in extreme heat without water for up to one month.
Strength: 5 **Craft:** 1
Life: 15
Max Loyalty: 5
Restore Loyalty: Once per day, you may restore 1 Loyalty for this Follower by feeding it 1 ration.

Cat

Cats are good at finding things, and they can keep your feet warm on cold nights. These furry, four-legged creatures are commonly found in towns and cities. They're less commonly found in the wilderness.

Benefits

Nine Lives (Strong): Spend 1 Loyalty. Once during that day, you can reroll a defence test.
Strength: 1 **Craft:** 3
Life: 5
Max Loyalty: 5
Restore Loyalty: Once per day, restores 1 Loyalty when you feed it a treat equal to 1 ration.

Crow/ Raven

This bright-eyed black-feathered bird displays an unusual intellect. Both ravens and crows are found nearly everywhere. Crows are quite common in populated areas.



Benefits

Flying: This Follower can fly, ignoring rough terrain.

Scrounger (Strong): Spend 1 Loyalty. The Follower goes off to look for useful (possibly shiny) things in the area. Roll 1d6 to determine what they find.

1	Game Master's Choice
2	Nothing
3	1d3 gold
4	The Follower finds an ordinary, useful item (worth 1d3 gold) or location.
5	The Follower finds a mundane, useless item.
6	The Follower finds a special item or location, possibly including a shrine, a ruin, or a Stranger.

Strength: 1 **Craft:** 3
Life: 3
Max Loyalty: 3
Restore Loyalty: Once per day, restores 1 Loyalty when you give it a treat equal to 1 ration or an item worth 1 gold.

Dog

This friendly canine will stand by you through thick and thin.

Benefits

Scent Tracking (Strong): Spend 1 Loyalty. The Follower can track a living being with a scent it knows or can detect. When you're attempting to track someone or something, the dog grants you a bonus die to your next relevant test. If you're tracking someone, the dog must have met the quarry, or you must have an item of clothing that was in the quarry's possession. If you're tracking something, the dog can gain the scent from a similar item.
Strength: 3 **Craft:** 2
Life: 10
Max Loyalty: 8
Restore Loyalty: Once per day, restores 1 Loyalty when you feed it a treat equal to 1 ration.

Earth Elemental

Magic was used to create and form this hulking being from animate rocks.

Benefits

Combat Boost (Average): Spend 1 Loyalty. You can add the elemental's Strength score to the damage from one successful attack.
Stalwart (Combat): Spend 1 Loyalty. The elemental can reduce damage to any single target from one source; the amount cannot exceed the elemental's Strength.
Strength: 5 **Craft:** 2
Life: 20
Max Loyalty: 3
Restore Loyalty: Restore 1 Loyalty by giving the elemental 1 gold worth of rare ores or minerals.

Falcon/Hawk

This majestic bird of prey is useful for hunting. Falcons and hawks are typically found in the woodlands, plains, and mountains. (Hint: Look up.) Nobles especially enjoy falconry, as they consider it to be a fine sport.

Benefits

Distracting Dive (Average): Spend 1 Loyalty. For one round, the Follower reduces one target's Threat by 2.
Forager/ Good Hunter (Strong): Spend 1 Loyalty. The falcon or hawk grants you a bonus die when you're making a Hunting test.
Strength: 2 **Craft:** 3
Life: 5
Max Loyalty: 3
Restore Loyalty: This Follower restores 1 Loyalty each day it does not fight.

Familiar Spirit

This useful wisp of magic is at your beck and call.

Benefits

Dismissible (Weak): When your familiar falls to 0 Life, or when you spend an action to dismiss it, it dissipates. As a full action, you can spend 1 spell point to make it reappear by your side.
Familiar Speech (Average): You and your familiar may communicate without speech. No other creature can hear your communication.
Spirit Form (Weak): The familiar may appear in the shape of any small animal or other small creature (that meets with the GM's approval).
Familiar (Strong; animal only): Spend 1 Loyalty. The Follower restore 1d3 spell points, or you can apply this Follower's Craft (in addition to your own Craft) to your next Craft-based test.
Strength: 1 **Craft:** 4
Life: 5
Max Loyalty: 5
Restore Loyalty: Restore 1 Loyalty by giving your familiar spirit 1 spell point and  .

Good Acolyte

This devotee of the Temple offers aid to those who are Good. ("Bless their heart!") Prefers to follow a priest.

Benefits

Scholar (Average): Spend 1 Loyalty. When you make a Lore test related to religion or religious history, you gain a bonus die.
Unassuming (Average): The Good Acolyte is not targeted by monsters unless there are no other valid targets present. If more than one Follower in the party has this ability when there are no valid targets, roll a die to determine which of them is targeted. The Game Master may spend  to nullify this effect.
Strength: 2 **Craft:** 4

Life: 10
Max Loyalty: 5
Restore Loyalty: Restores 1 Loyalty whenever the Follower can spend a day in quiet contemplation in a church or a holy place. If you ever become Evil, the Good Acolyte's Max Loyalty becomes 0, and it leaves.

Horse

There's no finer riding mount in the Realm.

Benefits

Hauling (Average): A horse can carry up to 25 load in extra items; this benefit does not cost Loyalty. If you spend 1 Loyalty, the horse can carry up to 30 load for one day.
Riding (Average): The horse can carry one character. If you spend 1 Loyalty, the horse can carry an additional character. Riding a horse at a gruelling pace costs an additional 1 Loyalty per day.
Strength: 5 **Craft:** 1
Life: 15
Max Loyalty: 7
Restore Loyalty: Once per day, you may restore 1 Loyalty for this Follower by feeding treats worth 1 ration. Allowing it to spend a day roaming a field on its own also restores 1 Loyalty.

Imp

This creature of Darkness is at your beck and call. Do with it what you will.

Benefits

Scout (Average): Spend 1 Loyalty. The imp scouts ahead, reporting back with details about what it's found in the direction you are travelling. The exact details provided are up to the GM. Scouting places the imp at risk. The GM can roll 2d6 to determine the outcome.

2	The Follower is lost.
3–4	The Follower returns, badly injured (1d3 Life remaining) but with some useful information.
5–9	The Follower returns with good information, but it may have been spotted. Roll 2d6; if the result is equal to or lower than its Craft, it was not spotted.
10–11	The Follower returns with good information and was not spotted.
12	The Follower returns with good information and was not spotted. If the imp found an Enemy, the PCs can automatically surprise that Enemy.



Intimidating (Average): Spend 1 Loyalty. The imp grants a +2 bonus on Intimidate tests against an Enemy.
Hot Foot (Weak): Spend 1 Loyalty. The imp can produce hot coals under the feet of a chosen Enemy, reducing their movement by half.
Evil: If you ever become Good, the imp's Max Loyalty becomes 0, and it leaves.
Strength: 1 **Craft:** 5
Life: 12
Max Loyalty: 3
Restore Loyalty: Restore 1 Loyalty by spending 1 Light Fate or by giving the Imp a minor magic item or potion.

Junior Assassin

You've found a promising student to learn the arts of assassination! Hopefully, they'll never test their skills against *you*. Prefers to follow an assassin. (You should probably make sure they *keep* following you.)

Benefits

Flanking (Average): Spend 1 Loyalty; this benefit lasts for the duration of one combat. The assassin grants you a +1 bonus to all attacks and +2 damage.
Backstab (Strong): Spend 1 Loyalty when you miss an Enemy in combat; you may reroll the attack.
Strength: 4 **Craft:** 2
Life: 15
Max Loyalty: 5
Restore Loyalty: Restores 1 Loyalty when you pay the Follower 1 gold or give them an item worth at least 1 gold.

Junior Thief

Strangers better watch their pouches! Prefers to follow a thief.

Benefits

Flanking (Average): Spend 1 Loyalty; this benefit lasts for the duration of one combat. The thief grants you a +1 bonus to all attacks and +2 damage.
Pickpocketing: Spend 1 Loyalty. The thief picks the pocket (or pouch) of a Stranger who is otherwise engaged or distracted. Of course, the thief can only use this benefit on an Enemy or Stranger with noticeable pockets or pouches.
Strength: 3 **Craft:** 3
Life: 12
Max Loyalty: 3 (5 if gained as part of a class Special Ability)
Restore Loyalty: Restores 1 Loyalty when you pay the Follower 1 gold or let them keep a treasure worth at least 1 gold.

Mercenary

A warrior for hire.

Benefits

Flanking (Average): Spend 1 Loyalty; this benefit lasts for the duration of one combat. This Follower grants you a +1 bonus to all attacks and +2 damage.
Guardian (Average): Spend 1 Loyalty. When you take damage from an Enemy, you may choose to deflect up to half that damage to the mercenary; you can't deflect an amount greater than the mercenary's Life.
Strength: 4 **Craft:** 1
Life: 15 **Armour:** 9
Max Loyalty: When you recruit a mercenary, choose a Max Loyalty (up to 5) for that Follower, then pay that amount in gold.
Restore Loyalty: Restores 1 Loyalty when you pay them 1 gold.

Messenger Pigeon

When you leave home with a messenger pigeon, it's easier to find your way back. If you can't make it back, you might as well send a message.

Benefits

Homing: When you obtain this Follower, set a home destination. If you spend 1 Loyalty, the Messenger Pigeon can travel between your character and its home destination without fail, carrying a short message on a piece of paper. You can change the homing location after you spend one week in that new location training the pigeon.
Strength: 1 **Craft:** 1
Life: 3
Max Loyalty: 3
Restore Loyalty: Once per day, you may restore 1 Loyalty for this Follower by feeding it a treat worth 1 ration.

Mule

Stubborn. Gray. Useful. The mule is a favorite beast of burden among those who hoard treasure.

Benefits

Hauling (Average): Carries up to 30 Load in extra items; this benefit does not cost Loyalty. If you spend 1 Loyalty, the mule can carry up to 36 load for one day.
Strength: 6 **Craft:** 1
Life: 15
Max Loyalty: 5
Restore Loyalty: Once per day, you may restore 1 Loyalty for this Follower by feeding it 1 ration.

Pixie

This small fae creature likes to stir up trouble.

Benefits

Invisible Scout (Strong): Spend 1 Loyalty. The pixie can fly invisibly in advance of a party (up to 1 kilometre)

and report what it sees. Unlike other Followers, the pixie cannot suffer harm when scouting. Instead of getting lost, it just finds other diversions. Roll 2d6.

2	The Follower gets bored and wanders off.
3–4	The Follower almost got hurt, but miraculously, it escaped! Reroll.
5–9	The Follower returns with good information, but they may have been spotted. Roll 2d6; if the result is equal to or less than the Follower's Craft, they were not spotted.
10–11	The Follower returns with good information and was not spotted.
12	The Follower returns with good information and was not spotted. If the pixie found an Enemy, the PCs can automatically surprise that Enemy.

Charming (Strong): Spend 2 Loyalty. The pixie can cast a brief charm on a Stranger, compelling them to respond positively to a reasonable request and making them more likely to listen to you.

Pixie Dust (Average): Spent 1 Loyalty. The pixie can throw a handful of glittering dust in the eyes of a would-be attacker; this adds 1d3 to your defence test or an ally's defence test.

Strength: 1 **Craft:** 5
Life: 7
Max Loyalty: 5
Restore Loyalty: Restore 1 Loyalty by spending or by giving the pixie a minor magic item or potion.

Scout

Feeling lost? Your guide in the wilderness will find a way.

Benefits

Forager (Average): Spend 1 Loyalty. The Follower grants you a bonus die on a Hunting test.

Scout (Average): Spend 1 Loyalty. The Follower scouts ahead, reporting back on details in the direction you're going. The exact details provided are up to the GM. Scouting places the Follower at risk. If the GM wishes, they can roll 2d6 to determine the outcome.

2	The Follower is lost.
3–4	The Follower returns, badly injured (1d3 Life remaining) but with some useful information.
5–9	The Follower returns with good information, but they may have been spotted. Roll 2d6; if the result is equal to or less than their Craft, they were not spotted.
10–11	The Follower returns with good information and was not spotted.
12	The Follower returns with good information and was not spotted. If the scout found an Enemy, the PCs can automatically surprise that Enemy.

Strength: 3 **Craft:** 3
Life: 10
Max Loyalty: 5
Restore Loyalty: You can restore 1 Loyalty for this Follower by paying them 1 gold.



Servant

Provides what you need, when you need it.

Benefits

Good Listener (Average): Spend 1 Loyalty. This Follower is good at wandering unnoticed and keeping their ears open. When you're in a settlement or the City, they can keep you informed of interesting news and goings-on. You may send your Servant into a non-hostile situation, where they may observe on your behalf using one of your appropriate social skills.

Strength: 2 **Craft:** 3

Life: 10

Max Loyalty: 8

Restore Loyalty: Once per day, you may restore 1 Loyalty for this Follower by feeding them 1 ration or paying them 1 gold. Restore 1 Loyalty for each day the servant can rest and recover.

Shambler

This shambling undead creature is gruesome to behold. Prefers to follow ghouls. Go figure.

Benefits

Undead (Average): This Follower cannot be healed. If this Follower's leader is a ghoul, that character may absorb this Follower's soul to heal themself, restoring up to half their total Life and healing 1 Wound. This sacrifice reduces the shambler to dust, destroying it.

Guardian (Average): Spend 1 Loyalty. When you take damage from an Enemy, you may choose to deflect up to half that damage to the shambler; you cannot deflect an amount greater than its Life.

Claw (Strong): Spend 2 Loyalty; this benefit lasts for the duration of one combat. When you get a Standard Success or better with any combat action, the shambler inflicts an additional 1d6 damage to one combatant within range.

Strength: 5 **Craft:** 1

Life: 15

Max Loyalty: 5

Restore Loyalty: Once per day, you can restore a shambler's Loyalty by providing it with material from the corpse of a humanoid creature. This restores 1 Loyalty per creature provided. Each corpse also restores 1d6 Life to the shambler.

Spirit

Don't be afraid. It's a friendly ghost. You wouldn't dare make an alliance with the *other* kind, would you?

Benefits

Insubstantial Scout (Strong): Spend 1 Loyalty. The spirit can pass through walls, allowing it to give a vague report of what's occuring in nearby rooms. Unlike other Followers, the spirit cannot suffer harm when scouting. The GM can roll 2d6 to determine what happens.

2	The spirit wanders off, distracted by a memory of its past life.
3–4	Something tried to kill the spirit but failed. It's already dead.
5–9	The spirit returns with good information, but it may have been spotted. Roll 2d6; if the result is equal to or less than its Craft, it was not spotted.
10–11	The spirit returns with good information and was not spotted.
12	The spirit returns with good information and was not spotted. If the spirit found an Enemy, the PCs can automatically surprise that Enemy.



Psychic Shield (Combat): Spend 1 Loyalty. The spirit reduces damage you take from a psychic attack or spell by 1d6.
Strength: 7 **Craft:** 1
Life: 10
Max Loyalty: 3
Restore Loyalty: Restores 1 Loyalty each day it remains undisturbed; you cannot activate its benefits during that time.

Stag

This noble, horned beast is found in the deepest forests of the Realm.

Benefits

Charge (Combat): Spend 1 Loyalty. The stag increases the damage from your next successful attack by an amount equal to its Strength.
Carry (Average): Spend 1 Loyalty. A stag can carry a single person or 20 Load for one day.
Strength: 4 **Craft:** 2
Life: 15
Max Loyalty: 3
Restore Loyalty: Restores 1 Loyalty each day it does not use a benefit.

Temple Acolyte

This devotee of the Temple has reasons for following you around, but they might not be eager to tell you what they are. Their alignment might be equally mysterious.

Benefits

Balanced: Spend 2 Loyalty and  to change your alignment.
Knowledgeable (Strong): Spend 1 Loyalty. The Follower aids you in study. Gain a bonus die when making a Lore test.
Unassuming (Average): The Follower is not targeted by monsters unless there are no other valid targets. If more than one Follower in the party has this ability when there are no valid targets, roll a die to determine which of them is targeted. The Game Master may spend  to nullify this effect.
Strength: 3 **Craft:** 3
Life: 10
Max Loyalty: 3
Restore Loyalty: Replenish the acolyte's Loyalty by giving them the day off to pray or preach.

Wild Boar

This ferocious beast is relentless when it attacks. It also really likes scritches under its chin.

Benefits

Gore (Average): Spend 1 Loyalty. You can add this Follower's Strength score to your damage from one successful attack.
Intimidating (Average): Spend 1 Loyalty. The Follower grants you a +2 bonus on Intimidate tests against an Enemy.
Tough: When a wild boar reaches 0 Life, roll 1d6. On a 1–5, it's unconscious for that many rounds at which point the boar dies unless healed. On a 6, it's restored to 1 Life the following round.
Strength: 5 **Craft:** 1
Life: 15
Max Loyalty: 5
Restore Loyalty: Restores 1 Loyalty each day it does not fight. You can also restore 1 Loyalty by giving it truffles worth 1 gold.

Wildcat

These cats might look cuddly, but they're all teeth and claws.

Benefits

Flanking (Average): Spend 1 Loyalty; this benefit lasts for the duration of one combat. The wildcat grants you a +1 bonus to all attacks and +2 damage.
Good Hunter (Average): Spend 1 Loyalty. The Follower grants you a bonus die when you're making a Hunting test.
Strength: 3 **Craft:** 3
Life: 10
Max Loyalty: 3
Restore Loyalty: Once per day, you may restore 1 Loyalty for this Follower by feeding it treats equal to 1 ration.

Wolf (or Attack Dog)

This beast is not as loyal as a pet dog, but it's certainly far more dangerous.

Benefits

Claws and Teeth (Average): Spend 1 Loyalty. You can add this creature's Strength to the damage from your next successful attack.
Defender (Average): Spend 1 Loyalty; this benefit lasts for the duration of one combat. When another Follower takes damage, this defender takes the damage instead.
Flanking (Average): Spend 1 Loyalty; lasts for the duration of one combat. This Follower grants you a +1 bonus to all attacks and +2 damage.
Intimidating: Spend 1 Loyalty. Having the creature at your side gives you a +2 bonus to an Intimidate test against a Stranger or Enemy.
Strength: 3 **Craft:** 2
Life: 15
Max Loyalty: 3
Restore Loyalty: Once per day, you may restore 1 Loyalty for this Follower by feeding it 1 ration.

Chapter 4: Enemies

Enemies of the Realm

The people of the Realm are constantly under threat from a wide variety of enemies. Adventurers confront everything from common beasts, such as wolves and lions, to fantastic monsters, such as elementals and dragons. Hideous undead horrors like wraiths and skeletons haunt ancient ruins and cemeteries, while faeries, both malignant and benign, dwell in lonely places, enchanted groves, and ancient forests.

This chapter offers a glimpse at the various creatures adventurers are likely to face during their quests or while travelling through the world.

Enemy Descriptions

Characters may encounter many different types of enemies in the course of their travels. Not every creature described here is necessarily malicious or intent on causing harm, although they may pose an obstacle of some sort. A bear might not seek to kill a party of adventurers, but the heroes may still wish to avoid it, causing them to leave a designated path. A creature like a knocker might not wish to kill the characters; instead, they'll plague them with pranks and other trickery. Of course, an ancient death knight could still be intent on the destruction of the adventurers and relentlessly pursue them.

Name and Description

Each entry begins with the name of the creature and a short description of it can be found, as well as its habits. Additional information about the creature can help the Game Master bring that creature to life during an adventure.

Alignment

This lists the most common alignment(s) for that creature. The Game Master can always decide to change the alignment of a creature, if it suits the story.

Threat

Threat replaces the attributes and aspects player characters have. The base Difficulty for hitting a creature in combat is equal to its Threat rating.

Armour

Many Enemies have an Armour rating because of a thick hide or scales. Humanoid foes might wear armour that gives them a higher rating.

Life

Life functions for Enemies exactly as it does for player characters. The only difference is that in most cases, the Game Master should consider an Enemy to be dead when it reaches 0 Life. More powerful enemies, or those important to the story, might be given a chance to survive with a death test.

Attacks

This statistic indicates the potential number of attacks an enemy can make during a combat round. Each attack against an Enemy depletes one of its potential attacks. If the Enemy has remaining attacks at the end of the round, it can use them to try to harm any adventurers within range. Characters attacked by an Enemy with remaining attacks must make defence tests.

Damage

This section lists damage and attack types an enemy has: claws, teeth, knife, and so on. Each damage listed includes a base damage (the die or dice rolled); most also have a damage bonus.

Speed

Speed functions exactly the same way as it does for player characters: it's the number of metres the enemy can move in a round. Different movement types, such as flying or swimming, are listed in parentheses.

Special Abilities

Just like player characters, Enemies can activate special powers, usually during combat. Most occur when the Game Master spends Dark Fate or a player rolls a 1 on a Kismet Die when attacking the Enemy.

A Special Ability that's activated by spending Dark Fate is indicated with a . If multiple are listed, then the Special Ability costs as many as are listed.

The symbol means that the Special Ability is only activated when a player rolls a 1 on a Kismet Die. At that point, the Game Master can decide whether they want to activate the Special Ability or take a Dark Fate token.

Benefits & Banes

Benefits and banes are inherent abilities an Enemy possesses that are always in effect. Benefits are usually defences of some kind that are always active; they benefit an Enemy. Banes are usually weaknesses the Enemy possesses.

Animals

In the grand scheme of things, people have only been in the Realm for a short span of time. Animals have been there for considerably longer, so they're decidedly more at home in the wilds. While they do not display a mental capacity equal to the people of the Realm, animals are still perfectly adapted to survive in their own environments. These specialised adaptations can make them a serious threat to interlopers. Adventurers cannot reason with animals, but they can scare them away with loud noises or fire. All bets are off, however, when facing a wounded beast with nothing left to lose or when an unfortunate adventurer stumbles upon a mother protecting her young.

The meat, hides, teeth, and horns of many animals are valuable commodities in the Realm, as they can be used for sustenance, clothing, or ornamentation.

Ape

Giant apes are skilled hunters of the forest, though they can also be found in the mountains and plains. An enraged individual might even stray close to inhabited areas of the Realm. The sudden appearance of an angry ape is enough to give any adventurer pause, as their size and strength are not to be taken lightly. Despite their similarities to humankind, apes are certainly animals, and as such, they are unable to listen to reason. If there was any doubt, their sharp teeth and bellowing roar are sure to shatter it.

Ape

Neutral
Threat: 13
Strength: 4 **Craft:** 2
Armour: 3 **Life:** 15
Attacks: 1 **Damage:** 1d3+4 (unarmed), 1d3+3 (thrown rock)
Speed: 12

Special Abilities

Fearsome Roar: The ape can let out a terrible roar. The target makes a **Fortitude (Resolve)** defence test against **Difficulty 13** to resist.
Failure: The target is stunned by the roar and has a −4 penalty to all tests next round.
Standard Success: The target is unsettled by the roar and has a −2 penalty to all tests next round.
Great Success or better: No effect. The target may act as normal.

Benefits & Banes

Arboreal: Can move at full speed while swinging through the trees or climbing.

Bear

Bears are usually found in the forest, though some might stray close to civilisation in their search for food. Large and furry, bears are often hunted for their pelts and claws, though it would be wise to remember they're quite capable of fighting back. Although they run on all fours, bears often rise up on their hind legs to attack. In that stance, they're taller and more powerful than most mortals (except trolls), and their claws can easily rend armour to tatters or tear jagged holes through bare flesh.

Bear

Neutral
Threat: 13
Strength: 5 **Craft:** 2
Armour: 3 **Life:** 18
Attacks: 1 **Damage:** 1d6+5 (claws), 1d3+5 (bite)
Speed: 10

Special Abilities

Bear Hug: The bear can immobilize its target in a powerful and damaging embrace. The target makes a **Melee (Brawn** or **Agility)** defence test against **Difficulty 13** to resist.

Failure: The target takes 1d6 damage (which ignores armour) and is immobilized. On subsequent rounds, the target can attempt to break out of the embrace by repeating this test. If damage is dealt to the bear, the embrace is automatically broken.

Standard Success: The target is immobilized as above, but no damage is dealt.

Great Success or better: No effect. The target may act as normal.

Benefits & Banes

None

Carrion Crows

These large black birds are found practically everywhere. They're frequently found where their "food" is plentiful, preferring to gather on battlefields or near the gallows. Many myths and songs elaborate on the significance of a certain number of crows, but regardless of the lore, the end result is the same: The more crows are in a flock (or as some civilised cynics call it, a "murder" of crows), the harder they are to fight off. Crows are also notorious thieves. They tend to make off with shiny objects, valuable or not, the first chance they get.

Carrion Crows

Neutral
Threat: 11
Strength: 1 **Craft:** 1
Armour: 0 **Life:** 6
Attacks: 1 **Damage:** 1d2+1 (beak, claws)
Speed: 15 (fly), 1 (walk)

Special Abilities

Steal Shiny: The crow can attempt to steal a visible weapon, magic item, or piece of jewelry belonging from a chosen target and fly away with it. The target makes an **Athletics (Agility)** defence test against **Difficulty 11** to resist.

Failure: The target loses one weapon or item of the GM's choice.

Success: The target hangs on to their item, but if they choose to maintain their grip (preventing further uses of Steal Shiny), they have a −2 penalty to their next action.

Great Success or better: No effect.

Benefits & Banes

Swarm: Creatures with this benefit are skilled at working together to take down larger opponents. When a creature in the swarm attacks, it inflicts +1 damage per additional swarm creature within range.

Forest Goat

Notoriously foul-tempered, the forest goat is a cloven-hoofed creature with short, curved horns sprouting from its brow. In the wild, they're a persistent nuisance, rummaging through adventurer's packs in search of anything and everything they can eat. In more civilized lands, these animals are domesticated on farmlands as a source of meat and milk. Even domesticated goats are something to be wary of, however, as they never fully forget their combative instincts.

Forest Goat

Neutral
Threat: 12
Strength: 3 **Craft:** 1
Armour: 3 **Life:** 12
Attacks: 1 **Damage:** 1d3+3 (horns)
Speed: 12

Special Abilities

Knockdown Charge: The forest goat can charge a single foe and attempt to knock it down. The target makes an **Athletics (Agility** or **Brawn)** defence test against **Difficulty 12** to resist.

Failure: The target is knocked down. Any action they take on the next round, other than getting back to their feet, has a −4 penalty.

Success: The target keeps their footing but is off balance. Any action they take on the next round has a −2 penalty.

Great Success or better: No effect.

Benefits & Banes

None

Giant Beetle

Wearing their iridescent shells as almost unbreakable armour, giant beetles scuttle through dusty tombs, over desert sands, beneath the leaf litter of the forest, and through the dung heaps of the City, always in search of their next meal. Practically anything made of flesh qualifies. After a lifetime of feeding, a giant beetle can grow to the size of a small horse. This armoured insect can withstand a tremendous amount of abuse. Their deadly, serrated mandibles make short work of anyone straying too close who wants to harm them.

Giant Beetle

Neutral
Threat: 13
Strength: 4 **Craft:** 1
Armour: 12 **Life:** 12
Attacks: 1 **Damage:** 1d3+4 (mandibles)
Speed: 12

Special Abilities

Devour: Instead of inflicting damage after a successful attack, the giant beetle can devour one of the target's Followers. The target can negate this special ability by jumping in the way and immediately taking damage equal to full two attacks.

Benefits & Banes

Uncharmable: A minstrel cannot charm this creature, although this creature will not attack a minstel unless that character attacks them first.

Giant Fly

Tiny biting flies create a nuisance everywhere in the Realm. The rarer giant fly is an actual danger to adventurers. Found in tombs, dungeons, bogs, swamps, and anywhere else with a steady supply of rotting food or garbage, giant flies carry pestilence and disease wherever they roam. Growing to the size of a pig or a large dog, even one of these bloated horrors is a dangerous foe. Unfortunately, they usually appear in swarms of half a dozen insects or more.

Giant Fly

Neutral
Threat: 12
Strength: 2 **Craft:** 1
Armour: 0 **Life:** 8
Attacks: 1 **Damage:** 1d3+2 (bite)
Speed: 16 (fly)

Special Abilities

Spread Disease: Instead of inflicting damage after a successful attack, the giant fly can attempt to infect the target with a foul disease. The target makes a **Fortitude (Mettle)** defence test against **Difficulty (Threat+2)** to resist.

Failure: The target is diseased. Any test made by the target has a penalty −2 penalty. This condition lasts for 1d6 days or until the target is magically healed.

Standard Success: The target is diseased, but the illness fades after a good night's rest. Until the target has slept for several hours, any tests they make have a −1 penalty.

Great Success or better: No effect.



Benefits & Banes

Swarm: Creatures with this benefit are skilled at working together to take down larger opponents. When a creature in the swarm attacks, it inflicts +1 damage per additional swarm creature within range.

Uncharmable: A minstrel cannot charm this creature, although this creature will not attack a minstel unless that character attacks them first.

Giant Rat

Giant rats are commonly encountered in dungeons and the seedier parts of the City. The scarcity of natural foes and an abundance of food allows them to grow fat and brave. Twice as big as any alley cat, these clever scroungers rarely stand and fight toe-to-toe. They use their greater numbers to overwhelm a foe, bring it down, and gnaw it to death with sharp, powerful teeth.

Giant Rat

Neutral
Threat: 12
Strength: 2 **Craft:** 1
Armour: 0 **Life:** 8
Attacks: 1 **Damage:** 1d3+2 (bite)
Speed: 13

Special Abilities

Summon Rat Swarm: Wherever one rat is found, you can be certain more will be on the way. After this ability is triggered, an additional 1d3+1 rats arrive in the area at the start of the next round. A summoned rat cannot summon more rats.

Benefits & Banes

Swarm: Creatures with this benefit are skilled at working together to take down larger opponents. When a creature in the swarm attacks, it inflicts +1 damage per additional swarm creature within range.

Giant Spider

Thankfully, giant spiders are usually only found in the darkest parts of the forest or the darkest ruins. Unfortunately, once one is found, it's far too late to escape. Giant spiders cover their territory in large sticky webs capable of trapping almost any intruder, although they can cross their own webs with ease. Their habitats usually include many smaller spiders living off their scraps. They rarely tolerate competition among creatures of their own size, so they're quick to eliminate anything they see as a potential threat.



Giant Spider

Neutral
Threat: 14
Strength: 4 **Craft:** 2
Armour: 3 **Life:** 15
Attacks: 1 **Damage:** 1d3+4 (bite)
Speed: 12 (walk), 15 (webs)

Special Abilities

Web: A giant spider can shoot a web that entangles those caught in it. The creature chooses up to three adjacent targets. Each one makes an **Athletics (Agility** or **Brawn)** defence test against **Difficulty 17** to resist.
Failure: The target is immobilised and cannot take actions. On subsequent turns, they can attempt to escape the web with another **Athletics (Brawn)** test against **Difficulty 17**. Another character can cut them free with a full action.
Success: The target is only momentarily slowed down. On their next turn, the target has a −3 penalty to all tests.
Great Success or better: No effect.
Venomous Bite: The giant spider can attempt to poison a foe. The target makes a **Fortitude (Mettle)** defence test against **Difficulty 14** to resist.
Failure: The target is poisoned. They take 1 point of damage (which ignores armour) each round until they receive an antidote or magical healing.
Standard Success: The target is bitten but not poisoned. They take 1d3+4 points of damage.
Great Success or better: No effect.

Benefits & Banes

Uncharmable: A minstrel cannot charm this creature, although this creature will not attack a minstel unless that character attacks them first.

Giant Worm

These nightmarish creatures have no arms or legs. A giant worm's true threat is a gaping round maw full of thousands of razor-sharp teeth, a danger that dominates its deadliest end. While tunnelling through the dirt or desert sands, the worm likes to spring up behind unwitting foes, although it will fade back into the ground again if its chosen prey becomes too dangerous. Totally alien of thought and disgusting in visage, giant worms have only one driving desire: to devour anything they can, often in a single, easy gulp.

Giant Worm

Neutral
Threat: 15
Strength: 5 **Craft:** 2
Armour: 6 **Life:** 15
Attacks: 1 **Damage:** 1d6+5 (bite)
Speed: 5 (crawl), 10 (burrowing)

Special Abilities

Tunnel Attack: The giant worm can enter the ground and burst forth again behind an unsuspecting foe on a subsequent round. While underground, the worm is immune to all attacks but might be susceptible to some spells. When the worm emerges again for its next attack, its chosen target makes a **Notice (Wits)** test against **Difficulty 15** to resist.
Failure: The target is surprised.
Standard Success: The target is partially surprised. The worm gets a free attack; the target has a −3 penalty to their defence test.
Great Success or better: No effect.

Benefits & Banes

Uncharmable: A minstrel cannot charm this creature, although this creature will not attack a minstel unless that character attacks them first.

Lion

A common predator of the hills and plains, the lion is a threat to travelling adventurers and nomadic herders alike. Harvested for their fur and manes, lions are skilled hunters easily capable of running down a single foe. Lions are known to travel in prides, so they'll fight as a pack to take down larger or stronger enemies; however, a single outcast lion is still a formidable threat.

Lion

Neutral
Threat: 14
Strength: 4 **Craft:** 1
Armour: 3 **Life:** 13
Attacks: 1 **Damage:** 1d6+3 (bite, claws)
Speed: 14

Special Abilities

Fearsome Roar: The lion lets out a terrible roar. The target must make a **Fortitude (Resolve)** defence test against **Difficulty 14** to resist.
Failure: The target is stunned by the roar and cannot take actions on their next round.
Standard Success: The target is unsettled by the roar and has a −2 penalty to all tests on their next round.
Great Success or better: No effect.
Summon Pride: When this ability is triggered. the lion lets out a howl that can carry a great distance. An additional 1d3+1 lions arrive at the current location in 1d3+1 turns. This ability can only be used once in a combat. A summoned lion cannot summon more lions.

Benefits & Banes

None

Mammoth

Mammoths are towering, shaggy beasts with enormous prehensile trunks, which they can use to pick up objects or grapple foes. Found in the plain, crags, or mountains, mammoths are often hunted for their hides or captured for use as mounts or pack animals. Mammoths are bigger and stronger than any mortal in the Realm, as well as most animals.

Mammoth

Neutral
Threat: 15
Strength: 8 **Craft:** 3
Armour: 6 **Life:** 15
Attacks: 1 **Damage:** 1d3+8 (trunk), 1d6+8 (tusks)
Speed: 13

Special Abilities

Stomp: The mammoth rears up on its hind legs and then stomps the ground in an attempt to knock down adjacent foes. Each target in melee range makes an **Athletics (Agility** or **Brawn)** defence test against **Difficulty 15** to resist.

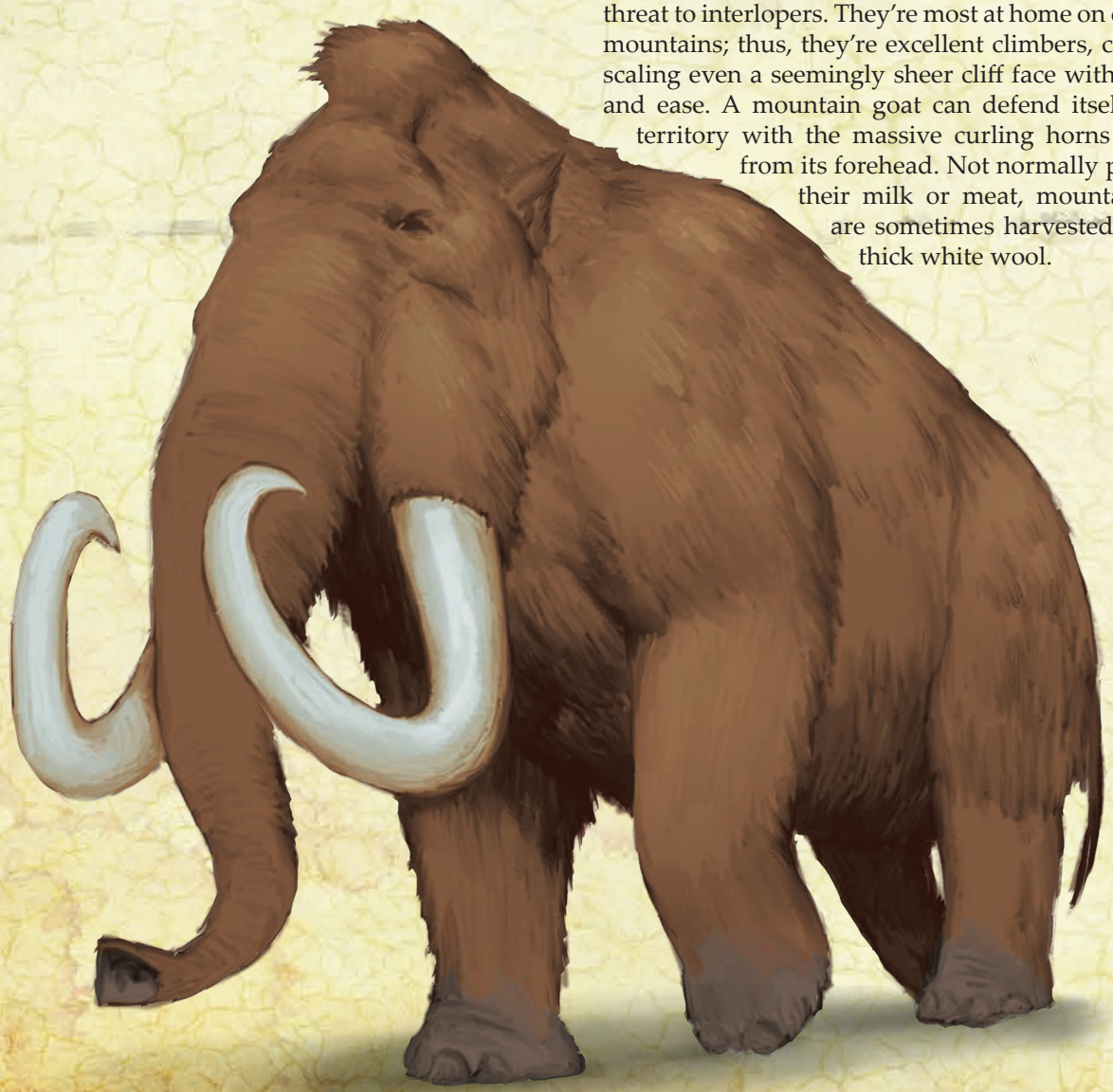
Failure: The target is knocked down. Any action they take on the next round, other than getting back to their feet, has a −4 penalty.

Standard Success: The target keeps their footing but is distracted. Any of their actions on the next round have a −2 penalty.

Great Success or better: No effect.

Benefits & Banes

None



Mountain Goat

Larger, shaggier, and more even-tempered than their forest cousins, mountain goats can still pose quite a threat to interlopers. They're most at home on crags and mountains; thus, they're excellent climbers, capable of scaling even a seemingly sheer cliff face with patience and ease. A mountain goat can defend itself and its territory with the massive curling horns growing from its forehead. Not normally prized for their milk or meat, mountain goats are sometimes harvested for their thick white wool.

Mountain Goat

Neutral
Threat: 13
Strength: 4 **Craft:** 2
Armour: 3 **Life:** 14
Attacks: 1 **Damage:** 1d6+4 (horns)
Speed: 13

Special Abilities

Knockdown Charge: The mountain goat can charge a single foe and attempt to knock it down. The target makes a **Athletics (Agility or Brawn)** defence test against **Difficulty 13** to resist.
Failure: The target is knocked down. Any action they take on the next round, other than getting back to their feet, has a −4 penalty.
Standard Success: The target keeps their footing but is distracted. Any of their actions on the next round have a −2 penalty.
Great Success or better: No effect.

Benefits & Banes

Sure Footing: The mountain goat can move without penalty over rough terrain or while climbing. In addition, the mountain goat is immune to being knocked down.

Mountain Lion

The mountain lion is one of the Realm's deadliest solitary hunters. Also known as a cougar, jaguar, panther, or puma, these felines come in many different colours. Despite their name, they are not confined solely to the mountains or highlands. They're equally at home in any environment where they can silently stalk their prey or lie in ambush amidst rocks nearby or branches overhead.

Mountain Lion

Neutral
Threat: 14
Strength: 3 **Craft:** 1
Armour: 3 **Life:** 13
Attacks: 1 **Damage:** 1d6+3 (bite, claws)
Speed: 20

Special Abilities

Silent Stalker: Mountain lions are skilled at staying hidden and sneaking up on their prey without being spotted. This ability is activated at the start of combat; the mountain lion gets a free surprise attack. The target makes a **Notice (Wits) Defence** test against **Difficulty 17** to resist.
Failure: The target is completely surprised.
Success: The target is partially surprised.
Great Success or better: No effect.

Benefits & Banes

Sprint: Once per combat, mountain lions can move at twice their sprinting rate.

Serpent

These limbless reptiles are found throughout the Realm in all but the coldest environments, appearing in many shapes, colors, and sizes. Despite the plethora of species, serpents come in two basic varieties: constricting or venomous. Constricting serpents wrap tightly around their prey, suffocating and squeezing them to death, while venomous snakes subdue their prey with a deadly bite. Both types of serpents swallow their food whole.

Serpent

Neutral
Threat: 14
Strength: 2 **Craft:** 1
Armour: 6 **Life:** 14
Attacks: 1 **Damage:** 1d3+4 (bite) or 1d6+2 (constriction)
Speed: 13

Special Abilities

The Game Master can use one of the following Special Abilities depending upon the type of snake. Each individual serpent only has access to one of these abilities and cannot switch between them.

Constricting Strangle: The serpent attempts to strangle its prey. The target makes a **Melee (Brawn)** test against **Difficulty 14** to resist.
Failure: The target is immobilised and takes 1d3 damage (which ignores armour) from constriction each round until they're able to free themselves with another Melee test.
Standard Success: The target is immobilised but does not take damage until they're able to free themselves with another Melee test.
Great Success or better: No effect.
-or-

Venomous Bite: The serpent attempts to envenom a foe with its fangs. The target makes a **Fortitude (Mettle)** test against **Difficulty 14** to resist.
Failure: The target succumbs to the venom. They take 1 point of damage each round until they receive an antidote or magical healing.
Standard Success: The target is bitten but does not suffer effects from the venom. They take 1d3+4 points of damage (armour applies).
Great Success or better: No effect.

Benefits & Banes

Slither: The serpent can move without penalty through water and over rough terrain, even while climbing.

Vampire Bat

Vampire bats are bloodsucking menaces that plague the Realm. While many different animals have inspired villagers to repeat questionable folklore, the stories villagers tell about these winged terrors are often true. Though usually content to feast on livestock, a swarm of vampire bats might be enacting the will of an unseen, villainous master. Their master may command them to hunt down adventurers or simply patrol the villain's territory, seeking those who have strayed from safety… or those who dare to defy the master's desires.

Vampire Bat

Evil
Threat: 11
Strength: 2 **Craft:** 1
Armour: 0 **Life:** 7
Attacks: 1 **Damage:** 1d3+2 (bite)
Speed: 13 (fly)

Special Abilities

Drain Blood: The creature latches onto a character and begins draining blood. Each time the target takes an action, the creature first causes bite damage (which ignores armour); the bite automatically succeeds. Pulling a vampire bat free while it's still alive causes maximum bite damage (5 points, which ignores armour).

Benefits & Banes

Swarm: Creatures with this benefit are skilled at working together to take down larger opponents. When a creature in the swarm attacks, it inflicts +1 damage per additional swarm creature within range.
Uncharmable: A minstrel cannot charm this creature, although this creature will not attack a minstel unless that character attacks them first.

Wild Boar

Larger than a domesticated swine and much deadlier, these porcine terrors are stubborn and relentless, even in the throes of death. Their thick hide is difficult to penetrate. Their tusks are sharp and liable to gore. Wild boars often travel in roving packs through the hills, plains, and forests, causing wanton destruction. Unlike a pack of wolves or lions, their attacks are not well-coordinated, though once riled up, they are liable to fight fiercely until their dying breaths.



Wild Boar

Neutral
Threat: 12
Strength: 5 **Craft:** 1
Armour: 3 **Life:** 14
Attacks: 1 **Damage:** 1d6+5 (tusks)
Speed: 12

Special Abilities

Death Throes: Unless a character is using a boar-spear or attacking from range, the boar lashes out as it dies. One character within striking range makes an **Athletics** or **Melee (Brawn)** defence test against **Difficulty 16** to resist the boar's last attack. The boar then dies.
Failure: The target takes 1d6+5 physical damage.
Standard Success: The target takes 1d3+3 physical damage.
Great Success or better: No effect.

Benefits & Banes

None

Wolf

Wolves are the apex predators of the forest, usually hunting in packs of four to six. They're skilled at surrounding their prey and quickly wearing it down with sharp teeth and vicious snapping jaws. While wolves are fast sprinters, they're unable to maintain their top speed for extended periods of time. Unlike many other animals, however, they have the ability to lope along at casual jog for up to 65 km per hour, allowing them to patrol their expansive territories. One lone wolf can be a vicious fighter, but unless it's an outcast, expect to the rest of the pack to be close by.

Wolf

Neutral
Threat: 13
Strength: 3 **Craft:** 2
Armour: 3 **Life:** 12
Attacks: 1 **Damage:** 1d6+3 (bite)
Speed: 13

Special Abilities

Summon Wolf Pack: The wolf lets out a howl that can carry a great distance. An additional 1d6 wolves arrive at the current location in 1d3+1 rounds. Once at least six wolves have been summoned, this ability cannot be used by any other wolf in the area.

Benefits & Banes

Pack Fighter: Creatures with this benefit are skilled at hunting as a cohesive unit. A wolf deals +1 damage on an attack for each individual pack mate within melee range.
Sprint: Once per combat, a wolf can move at twice its normal run rate.

Cultists and Outlaws

Outcasts from society and their ancestries, cultists and outlaws are found in the wild places of the Realm. They make their lairs at the fringes of society, where they prey on unprotected merchants and travellers. There was a time when the main roads were safe, but that has become less true in recent years. Most of the cultists and outlaws described here are assumed to be human, but you can easily add modifications for different ancestries: a troll outlaw should have regeneration, a sprite can fly, an elf can see in the dark, and so on.

Bandit

Driven by greed or dire necessity, bandits populate every forsaken corner of the Realm. They congregate in groups, hunting for mercantile caravans, lone travellers, or anyone who appears to their predatory eyes as a tempting target. Even well-armed and powerful heroes should beware: a bandit raid may come at any time.

Bandit

Neutral
Threat: 14
Strength: 4 **Craft:** 2
Armour: 3 (leather tunic) **Life:** 12
Attacks: 1 **Damage:** 1d6+4 (sword)
Speed: 12

Special Abilities

Ambush: Bandits are exceptionally skilled at taking advantage of surrounding terrain to spring ambushes. If a group of bandits is lying in wait, when the players make their surprise tests (see **Surprise Attacks** in **Chapter 2** of the *Player's Guide*), the GM can roll 1 ambush die, set it aside, and then replace any one die rolled by the players (except a Kismet Die) with the ambush die roll.
Reinforcements: Bandit groups are rarely all on a raid together. Some protect the camp. Others hunt for food while their brethren hunt for other forms of prey. When a bandit calls for Reinforcements, an additional 1d6 bandits arrive at the current location in 1d3+1 rounds. Once at least six bandits have been summoned, this ability cannot be used by any other bandit in the area.

Benefits & Banes

Close Ranks: Bandits survive by sticking together. A Bandit may choose to sacrifice one attack to grant a +1 bonus to another bandit's attack. This ability can be applied to the same bandit multiple times (its effects "stack"), but no bandit can get more than a +3 bonus from this benefit.

Dark Acolyte

The dark acolyte hides in plain sight. Secretly, they worship the most depraved gods and conduct hideous rites. In civil society, they hide their true allegiance behind a polite façade. Do not be swayed by this illusion. Beneath this mild-temped mien or deceptive visage, a dark acolyte is as devoted to the causes of their eldritch master as those steeped in blood. Indeed, on certain nights, when rites must be enacted, they are as determined and willing to sacrifice the weak as any of their less distinguished allies.

Dark Acolyte

Evil
Threat: 13
Strength: 2 **Craft:** 4
Armour: 1 (thin robe) **Life:** 13
Attacks: 1 **Damage:** 1d3+2 (dagger)
Speed: 12

Special Abilities

Disembowelling Cut: The dark acolyte can use brutal, serrated daggers to slit their enemies open. When making a melee attack, their damage is doubled.

Benefits & Banes

Minor Knowledge of the Dark Arts: The dark acolyte knows three Basic spells and has a number of spell points equal to their Craft. They can cast one of these spells as an action. When a PC gets a Failure or Standard Success on an attack, the dark acolyte can cast a spell as a reaction.

Dark Initates: Vassals of Darkness

Madness swims in the eyes of those who call themselves vassals of darkness. Each one learns to conceal their insanity behind a mask of normalcy, but these dark initiates cannot easily hide their fanaticism. Instead, they embrace depravity. The evil forces they faithfully serve influence their every action. They're always at the forefront of their master's plans, assassinating those who ask inconvenient questions, robbing the vaults of a collector for the right ritual element, and using fear to ensure the loyalty of others who worship the forces of darkness, especially far more clandestine minions.

Vassal of Darkness

Evil
Threat: 16
Strength: 2 **Craft:** 6
Armour: 2 (robes) **Life:** 14
Attacks: 1 **Damage:** 1d6+2 (obsidian blade)
Speed: 12

Special Abilities

Blessing of the Dark Gods: Dark forces protect this fanatic minion. The cultist bears the mark of the pact they made with hideous deities from outside the Realm. As a result of their intimate connection with the unholy, the dark initiate only takes half damage from all offensive spells cast upon them.

Fanatical Strength: The dark initiate is unyielding in their commitment to their cause, and nothing will stop them from completing their assigned task. Whenever the dark initiate is about to be reduced to 0 Life, they can defy death, continuing to act as normal with 1 Life left. They can only use this ability once per combat.

Benefits & Banes

Knowledge of the Dark Arts: The dark initiate knows three Basic and two Intermediate spells, and they have a number of spell points equal to their Craft. They can cast these spells as an Enemy action. If a PC gets a Failure or Standard Success when attacking them, the dark initiate can cast a spell as a reaction.

Vassal of Mab

The power of Queen Mab is subtle, and her influence on the mortal world is truly terrible. The few unfortunates who are exposed to the raw, untamed majesty of the Fey Queen's presence are left broken. They become little more than hollow, catatonic remnants stalking the wilderness. They seek to regain the favor of their faery queen, but they are doomed to be frustrated forever. Each one hopes to hear her voice carried on the breeze, offering an order they can follow or a command they can commit themselves to fulfill. While these forlorn souls are usually harmless, they may suddenly fly into fits of deadly rage, as they are willing to try anything to attract their queen's attention.

Vassal of Mab

Neutral
Threat: 11
Strength: 2 **Craft:** 3
Armour: 0 **Life:** 12
Attacks: 1 **Damage:** 1+2 (unarmed), 1d3+2 (crude club)
Speed: 14

Special Abilities

Rage: Mab's vassal flies into a maniacal rage. For one round, their Threat is doubled, they get three attacks, and they deal an additional 1d6 damage.

Touched by the Fey: When in combat with one of Mab's vassals, anyone who suffers damage from that Enemy has their Strength or Craft attribute reduced by 1; this lasts for an hour (assuming the target

survives). This Special Ability does not affect the target's aspects, but it does affect their damage bonus and any tests that use Strength or Craft.

Benefits & Banes

None

Goblinoids

The term "goblinoid" is a catch-all word used to describe a number of barbaric humanoid species that may or may not be related. These include gnolls, goblins, hobgoblins, kobolds, and ogres. Goblinoids vary widely in size and shape. They tend to be Evil, although some are Neutral.

Cave Troll

A cave troll's skull is ridged with bone, making it strong enough to crush rock. The troll's vast strength makes it quite capable of wielding a small uprooted tree as a club, while its appetite for chaos and raiding makes City-dwelling citizens fear to enter the mountainous region a troll claims as its own. Cave trolls are occasionally coerced into joining an ogre's band, but most are far happier to spend their days avoiding the painful light of the sun, lurking in hidden crags and crevasses among the mountains. Cave trolls are always dangerous and easily provoked, but reasoning with them is still possible. Unlike ogres or goblins, a troll isn't solely interested in mayhem. Food and sleep are just as important, so it's sometimes best to let sleeping trolls lie.

Cave Troll

Neutral
Threat: 16
Strength: 8 **Craft:** 2
Armour: 9 (thick hide) **Life:** 25
Attacks: 2 **Damage:** 2d6+8 (small tree club)
Speed: 13

Special Abilities

Sundering Blow: The cave troll delivers a blow that knocks its victim prone.

Bone Hardened Skin: The prominent ridges of bone beneath a cave troll's flesh make them harder to kill. The GM reduces damage from a single attack by 1d6.

Benefits & Banes

None



Gnoll

Whether stalking its prey through the wilds or prowling the cloistered confines of a city, the gnoll is one of the most ferocious creatures in the Realm. This humanoid hyena with glinting red eyes has claws poised to tear and rend at unprotected flesh. Gnolls relentlessly hunt for fresh meat. Always found in packs, they are frequently subservient to a dark master, who uses the natural savagery of these formidable foes for their own ends.

Gnoll

Evil
Threat: 13
Strength: 4 **Craft:** 2
Armour: 3 (natural hide) **Life:** 12
Attacks: 1 **Damage:** 1d3+4 (teeth, claw), 1d6+4 (spear, sword)
Speed: 15

Special Abilities

Laugh of the Hyena: The raucous, snarling laughter of gnolls is a terrifying battle cry. Before a character attempts their first attack against a gnoll in combat, they make a successful **Fortitude (Resolve)** test against Difficulty 14; on a failed roll, they cannot attack the gnoll that round.

Benefits & Banes

Leader of the Pack: Gnolls are usually kept in line by the biggest, most vicious gnoll among them. The Game Master should make one of the gnolls the Leader of the Pack. Add +1 to each of the leader's stats. The Leader of the Pack wears heavier armour (**Armour:** 12–15) and carries a two-handed sword or axe.

Pack Fighter: Creatures with this trait are skilled at hunting as a cohesive unit. A gnoll deals +1 damage for each other gnoll within melee range.

Goblin

These cunning, conniving creatures take malicious delight in inflicting pain on their enemies. Goblins congregate in huge numbers in forests, the sewers of the City, or anywhere they might find food to spoil or valuables to filch. Despite their diminutive size, even the most impetuous heroes have learned to be wary of goblins. You never know where they might spring from next.

Goblin

Evil
Threat: 12
Strength: 3 **Craft:** 2
Armour: 3 (leather) **Life:** 12
Attacks: 1 **Damage:** 1d3+3 (daggers)
Speed: 12

Special Abilities

Small and Sneaky: Goblins are weak, but they're also swift and deadly. When a character gets a Standard Success on their attack against a goblin, that goblin can inflict their normal damage; however, a Great Success (or better) still results in the goblin being unable to attack.

Subtle Fingers: Filching and purloining things that don't belong to them is essential to a goblin. A goblin in melee combat with a character can steal one item from them, so long as the character is not holding the item in their hand (or using a *concealed pouch*).

Benefits & Banes

None

Hobgoblin

Hulking brutes, hobgoblins are large and physically intimidating, though even these beasts pale in comparison to ogres. They're often found lumbering toward their foes, clutching oversised weapons as they intimidate enemies with huge slabs of rippling green fat and muscle. Whether a hobgoblin is hunting alone or at the head of a mob of their smaller kin, they relentlessly search for food and something to smash.

Hobgoblins

Evil
Threat: 13
Strength: 5 **Craft:** 1
Armour: 6 (hardened leather) **Life:** 15
Attacks: 1 **Damage:** 1d6+5
Speed: 10

Special Abilities

Formidable Strength: This Special Ability allows a hobgoblin to double its damage bonus (to +10) for a single attack.

Benefits & Banes

Susceptible to Magic: Hobgoblins, despite their size and strength, are strongly affected by magic. Hobgoblins take double damage from all offensive spells.

Kobold

Small, dragon-like kobolds are often found in mines or dwelling in barren, rocky areas. They feast on the remnants of rare ores exposed by their probing picks. Intelligent and cautious creatures, they're also capable of providing a challenge to any unfortunate or unwise adventurers who decide to cross their path. Kobolds are fiercely territorial. While reasoning with them is possible, they're thoroughly inhuman. They have little interest in bargaining when there are gems and gold to

be consumed. Bribery might get you through kobold-protected areas, but what hero is prepared to give up hard-won loot?

Kobold

Neutral
Threat: 11
Strength: 2 **Craft:** 2
Armour: 3 (scaly hide) **Life:** 7
Attacks: 1 **Damage:** 1d3+2 (sharpened stick)
Speed: 13

Special Abilities

Metal Diet: Subsisting entirely on a diet of metal and ore, kobolds are frequently aghast by adventurers' scandalous waste of good food. They often see heroes carrying around "movable feasts" attached to their belts. When a character gets a Failure or Standard Success on an attack against a kobold, the GM may choose to negate all damage, allowing the kobold to eat the character's weapon instead (but only if it's nonmagical). That means the victim of this feast is effectively disarmed until they acquire a new weapon.

Benefits & Banes

Swarm: Alone, kobolds are relatively weak, but they're rarely alone. Creatures with this benefit are skilled at working together to take down larger opponents. A kobold in a swarm inflicts an additional +1 damage for each Enemy within range.

Ogre

Slow, ponderous ogres display devastating strength. They're known throughout the Realm for their greed and malice, and they're feared for their strength and ferocity. Ogres regularly corral small bands of goblins or hobgoblins into following them,



leading them on raids into towns and villages, so they can hunt for whatever wealth they can seize. Ogres are also despised on account of their taste for human flesh. Any hero captured by an ogre will requires a swift rescue, lest they end up roasting slowly over a crudely made fire or (even worse) eaten alive.

Ogre

Evil
Threat: 15
Strength: 6 **Craft:** 2
Armour: 6 (piecemeal armour) **Life:** 24
Attacks: 1 **Damage:** 2d6+6 (two-handed spiked club)
Speed: 10

Special Abilities

- **Unstoppable Fury:** When an ogre has been reduced to a third of its original Life, they become desperate to kill their enemies. Until killed, an enraged ogre makes two attacks each round instead of one.
- **Discipline in the Ranks:** Ogres can intimidate smaller goblinoids into following and obeying them. The ogre can summon 1d6 goblins to aid it; these goblins arrive in 1d3 rounds. Once twelve goblins have been summoned, this ability cannot be used by any other ogres in the area.

Benefits & Banes

None

Monsters

The word "monsters" describes a wide array of fantastic creatures inhabiting the Realm. A monster could be anything from a deadly basilisk to a monstrous manticore. The term serves as a catch-all for strange and incredible creatures that don't really fit into any other category.



Basilisk

Grabbing, taloned hands extend from the snakelike basilisk's writhing, armoured trunk. Eyes smoking with baleful magic stare out over a maw that gapes like a grotesque, fanged flower. For those who see one, there's no mistaking a basilisk. Unfortunately, for those who meet its gaze, it's the last thing they'll ever see. While the basilisk is frail, as its form is particularly susceptible to the cold iron of a blade or an arrowhead, its poisonous fangs and malevolent stare make it one of the deadliest predators in the Realm—a foe all learn to fear.

Basilisk

Evil
Threat: 14
Strength: 3 **Craft:** 2
Armour: 3 (scales) **Life:** 15
Attacks: 1 **Damage:** 1d3+3
Speed: 13

Special Abilities

Poisonous Bite: The basilisk bites an adjacent character and injects a deadly poison. The character makes a **Difficulty 14 Fortitude (Mettle)** test; on a failed roll, the character takes 1d6 damage from poison each round on their turn until the character dies or the poison is cured.

Deadly Gaze: The basilisk attempts to kill one character within 5 metres with its gaze. The targeted character makes a **Difficulty 14 Craft** test; on a failed roll, their Life is reduced to 0.

Benefits & Banes

None

Doppelganger

Sprung from some other realm by an incompetent wizard's mistake, the doppelganger is a rare foe. Indeed, some heroes doubt they even exist, claiming anyone who's seen them is either hallucinating or insane. Despite these denials, these monsters *are* real. No one knows what a doppelganger's true form might be, since most appear as an exact likeness of the person nearest to them. The simulacrum is precise to the last detail, save for an unnerving and unaccountable *wrongness* that's sensed rather than seen. The doppelganger is particularly troublesome because it can draw upon the strength and skills of the enemies it's facing.

Doppelganger

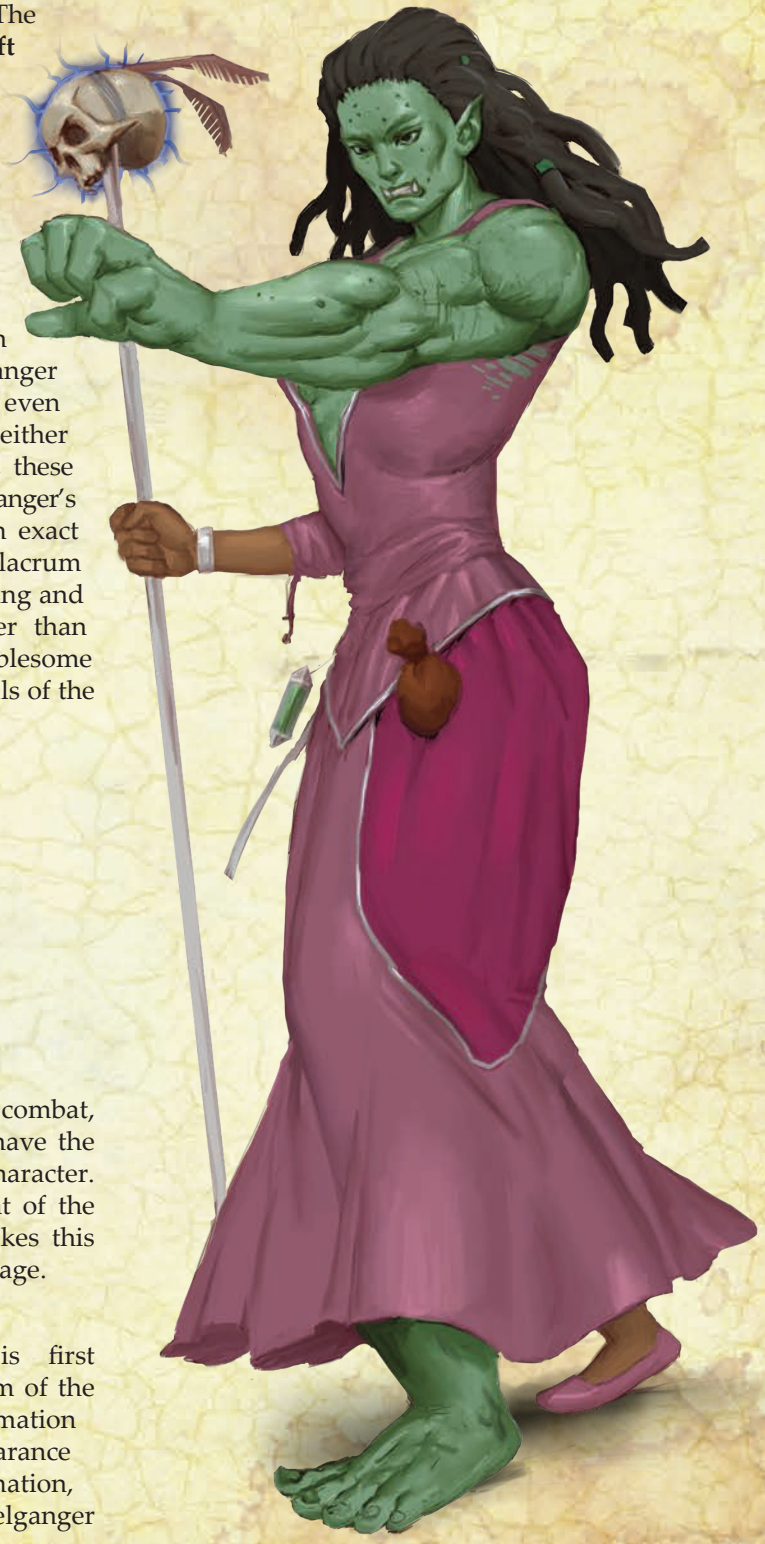
Evil
Threat: 14
Strength: * **Craft:** *
Armour: * **Life:** *
Attacks: * **Damage:** *
Speed: *
* *See Special Abilities*

Special Abilities

Sudden Transformation: Once per combat, the Game Master can pay 3 Dark Fate to have the doppelganger assume the form of a player character. The GM chooses one character within sight of the doppelganger. When the doppelganger makes this Sudden Transformation, it also heals all damage.

Benefits & Banes

Mirror Image: When a doppelganger is first encountered, it immediately adopts the form of the nearest player character. (This first transformation doesn't cost Dark Fate; changing its appearance a second time requires Sudden Transformation, which does cost 3 Dark Fate.) The doppelganger immediately assumes every element of their target's chosen appearance, armaments, and armour; in every way, it is an exact replica. For the duration of the encounter, the Game Master should use the relevant statistics from the corresponding player character when playing the doppelganger.



Gargoyle

Sinister spellcasters create these winged humanoid from living rock, investing them with a semblance of life through arcane magic. Gargoyles are usually found in dungeons or guarding the treasure vaults of those wealthy enough to afford their manufacture. A gargoyle is an agile and resilient opponent, shrugging off wounds that might fell a normal man; in fact, their stone physiognomy scarcely registers the damage at all. It is not often that a sorcerer works their magic to such an end. Though uncommon, gargoyles are vicious and clever when encountered.

Gargoyle

Neutral
Threat: 15
Strength: 4 **Craft:** 2
Armour: 15 (skin of stone) **Life:** 12
Attacks: 2 **Damage:** 1d6+4 (stone axes)
Speed: 18 (fly), 8 (walk)

Special Abilities

None

Benefits & Banes

Flight: Borne aloft on stone wings, gargoyles are clumsy but powerful flyers. During combat, the gargoyle can move directly from one character to another as a normal movement. Alternatively, the gargoyle can escape from combat as a free action.

Eternally Watchful: Always vigilant, gargoyles are created to guard over tombs, treasures, and trinkets; as a result, they can never be ambushed or surprised.

Giant

Territorial, predatory, and monumentally stupid, a giant is like a force of nature. The people of the Realm think about giants in the same way they might think of a flash flood or a minor earthquake. A giant can quite casually crush an unsuspecting victim to death, or they might toss a victim into their mouth to chew on for a while, pausing only to spit out indigestible armour and other accoutrements. They're also capable of a limited degree of rational thought. Because of the legendary dimness of giants, enterprising and intelligent adventurers often try to avoid fighting these monstrous brutes. "Tricking the giant" is a common Realm phrase employed when someone wants to avoid a dangerous situation. Even the most resolute and stalwart heroes think twice before fighting a giant head-on; after all, they might not like the results if they do….

Giant

Neutral
Threat: 18
Strength: 10 **Craft:** 1
Armour: 6 (leathers) **Life:** 30
Attacks: 1 **Damage:** 2d6+10 (huge club)
Speed: 15

Special Abilities

Mighty Swing: When the giant hits a character with this strike, it also hits all other characters and Followers engaged with it in melee combat. The intended target takes full damage; all other targets take half damage.

Grab and Throw: The giant picks up and throws a character. The character is hurled 2d6 metres, taking 1d6 damage for every full 2 metres they're thrown.

Benefits & Banes

Susceptible to Trickery: A giant will listen and respond to any character's attempt to speak and reason with it, even in the midst of combat. The Game Master should be willing to stop combat, should a player character attempt to engage the giant in conversation. If another player character attacks the giant during this conversation, it resumes its attack, but only against the player character who tried to hurt it.

Harpy

Nestled amidst the highest crags, harpies keeps watch over mountain passes, waiting for the unwary to draw nigh. With a keening call, they can swoop from their perch with barbed wings outstretched and cruel fangs exposed to rend the flesh of victims. A hybrid of demon, human, and eagle, the harpy is an impossible creature—a melding of magic and flesh and malice. It has the ability to mimic human speech, though it lacks the intelligence to form sentences of its own. This means that victims beset by harpies must often endure to the anguished howls of previous victims, repeated endlessly in mocking chorus.

Harpy

Evil
Threat: 14
Strength: 4 **Craft:** 3
Armour: 3 (thick feathers) **Life:** 16
Attacks: 2 **Damage:** 1d6+4 (claws and barbed feathers)
Speed: 18 (fly)

Special Abilities

Voices of the Dead: The horrible mocking chorus of harpies is dreadful, even to the ears of the staunchest and boldest adventurers. When a harpy uses Voices of the Dead, each character who can hear it makes a **Craft** test against **Difficulty 14**; each character who fails cannot attack the harpy that turn.

Dive Bomb: The harpy can perform a dive bomb on a character. That character may attempt to dodge with a successful **Difficulty 14 Athletics (Agility)** test. On a failed roll, the harpy inflicts 3d6+4 damage and takes 1d3 damage as a result of the impact.

Benefits & Banes

Flight: Graceful in the air and capable of incredible speeds, harpies are gifted fliers. A harpy can move directly from combat with one character to another as normal movement. Alternatively, the harpy can escape from combat as a free action.

Manticore

A manticore's head is a grotesque travesty. It resembles a lion's head, one with a mouth full of fangs and a lolling tongue hanging over its distended jaw. Its hideous head rests on a body bristling with spikes and muscle. The wings of a vast vampire bat sprout from either side. Its hindquarters display a barbed tail that lashes and roils with a preternatural, malign intelligence. The manticore is a vicious creature that lurks in the highlands, though it occasionally makes its way down into the lowlands to hunt for whatever it can find. If that prey happens to be human, so be it.

Manticore

Neutral
Threat: 15
Strength: 6 **Craft:** 2
Armour: 6 (scaly hide) **Life:** 16
Attacks: 2 **Damage:** 1d6+6 (fangs and claws)
Speed: 15

Special Abilities

Deafening Roar: The manticore's howl causes affected characters to lose their bearings. Each character within 15 metres who can hear the roar makes a **Fortitude (Resolve)** defence test against **Difficulty 15**.

Failure: The character cannot move for one round, and each of their actions has a −4 penalty.

Standard Success: Each of the character's actions has a −2 penalty for one round.

Greater Success or Better: No effect.

Tail Lash: The manticore lashes out at characters within 3 metres with its tail, which snakes out from behind it with lightning speed. The tail delivers 2d6 damage, and if the damage penetrates the target's armour, the target is poisoned. This attack takes place in addition to its normal attacks. (The Tail Lash can occur before, after, or between its normal attacks.)



Benefits & Banes

Poison: When the manticore poisons a character with Tail Lash, that character loses 1 point of Strength each round; the poison lasts until cured or the character reaches 0 Strength. When the character reaches 0 Strength, they are unconscious for 1d6 hours; afterwards, they recover 1 Strength per hour.

Spirits

Spirits are the incorporeal souls of the dead who linger on this plane of existence because of unfinished business, magical curses, arcane bindings, the unfortunate results of fatal psychic assaults, or other nefarious complications. As spirits have no physical body, all combat with them must be done on a psychic level. They cannot be harmed by physical objects or conditions, such as extreme heat, cold, or drowning. Spirits are drawn to life and psychic energy; thus, they are unaffected by visual obfuscation (such as invisibility) and can see perfectly in the dark. Any character can initiate a psychic attack against an Enemy that has the Incorporeal benefit even if they do not possess the Psychic Assault Special Ability.

The strongest spirits interact with physical objects through telekinetic powers. Some are capable of possessing inanimate or living objects. In that state, the vessel holding the spirit can be damaged physically; if the vessel is destroyed, that expels the spirit contained within it but does not destroy the spirit.

Apparition

Apparitions are the weakest spirits. They're really nothing more than spectral images incapable of independent thought or action. An apparition is locked in a remembered moment of emotional trauma, forced to reenact one memory over and over again until they're finally released from their misery. Some are seen walking the same path through a house or wandering down the street repeatedly; others are found lingering around an object that held great significance to them in life.

Apparitions are so focused on their own tortured reality that they're unaware of changes to the environment around them, not unless they're somehow prevented from following their set path. Thus, apparitions are mostly harmless unless directly attacked. They respond to provocation or any obstacle that prevents them from their task with a psychic fury. This mania only subsides when they're destroyed or the impediment is removed.

Apparition

Neutral
Threat: 11
Strength: 1 **Craft:** 2
Armour: 0 **Life:** 10
Attacks: 1 **Damage:** 1d6+2 (psychic)
Speed: 10 (hover)

Special Abilities

None

Benefits & Banes

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect an apparition normally.
Ignore Armour: An apparition's attacks always ignore armour.

Banshee

Banshees are the restless souls of murdered women. They roam graveyards, crossroads, and marshlands at night, wailing at the injustice of their shortened life. Banshees actively stalk living victims but will not prey on children or the innocent. Some believe the terrifying sound of a banshee's wail portends a coming death, and in a way, this is true. If you're wandering the Realm alone at night and hear the cries of a spectral woman, most likely the death she's calling for is yours.

Banshee

Evil
Threat: 13
Strength: 2 **Craft:** 4
Armour: 0 **Life:** 13
Attacks: 1 **Damage:** 1d6+4 (psychic)
Speed: 12 (hover)

Special Abilities

Banshee Wail: The banshee lets out a terrifying scream that can paralyse those who hear it with fear. Each listener in range makes a **Fortitude (Resolve)** test against **Difficulty 13** to resist.
Failure: The target is overcome with fear for 1d3 rounds. They suffer a −4 penalty to all tests during this time.
Standard Success: The lingering fear causes the target to suffer a −2 penalty to all tests for 1d3 rounds.
Great Success or better: No effect.

Benefits & Banes

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect a banshee normally.
Ignore Armour: A banshee's attacks always ignore armour.

Barrow Wight

Barrow wights are the spirits of dead warriors now bound to a burial ground or gravesite. They're unable to leave the immediate area of their remains but relentlessly attack any who dare disturb their resting place. Often barrow wights are found guarding the tomb of their captain or chieftain, especially if they fell together in battle. They usually appear with ghostly weapons and armour, but their spectral blades simply act as an extension of their touch, which is deadly enough to freeze the bravest of hearts.



Barrow Wight

Evil
Threat: 14
Strength: 2 **Craft:** 2
Armour: 6 (ghostly mail*)
Life: 12
Attacks: 1 **Damage:** 1d6+2 (psychic)
Speed: 12 (hover)
* *Only effective against melee attacks. Has no effect against psychic attacks.*

Special Abilities

Chilling Touch: The barrow wight's touch chills the character to the bone. The victim makes a **Fortitude (Mettle)** test against **Difficulty 14** to resist.
Failure: The character suffers a −4 penalty to all tests for 1d6 rounds.
Standard Success: Chilling cold inflicts a −2 penalty to all the character's tests for the next round.
Great Success or better: The creature's chilling touch has no effect.

Benefits & Banes

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect a barrow wight normally.
Ignore Armour: A barrow wight's attacks always ignore armour.

Ghost

Ghosts are sentient spirits of the dead that continue to haunt those who still live. They're typically older and more powerful spirits who have persisted due to a strength of will and purpose. Often ghosts can be found haunting those who wronged them in life or lingering in the home of someone they want to protect. If they died while on a quest or in the middle of a great work, they may instead haunt those they hope will continue where they left off. While unable to actively communicate with the living, clever ghosts leave clues to help unravel their desires. The strongest ghosts may even attempt to whisper into a victim's dreams.

Ghost

Neutral or Evil
Threat: 14
Strength: 2 **Craft:** 4
Armour: 0 **Life:** 14
Attacks: 1 **Damage:** 1d6+4 (psychic)
Speed: 10 (hover)

Special Abilities

Haunting: While the ghost is attempting to avenge itself or to complete a task it was pursuing in life, it can become more powerful. The ghost gains gains an additional attack each round, and its Craft is doubled (**Craft: 8**); as a result, its damage bonus is doubled (to +8).

Ghostly Push: The ghost can push a person or throw an object up to the size of a troll. A character or creature targeted by this power makes an **Athletics (Brawn)** test against **Difficulty 14**; on a failed roll, they fall prone. A ghost can use this effect as a free action, even if they've already been attacked or taken an action.

Benefits & Banes

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect a ghost normally.

Ignore Armour: A ghost's attacks always ignore armour.

Shadow

Shadows are the lingering spirits of deceased mortals who were truly evil in life. Their wickedness and cruelty gives them form after death, though they are confined to places of darkness and are repelled by sunlight. Trapped in their own personal miseries, shadows relentlessly attempt to eliminate any who encounter them. Even when a chosen victim escapes, the shadow stalks after it, as long as the shadow can remain in dim light or darkness. Fortunately, there are ways to escape a shadow that don't require direct confrontation: the shadow cannot follow a victim through a patch of sunlight, over running water, or onto holy ground.

Shadow

Evil
Threat: 12
Strength: 1 **Craft:** 2
Armour: 0 **Life:** 12
Attacks: 1 **Damage:** 1d6+2 (psychic)
Speed: 10 (hover)

Special Abilities

Darkness: The shadow extinguishes any small non-natural, nonmagical light (candles, torches, lanterns, etc.) within 20 metres, plunging its surroundings into darkness. (The standard penalties for darkness apply; see the **Adventuring** chapter for more details.) This ability does not work on large, well-fed fires, such as fresh campfires or bonfires, and it does not create shadows to obscure the light of the moon.

Benefits & Banes

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect a shadow normally.

Ignore Armour: A shadow's attacks always ignore armour.

Spectre

Spectres haunt lonely, desolate places, preferring to dwell far from where the living gather. Often found in abandoned ruins, deep in the swamps, or on windswept crags, spectres hunger for the vitality and warmth of mortal life. Spectres attempt to creep up on prey and sap away at a victim's willpower, hoping to render them docile and unable to fight back. The spectre then slowly feasts on the victim's life force for as long as possible. Victims of a spectre's hunger usually waste away from starvation or exposure to the elements, not from direct damage dealt by the spirit. Spectres rarely stand and fight when confronted, preferring a stealthy escape over direct confrontation when they seem outmatched in combat.

Spectre

Neutral or Evil
Threat: 14
Strength: 1 **Craft:** 3
Armour: 0 **Life:** 15
Attacks: 1 **Damage:** 1d6+3 (psychic)
Speed: 12 (hover)

Special Abilities

Malaise: The spectre's touch drains a target of their strength and the will to live. The victim makes a **Fortitude (Resolve)** test against **Difficulty 15** to resist.

Failure: The target has a −3 penalty to all actions until they leave the area or the spectre is defeated.

Standard Success: The target has a −1 penalty to all actions for 1d6 rounds.

Great Success or better: The ability has no effect.

Benefits & Banes

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however,

a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect a spectre normally.

Ignore Armour: A spectre's attacks always ignore armour.

Will-o'-the-Wisps

Will-o'-the-wisps are a gathering of weak souls who were lost in life. In the afterlife, they are still unable to find their way. Wisps often appear as balls of faintly glowing blue or green light, floating a few feet off the ground. While they do not speak, they do emit a mesmerising hum, which survivors have described as the wisps singing a faint song of welcome. Wisps take solace in each other's company. They lead travellers astray into danger, no doubt to add to their own numbers and strengthen the whole group. A solitary wisp is almost never a threat, but a spectral mob can become quite dangerous as its numbers swell.



Will-o'-the-Wisps

Neutral
Threat: 10+*
Strength: 1 **Craft:** 1
Armour: 0 **Life:** 10+*
Attacks: 1 **Damage:** 1d6+1* (psychic)
Speed: 15 (hover)
* *Increased by the Collective benefit.*

Special Abilities

Mesmerize: Wisps can enthrall the unwary with their soothing song and lead their victims mindlessly into danger. Each character within range makes a **Fortitude (Resolve)** test against **Difficulty (Threat)** to resist. (Resisting one wisp is **Difficulty 10**; the Collective benefit can increase the wisp's Threat and that Difficulty.) This Special Ability can only be used before combat begins.

Failure: The target is mesmerised and will follow the wisp (or wisps), unable to take any action or defend themself. The enchantment ends when the target takes any damage, although the target may retest each round to break free of it.

Standard Success: The target is distracted and has a −1 penalty to all tests for the next 1d6 rounds.

Great Success or better: No effect. The target is immune to all future Mesmerize attempts from these wisps.

Benefits & Banes

Collective: Will-o'-the-wisps almost never appear as a single wisp. Instead, when this enemy is encountered, roll 2d6 for the number of individual wisps that appear. For every two wisps that appear, add +1 to the Threat, Life, and Craft of each wisp.

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect a wisp normally.

Ignore Armour: The will-o'-the-wisps' attacks always ignore armour.

Wraith

Wraiths are among the most powerful of the vengeful spirits, animated by a pure and unquenchable hatred for all living things. Wraiths are clever and treacherous, though their rage often leads them to directly attack opponents instead of hiding away or setting a trap. However, a wraith may still choose to lie in wait for an ambush, strike a separated foe, or assult the slowest member of a large group. Once a wraith has entered battle, their ire is so great that they are unable and unwilling to flee. Their draining touch makes them a worthy foe, even for a well-armed group of adventurers.

Wraith

Evil
Threat: 16
Strength: 2 **Craft:** 5
Armour: 0 **Life:** 25
Attacks: 1 **Damage:** 1d6+5 (psychic)
Speed: 12 (hover)

Special Abilities

Drain Life: Instead of dealing damage on a successful attack, the wraith can instead attempt to drain the life force of their target and add it to their own. The target makes a **Fortitude (Mettle)** test against **Difficulty 16** to resist.

Failure: The target loses 2d6 Life, and the wraith is healed for an equal amount.

Standard Success: The target loses 1d6 Life, and the wraith is healed for an equal amount.

Great Success or better: No effect.

Slay: The wraith lashes out and instantly kills a Follower within melee range. The wraith heals 2d6 Life.

Benefits & Banes

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect a wraith normally.

Ignore Armour: A wraith's attacks always ignore armour.

Undead

The undead are the physical remains of people who have died but risen to a false life through the influence of dark magic. Unlike spirits, the undead have solid form, though they often have no sense of self or free will. In most cases, they're tortured puppets of rotting flesh and splintered bone, serving the whim of evil masters or trapped in a loop of futile desire. Most of these mindless, shambling husks lash out at anything that crosses their path.

Undead creatures are relentless when attacking. Their bodies can be broken a thousand times over, but they'll keep on fighting until the psychic force that animates them is completely destroyed. Nonetheless, completely obliterating the body is a solid tactic for slowing an undead creature down, as their spirit needs something to animate before it can pose any sort of physical threat.

Death Knight

Death knights are the elite reanimated corpses of well-armed and heavily armoured professional warriors. Wearing tarnished full plate armour and wielding heavy swords, axes, or maces, these undead knights are slow but relentless. They retain their skill in combat after death, but now, they're unencumbered by noble ideals like chivalry or mercy. Often these knights serve as guardians in the innermost chambers of evil temples or tombs, though a necromancer summoning a few of these fearsome warriors could easily turn the tide of any battle. The sight of a formerly fallen ally rising up with glowing eyes to rejoin the fight is enough to make even the bravest and most resolute hero crumble.

Death Knight

Evil
Threat: 18
Strength: 6 **Craft:** 8
Armour: 15 (plate) **Life:** 22
Attacks: 2 **Damage:** 1d6+6 (axe or sword), 1d6+8 (psychic)
Speed: 10

Special Abilities

Undead Fortitude: When a character's single attack does not inflict enough physical damage to completely destroy a death knight's body by reducing its Life to 0, the death knight can ignore the damage dealt by that attack. (Psychic damage is not affected by this Special Ability.)

Benefits & Banes

Unsettling Visage: If the death knight is someone an opponent knew in life, or if it's wearing the heraldry of their people on its armour, that opponent makes a **Fortitude (Resolve)** test against **Difficulty 17** when engaging in combat with this creature.

Failure: The target is unsettled by the death knight and has a −2 penalty on all tests during this combat.

Standard Success: No effect.

Great Success or better: Newly found courage compels them to release the knight from its tortured servitude. The target has +2 bonus on all tests during this combat.

Lemure

Lemures are recently deceased undead whose spirits have become trapped inside their body, usually due to an improper or disrespectful burial. Lemures may not realise they're dead, though they do display the wounds that killed them. Most exist in a state of overwhelming hunger and confusion. As their body is no longer animated by life, but instead by a trapped and frightened spirit, lemures are usually weak and unable to speak or reason. The biggest threat from a lemure is that observers may not realise the creature is undead. By the time an attack has begun, it is too late. The result is often shocking and unexpected violence.

Lemure

Evil

Threat: 11
Strength: 2 **Craft:** 2
Armour: 0 **Life:** 11
Attacks: 1 **Damage:** 1d3+2 (bite or claws)
Speed: 10

Special Abilities

Undead Fortitude: If a character's single attack does not inflict enough physical damage to completely destroy a lemure's body by reducing its Life to 0, the lemure can ignore the damage dealt by that attack. (Psychic damage is not affected by this Special Ability.)

Benefits

None

Lich

Liches are the undead corpses of dark sorcerers who have bound their own spirit to their body in an attempt to achieve eternal life after death. Liches are capable of thinking and planning, although they're usually quite insane, as most rational people do not undertake the rituals required to become a lich. While they may attack with common weapons, liches are also able to wield remnants of their former magical power in the form of pure psychic blasts. Since most liches were people of great power when alive, they often have living servants or other undead at their disposal after death. Thus, adventurers are unlikely to encounter a lich on its own in the wild.



Lich

Evil
Threat: 17
Strength: 3 **Craft:** 8
Armour: 0 **Life:** 18
Attacks: 1 **Damage:** 1d3+3 (dagger), 1d6+8 (psychic)
Speed: 12

Special Abilities

Drain Life: Instead of doing damage from a successful attack, the lich can instead attempt to drain the life force of their target and add it to their own. The target makes a **Fortitude (Mettle)** test against **Difficulty 17**.

Failure: The target loses 2d6 Life, and the lich is healed for an equal amount.

Standard Success: The target loses 1d6 Life, and the lich is healed for an equal amount.

Great Success or better: No effect.

Undead Fortitude: If a character's single attack does not inflict enough physical damage to completely destroy a lich's body by reducing its Life to 0, the lich can ignore the damage dealt by that attack. (Psychic damage is not affected by this Special Ability.)

Benefits & Banes

Arcane Master: Some liches retain knowledge of magic from before their passing. An Arcane Master knows five Basic, five Intermediate, and two Advanced Arcane spells, and they have spell points equal to their Craft + 3. They can cast any of these spells as an Enemy action; they can also cast a spell when a PC gets a Failure or Standard Success while attacking them.

Psychic Explosion: When a lich is destroyed, the magic binding their spirit to their body is shattered and explodes outward in a psychic assault. When it dies, all living beings within 5 metres of the lich make a **Fortitude (Resolve)** test against **Difficulty 17**.

Failure: The target takes 2d6+8 psychic damage.

Standard Success: The target takes 1d6+8 psychic damage.

Great Success or better: The target takes no damage.

Mummy

Mummies are well-preserved dead whose eternal slumber has been disturbed. Unlike lemures or liches, mummies are not animated by their own spirit. Instead, they're animated from an entirely outside source, such as the dark magic of an ancient curse. A mummy is usually slow and clumsy, no matter how well-preserved its corpse might be. It is compelled to rise up and attack those attempting to loot its tomb or burial ground. A mummy almost always encountered alone, though an explorer may see several mummies rising up in a family tomb. Due to their dried out and desiccated state, along with the prevalence of ancient mouldering wrappings, mummies are highly susceptible to damage from fire.

Mummy

Evil
Threat: 14
Strength: 4 **Craft:** 2
Armour: 3 **Life:** 18
Attacks: 1 **Damage:** 1d6+4
Speed: 8

Special Abilities

Undead Fortitude: If a character's single attack does not inflict enough physical damage to completely destroy a mummy's body by reducing its Life to 0, the mummy can ignore the damage dealt by that attack. (Psychic damage is not affected by this Special Ability.) Because mummies are invulnerable to fire, a mummy's Undead Fortitude cannot ignore fire damage.

Mummy's Curse: Instead of inflicting damage from a successful attack, the mummy may attempt to infect the target with a curse. The target makes a **Fortitude (Mettle)** test against **Difficulty 14** to resist.

Failure: The target is cursed. Each of the target's actions actions has a −2 penalty, and the target takes double damage from all attacks until the mummy is destroyed or the curse is otherwise lifted.

Standard Success: The target is cursed, but only momentarily. The next time the target is damaged, that damage is doubled.

Great Success or better: No effect.

Benefits & Banes

Vulnerable to Fire: Any fire damage inflicted against a mummy is doubled. A mummy's Undead Fortitude cannot ignore fire damage.

Putrid Zombie

Zombies are ripe, rotting undead animated by dark magic and driven by stubborn, gnawing hunger. They are universally slow, shambling, and revolting. While bones may be visible through a zombie's torn flesh, the zombie often retains much of its muscle, and thus, much of its living strength. The stench coming from a zombie is overwhelming, causing nausea in almost anyone who encounters it. Zombies are completely incapable of tactics or reasoning. They simply shuffle towards the nearest living creature in a mindless attempt to devour or destroy it. Likewise, they are unable to use weapons. If a zombie was buried in chainmail or plate armour, however, it retains the benefits of that equipment when it rises from the grave as an undead creature.

Putrid Zombie

Evil
Threat: 13
Strength: 3 **Craft:** 2
Armour: 0 (varies) **Life:** 15
Attacks: 1 **Damage:** 1d3+3 (unarmed)
Speed: 4

Special Abilities

Putrid Stench: Until the zombie's next action, anyone in within 3 metres of a zombie at the start of their turn makes a **Fortitude (Mettle)** test against **Difficulty 13**.

Failure: The target is overcome with nausea. They have a −2 penalty to all tests and the physical damage they inflict is reduced by half for 1d3 rounds.

Standard Success: The target maintains their composure but is momentarily sickened. The physical damage they inflict is reduced by half this round.

Great Success or better: No effect.

Undead Fortitude: If a character's single attack does not inflict enough physical damage to completely destroy a zombie's body by reducing its Life to 0, the zombie can ignore the damage dealt by that attack. (Psychic damage is not affected by this Special Ability.)

Benefits & Banes

None

Skeleton

Stripped down to the bone, skeletons are animated by the dark force that brought them back from the dead. Reacting like puppets, they can be commanded to follow simple commands and perform basic tasks, but they have no true intelligence and are unable to think or adapt. A single skeleton is hardly a threat to most adventurers, but a mob of unyielding bone warriors can be a dire threat.

Skeleton

Evil
Threat: 13
Strength: 2 **Craft:** 2
Armour: 5 (rotted armour) **Life:** 12
Attacks: 1 **Damage:** 1d3+2 (unarmed), 1d6+1 (sword or bow)
Speed: 10

Special Abilities

Undead Fortitude: If a character's single attack does not inflict enough physical damage to completely destroy a skeleton's body by reducing its Life to 0, the skeleton can ignore the damage dealt by that attack. (Psychic damage is not affected by this Special Ability.) Skeletons are also Resistant to Blades (see below).

Benefits & Banes

Resistant to Blades: Skeletons take half damage from bladed weapons and arrows, due to their lack of flesh or vital organs. (Reduce that damage before applying Undead Fortitude.)



Dragons

Ancient creatures of terrible power, dragons once made their home in the Firelands under the rule of the Dragon King. That was before the coming of the Great Wizard, who banished the Dragon King to the Void and scattered the Draconic Lords into hiding. Now with the Great Wizard gone, they stir again. Supported by mortal dragon cults, each of the three Draconic Lords is seeking a way to become the next Dragon King, so they may restore the dragons to their place of primacy in the Firelands—a goal that will no doubt lead to the deaths of thousands. A single dragon is a massively powerful force of destruction. The possibility of an invasion of such creatures is too terrible to conceive.

Dragon

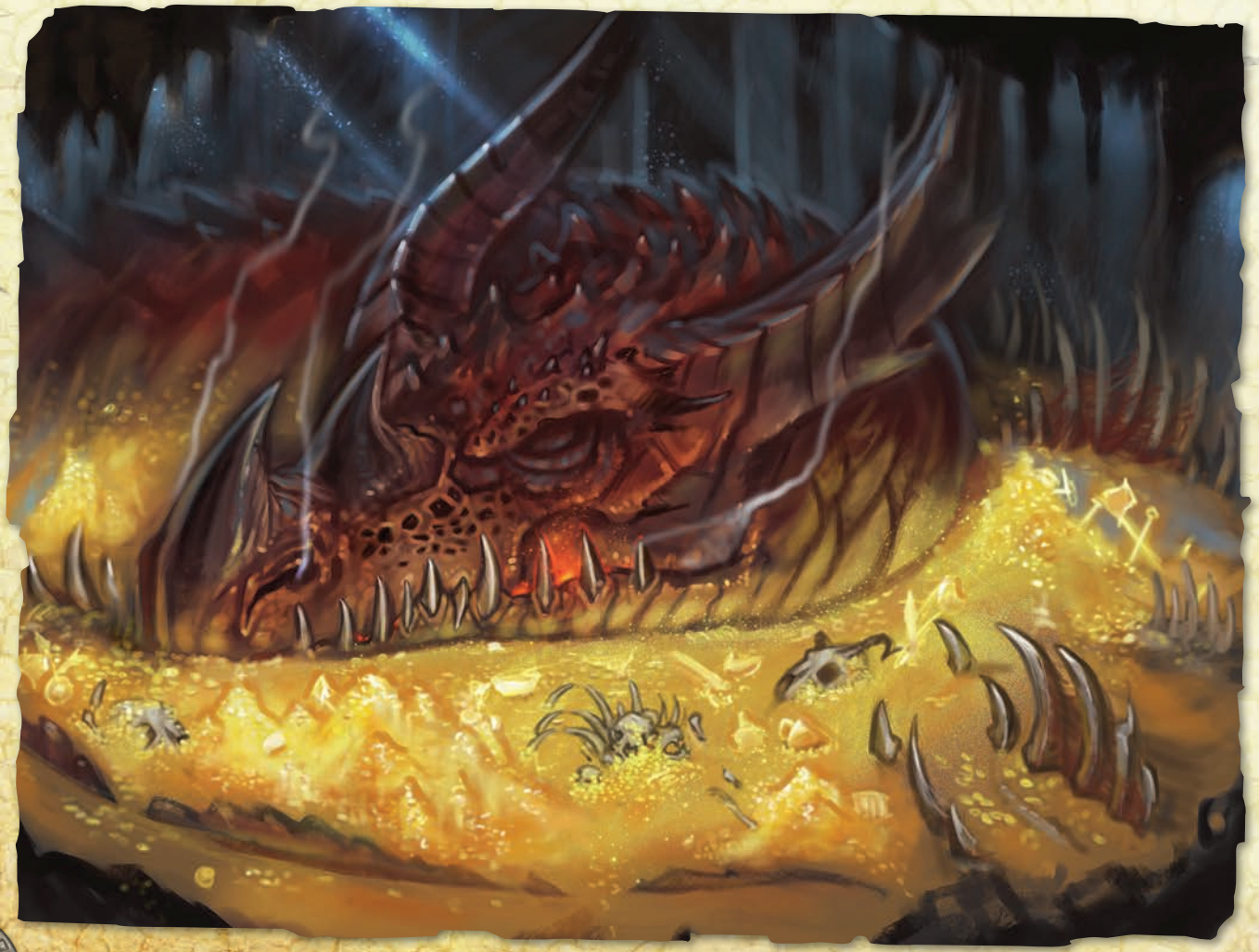
Many breeds of dragon have diverged over the millennia due to environmental factors, exposure to magic, and other influences. The most common breed of dragon can be found in legends and rumours from every corner of the Realm. These creatures can level cities and armies alike, but while dragons bring danger, they also offer riches. Dragons are universally greedy, collecting wealth they will never use in their lairs for the sheer joy of having it. Of course, that temptation draws many a brave soul to die under claw and flame. Dragons normally lurk in caves or abandoned ruins they have claimed for themselves. They sleep for months at a time, waking for intense periods of activity in which they eat, mate, and patrol to make sure their territory is secure.

Dragon

Evil
Threat: 20
Strength: 8 **Craft:** 6
Armour: 21 **Life:** 30
Attacks: 3 **Damage:** 2d6+8 (bite), 1d6+8 (claws)
Speed: 18 (fly) 14 (walk)

Special Abilities

or **Fire Breath:** The dragon can release a gout of flame around its target. The target and each creature engaged with it makes an **Athletics (Agility)** defence test against **Difficulty 20** to avoid the flame. The dragon is immune to its own fire breath.
Failure: The target loses 4d6 Life.
Standard Success: The target loses 2d6 Life.



Great Success or better: The target takes no damage.

or **Rain of Fire:** The dragon breathes fire over a wide swath of ground around its target. Each creature engaged with the target and each one within 5 metres makes an **Athletics (Agility)** defence test against **Difficulty 20** to avoid the flame. Any Followers in the area of effect are instantly killed.

Failure: The target loses 2d6 Life.

Standard Success: The target loses 1d6 Life.

Great Success: The target takes no damage.

Impenetrable Scales: A dragon's scales are nearly impenetrable. The dragon recovers 2d6 armour points.

Benefits & Banes

Fireborn: Attacks against the dragon using fire inflict no damage.

Woodland Drake

Drakes are a breed of dragon slightly smaller than their better-known cousins, and they're only a little less deadly. Woodland drakes are olive drab and brown, allowing them to easily blend in with the vegetation of the forest. In years past, woodland drakes made their homes in the deepest forests of the Realm, but in more recent times, they've been encountered closer and closer to hamlets and towns near large woods. This inevitably troubles lumberjacks, hunters, and others whose livelihoods depend on the forests.

Not as intelligent as dragons, drakes are more driven by instinct, but they do have a certain feral sentience. A drake does not share the same drive for wealth that dragons have, instead preferring to control territory and become its master. As a result, drakes do not take intrusions lightly. While they seldom collect much treasure, their lairs often include the remains of foolish adventurers who challenged their territory. Woodland drakes always make their lairs deep in the heart of a forest where trees are densest and trails nonexistent.

Woodland Drake

Evil

Threat: 18
Strength: 7 **Craft:** 6
Armour: 18 **Life:** 26
Attacks: 3 **Damage:** 2d6+7 (bite), 1d6+7 (claw)
Speed: 16 (fly) 12 (walk)

Special Abilities

or **Poison Breath:** The drake releases a plume of poison around its target. The target and each creature within 5 metres of it makes an **Athletics (Agility)** or **Fortitude (Mettle)** defence test against **Difficulty 20** to resist. The woodland drake is immune to its own poison breath. Any Followers in the area of effect who are not immune to poison are instantly killed.

Failure: The target loses 3d6 Life and suffers an additional 1d6 damage per round for 1d6 rounds; that damage ignores armour.

Success: The target loses 1d6 Life and suffers an additional 1d3 damage per round for 1d3 rounds; that damage ignores armour.

Great Success or better: The target takes no damage.

Benefits & Banes

Poison Resistance: Attacks against the woodland drake using poison have no effect.

Woodland Stride: The woodland drake can force a reroll of a single die on any test to detect it in a forest environment. It can move through any woodland terrain without difficulty, including movement to climb trees. When attempting to detect a woodland drake in a woodland environment, characters have a −4 penalty to any tests to detect the drake; this includes tests to determine surprise. (See **Surprise Attacks** in **Chapter 2** of the *Player's Guide*.)

Wyrd Dragon

Dragons who lurk too long in the deep forests where fae mark their territory are changed by exposure to the strange and wild magics found there. They are no longer beasts of fire and death; instead, they rely on their mind and illusions. Their appearance is part of this change, becoming more colourful and less reptilian. These dragons typically become unwelcome



among their own kind due to their changes, so wyrd dragons leave draconic society to find a home among the fae they resemble. Beings of such power are often welcomed by the fae, as the presence of a wyrd dragon can secure a fae steading against all manner of threats.

While their partial fae nature does make the wyrd dragon more interested in fae affairs, they're still dragons, and thus, they're vain, greedy, and incredibly destructive when the mood strikes them. A wyrd dragon's territory in fae-touched lands is centered on its lair, usually a decrepit castle or other ruin, where it hides away amidst the treasure and lore it has collected. While wyrd dragons have the same lust for wealth as other dragons, they're just as greedy for knowledge and secrets, sometimes serving as the rumourmongers and secret masters of the fae.

Wyrd Dragon

Evil
Threat: 18
Strength: 7 **Craft:** 7
Armour: 15 **Life:** 22
Attacks: 3 **Damage:** 2d6+7 (bite), 1d6+7 (claw)
Speed: 18 (fly) 14 (walk)

Special Abilities

Delirium Fog: The wyrd dragon releases a fog of euphoric mist that confuses and tires victims around the target. The target and each creature within 5 metres makes an **Athletics (Agility)** or **Fortitude (Resolve)** defence test against **Difficulty 18** to resist. The wyrd dragon is immune to its own delirium fog.

Failure: The target is delirious for 1d6 rounds, has a −4 penalty to all actions, and cannot use psychic attacks for one hour.
Success: The target is delirious for 1 round, has a −2 penalty to all actions, and cannot use psychic attacks for 1d6 rounds.
Great Success or better: The target heals 1d3 Life.

Benefits & Banes

Fae Nature: The wyrd dragon suffers an additional 1d6 damage from any weapon made from iron.
Woodland Stride: The wyrd dragon can force a reroll of a single die on any test to detect it in a forest environment. It can move through any woodland terrain without difficulty, including movement to climb trees. When attempting to detect an wyrd dragon in a woodland environment, characters have a −4 penalty to any skill tests to detect the dragon; this includes tests to determine surprise. (See **Surprise Attacks** in **Chapter 2** of the *Player's Guide*.)

Wyvern

Wyverns are feral relatives of the dragon family. While little more than animals, they still possess a fragment of the destructive power of dragons. Wyverns are not as large as dragons, and they possess no forelimbs aside from their wings, but they're still large enough to carry a full-grown horse in their talons. That makes a wyvern a menace in whatever region it chooses for its the lair, as it hunts cows, horses, and humans with equal tenacity. Although a wyvern doesn't have a breath weapon, its vicious, barbed tail is stronger than steel, able to split armour and shields with ease. Wyverns are active far more regularly than dragons, making them a more common menace to nearby settlements, but they do not have the wealth-collecting habits of dragons. Instead wyverns are hunted for the barbs from their tails, which some skilled smiths can turn into deadly spears or arrowheads.



Wyvern

Evil
Threat: 15
Strength: 7 **Craft:** 7
Armour: 12 **Life:** 18
Attacks: 1 **Damage:** 2d6+7 (bite)
Speed: 16 (fly) 12 (walk)

Special Abilities

Tail Barb: The wyvern strikes with its tail barb. The target makes an **Athletics (Agility)** defence test against **Difficulty 15** to resist.
Failure: The target takes 2d6+7 damage; that damage ignores armour.

Standard Success: The target takes 1d6+1 damage; that damage ignores armour.
Great Success or better: The target takes no damage.

Benefits & Banes

None

Elementals

Found across the Realm, elementals are beings of arcane power that are formed when an element intersects with a powerful magical force or when an imbalance of an element is unleashed by a more mundane means, such as a forest fire, volcano, or tsunami. The resulting confluence can spawn elementals in the surrounding area, usually to the detriment of anyone nearby. As they are not beings of flesh and bone, elementals tend to be alien in mindset compared to mortal beings, acting in ways that lack clear logic or motivation. A fire elemental will burn objects for no detectable reason, while earth elementals will move dirt and stone according to some unknowable plan. Elementals are sometimes summoned or created by magicians to serve them, in which case, their motivations tend to become far more understandable. These controlled elementals are usually kept on a short leash by their masters, lest the elementals start interpreting commands according to their own mindset.

Air Elemental

Beings of pure air, air elementals are often spawned near powerful storms, especially in regions of magical activity. Magicians summon them for use as scouts or sentinels, favouring other elementals for more violent roles. While not powerful, they are fast and can easily pass undetected by most mundane guards. An air elemental looks like a translucent, ghost-like humanoid mass of wind that becomes nearly invisible as soon as it stops moving.

Air Elemental

Neutral
Threat: 16
Strength: 4 **Craft:** 6
Armour: 0 **Life:** 12
Attacks: 2 **Damage:** 1d6+4 (airburst)
Speed: 24 (fly) 16 (walk)

Special Abilities

Wind Strike: The air elemental can unleash a powerful blast of wind, blowing the target backwards. The target makes an **Athletics (Agility)** test against **Difficulty 16** to avoid the strike.
Failure: The target is knocked back 2d6 metres and takes 2d6 damage; that damage ignores armour.
Standard Success: The target is knocked back 1d6 metres and takes 1d6 damage; that damage ignores armour.
Great Success or better: The target avoids the strike; they are not moved or damaged.

Benefits

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect the elemental normally.
Invisible: Air elementals are naturally invisible until they attack. (See **Chapter 5** for more details on invisibility.)

Crawling Slime

As viscous, acidic elemental creatures, crawling slimes are most often found in regions of geological activity, such as caves or volcanoes. The body of a crawling slime is extremely acidic, allowing it to burrow through earth or stone with ease. Slimes often burrow their way into sewers, dungeons, and other subterranean constructions. Along the way, they leave obvious trails on any surface they pass over. The top level of a surface coated with a slime trail gradually becomes liquid, making slimes easy to detect for those who know the signs. This can be very important, given that crawling slimes can scale walls and ceilings as easily as they cross floors. Dropping from the ceiling is one of their preferred hunting methods. Crawling slimes can destroy flesh and bone with ease, making them a threat to anyone who explores subterranean areas.

Crawling Slime

Neutral
Threat: 15
Strength: 6 **Craft:** 2
Armour: 0 **Life:** 14
Attacks: 1 **Damage:** 1d6+6 (acidic tentacle)
Speed: 6

Special Abilities

Acidic Body: When the crawling slime is damaged by a nonmagical weapon, the weapon is destroyed. The crawling slime can carve a path through earth or stone with **Speed 2**, possibly leaving a stable tunnel in its wake.
Acid Spray: The crawling slime can spray a gout of acid at the target. The target makes an **Athletics (Agility)** test against **Difficulty (Craft)** to avoid the strike.
Failure: The target's armour is destroyed, and the target takes 2d6 damage.

Standard Success: The target's remaining armour now has half its Armour rating, and the target takes 1d6 damage; that damage ignores armour.

Great Success or better: The target avoids the strike; they are not damaged.

Benefits & Banes

Viscous: The crawling slime can use its movement to climb up walls or on ceilings as if it were moving normally. When the crawling slime is making an ambush by attacking from the ceiling, characters have a −4 penalty to any tests to detect the slime; this includes tests to determine surprise.

Earth Elemental

A massive creature of stone and dirt, an earth elemental is like an avalanche given physical form. Sometimes found in the aftermath of earthquakes and other seismic events, earth elementals are mindlessly destructive unless controlled by a magician. They seem to take a perverse pleasure in destroying works of stone and earth, readily attacking castles and walls when presented the chance. Magicians value them for their resistance to damage, great strength, and destructive power.

Earth Elemental

Neutral

Threat: 16
Strength: 5 **Craft:** 5
Armour: 24 **Life:** 22
Attacks: 1 **Damage:** 2d6+5 (rock fists)
Speed: 8

Special Abilities

Earth Strike: The earth elemental can land a powerful strike on the ground, releasing a shockwave that strikes all targets within 3 metres. Each target makes an **Athletics (Agility)** defence test against **Difficulty 16** to avoid the strike.

Failure: The target takes 2d6+5 damage and is knocked prone.

Standard Success: The target is knocked prone or takes 1d6+5 damage (player's choice).

Great Success or better: The target avoids the strike; they are not damaged.

Benefits & Banes

Earth Root: The earth elemental churns up the earth around it, creating an area 3 metres in each direction that reduces movement by half. The earth elemental cannot be knocked down.



Fire Elemental

The most widely feared of elementals, fire elementals are spawned in forest fires, volcanic eruptions, and other massive fiery events. These elementals look like demonic humanoids made of fire, and they burn anything flammable they touch. In fact, they burn anything they can, revelling in destruction. Fire elementals are one of the more preferred elemental types among magicians, due to their use in combat and generally terrifying appearance. Unfortunately for magicians who use fire elementals, they often cause substantial collateral damage.

Fire Elemental

Neutral
Threat: 17
Strength: 5 **Craft:** 6
Armour: 0 **Life:** 18
Attacks: 1 **Damage:** 2d6+5 (fire)
Speed: 12

Special Abilities

Inferno: The fire elemental can release a powerful burst of fire around it, affecting all targets within 5 metres. Each target makes an **Athletics (Agility)** test against **Difficulty 17** to avoid the strike. Followers in the area are killed.
Failure: The target takes 3d6 damage; that damage ignores armour.
Standard Success: The target takes 2d6 damage; that damage ignores armour.
Great Success or better: The target avoids the strike; they are not damaged.
Fireblast: The fire elemental can unleash a blast of fire against ranged targets. Anyone within 3 metres of the targeted location makes an **Athletics (Agility)** test against **Difficulty 17** to avoid the fire blast.
Failure: The target takes 2d6 damage; that damage ignores armour.
Success: The target takes 1d6 damage; that damage ignores armour.
Great Success or better: The target avoids the strike; they are not damaged.

Benefits & Banes

Body of Fire: Any melee attacks against a fire elemental that result in Failure or Success inflict 1d6 damage on the attacker in addition to any other effects. Melee attacks that result in a Great Success do not inflict any damage on the attacker.
Flame Form: Nonmagical weapons inflict no damage on the elemental; however, a character using a nonmagical weapon still inflicts an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect the elemental normally.

Water Elemental

Water elementals are formed in the wake of massive storms, tsunamis, and floods. Looking like vaguely humanoid shapes made of water, they can flow over, around, or through most obstacles. Water elementals are beings of deceptive destruction. They don't have the flashiness of fire elementals but can be just as dangerous over time. They are the flood given form. Despite this, water elementals are rarely used by magicians, except for those concerned with nautical matters.

Water Elemental

Evil
Threat: 15
Strength: 4 **Craft:** 6
Armour: 0 **Life:** 20
Attacks: 1 **Damage:** 1d6+4 (water blast)
Speed: 10

Special Abilities

Tidal Blast: The water elemental can release a torrent of water at a target it can see. The target makes an **Athletics (Agility)** test against **Difficulty 15** to avoid the torrent.
Failure: The target takes 2d6 damage and is knocked back 2d6 metres.
Success: The target takes 1d6 damage and is knocked back 1d6 metres.
Great Success or better: The target takes no damage.

Benefits & Banes

Water Form: Nonmagical weapons inflict no damage against the elemental; however, a character using a nonmagical weapon still inflicts an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect the elemental normally. Water elementals can also fit through any opening or penetrate any structure that is not waterproof.

Fae

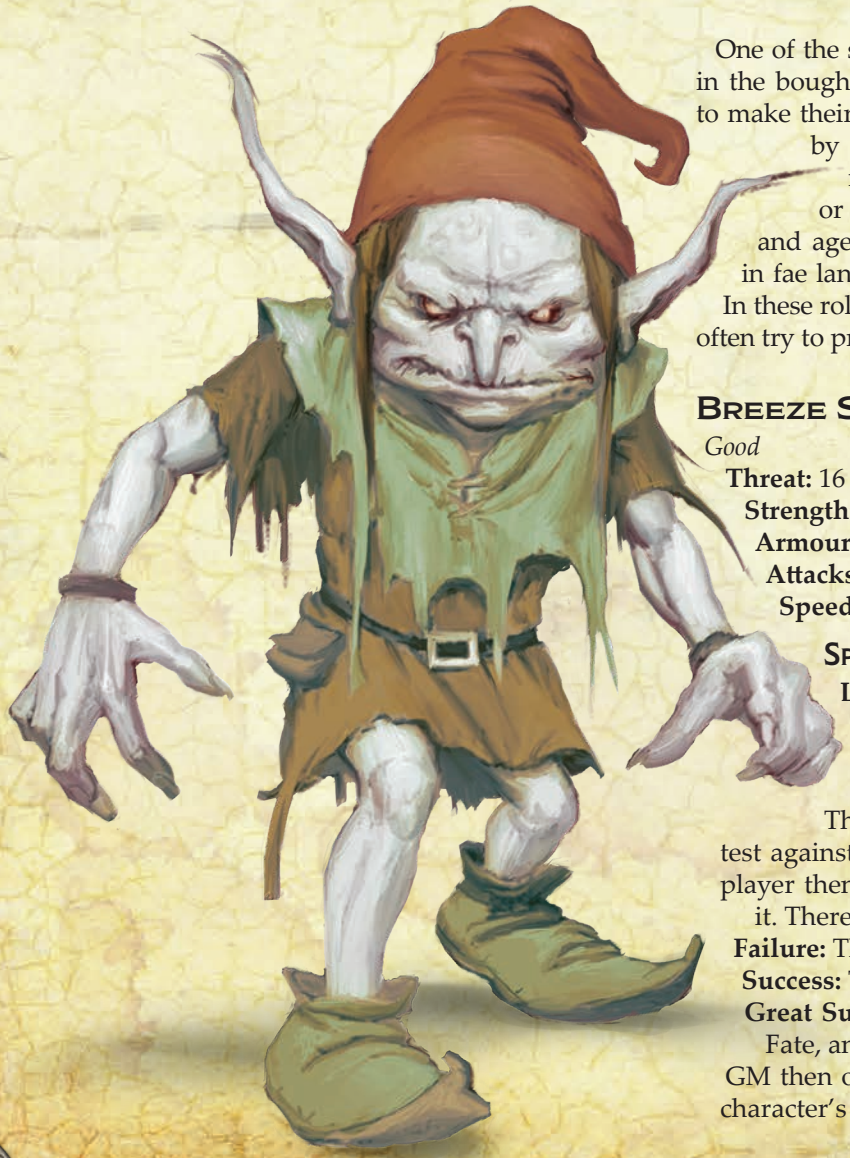
In ages past, the fae were bound to the Norns, serving as agents of fate among mortals. Queen Mab, ruler of the fae, came to resent this subservience. After many mortal lifetimes, she led a revolt against the Norns, working a great ritual intended to free her people. Instead, it nearly destroyed them. Those who survived those times learned to feed on fate instead of serving it. From that point forward, the fae would forever be bound, consuming the destiny of mortals to survive.

The transformed fae broke into two groups: the light fae and dark fae. The light fae, led by Titania, fed their need for destiny through gentler means, such as making deals with mortals in the faery markets. The dark fae, on the other hand, followed their new lord, Oberon, taking

what they wanted, cursing unsuspecting mortals, and dooming victims as they pleased. While the dark and light fae have officially settled their differences after the marriage of their leaders, that does not mean they are at peace, and mortals are often caught in their schemes and machinations. Luckily, the fae normally stay within their lands within the Great Forest, only going out when they hunger or when they're bored. Of course, that's often enough to spawn numerous legends.

Boggart

Creatures of the dark fae, boggarts are obsessed with wealth, owning as much of it as possible. They seek to claim the fate of mortals by stealing from the rich, changing destinies in the process. Boggarts sometimes make deals. They may offer to trade favours for gold but usually prefer more nefarious means. These fae are short, earthen skinned humanoids with large ears. They never display their wealth, instead always keeping it safely hidden away under lock, key, and trap.



Boggart

Evil
Threat: 14
Strength: 2 **Craft:** 4
Armour: 0 **Life:** 10
Attacks: 1 **Damage:** 1d3+2 (dagger)
Speed: 10

Special Abilities

Swipe Destiny: The boggart can steal from the target. The target makes a **Notice (Wits)** test against **Difficulty 14** to avoid the theft. (A boggart cannot steal from a *concealed pouch*.)
Failure: The target loses 1d3 gold and 1 Light Fate
Success: The target loses 1 gold.
Great Success or better: The target loses nothing.

Benefits

Fae Nature: The boggart suffers an additional 1d6 damage from any weapon made from iron.

Breeze Sylph

One of the smallest of the light fae, breeze sylphs live in the boughs of the forest, riding the wind on leaves to make their way. Breeze sylphs gain their sustenance by altering the fates of others for the better, reweaving destiny with small acts of charity or words of advice. They often serve as spies and agents of Titania, warning her of trespassers in fae lands or the machinations of Oberon's court. In these roles, they often encounter mortals, who they often try to protect from the plans of dark fae.

Breeze Sylph

Good
Threat: 16
Strength: 2 **Craft:** 4
Armour: 0 **Life:** 3
Attacks: 1 **Damage:** 1d3+2 (needle sword)
Speed: 3 (walk), 12 (fly when gliding from a tree)

Special Abilities

Lighten Fate's Touch: Once per day, the breeze sylph can give aid and advice to a character in such a way that it will improve that player character's destiny. The character makes an **Empathy (Insight)** test against **Difficulty 14** to decipher the advice; the player then chooses whether their character follows it. There is no Fate cost to use this ability.
Failure: The character loses 1 Light Fate.
Success: The character gains 1 Light Fate.
Great Success: The player character gains 1 Light Fate, and the Game Master loses 1 Dark Fate. The GM then offers one small piece of advice about the character's current quest.

Extraordinary Success: The player character gains 1 Light Fate, and the Game Master loses 1 Dark Fate. The player can also ask any one question that concerns their character's current quest, and the GM must answer truthfully.

Benefits & Banes

Fae Nature: The breeze sylph suffers an additional 1d6 damage from any weapon made from iron.

Woodland Stride: The breeze sylph can force a reroll of a single die on any test to detect it in a forest environment. It can move through any woodland terrain without difficulty, including movement to climb trees. When attempting to detect a sylph in a woodland environment, characters have a −4 penalty to any tests to detect the fae; this includes tests to determine surprise. (See **Surprise Attacks** in **Chapter 2** of the *Player's Guide*.)

Brownie

Found among the light and dark fae, fickle brownies steal and gift wealth, assistance, and labour according to an arcane set of rules only they seem to understand. Short, squat, and possessed of a strong drive to work and clean, they universally hate being thanked for their efforts. Doing so is sure to lose the speaker some gold or a brownie's help. Brownies always expect some sort of reward for their efforts, whether they were asked for or not. They can be quite vicious when they feel their labour or gifts go unappreciated. Luckily, brownies can usually be bought off with a delicious pastry or a saucer of cream.

Brownie

Neutral
Threat: 14
Strength: 3 **Craft:** 4
Armour: 3 (leather) **Life:** 8
Attacks: 2 **Damage:** 1d3+3 (dagger)
Speed: 8

Special Abilities

Brownie's Curse: When a brownie decides it has been insulted, it can curse the hero who offended it. The target makes a **Craft** test against **Difficulty 14** to avoid the curse.

Failure: The target loses 1d3 gold and 1 Light Fate.
Success: The target loses 1 gold.
Great Success or better: The target loses nothing.

Benefits & Banes

Fae Nature: The brownie suffers an additional 1d6 damage from any weapon made from iron.

Hard Worker: The brownie can do the work of five normal workers when doing any sort of craft, construction, or cooking work. They can also double their Strength when performing manual labour or while defending work they have completed.

Coblynau

A vicious breed of dark fae, these squat, bearded creatures lurk in mines or along the roads of the Realm, causing all manner of trouble for those who frequent these areas. They regularly cause mines to collapse, travellers to become lost, and bridges to fail, delighting in the chaos and destruction they cause. Coblynau are thankfully rare, but their presence can cause mortals to abandon mines and avoid roads. When a settlement finds they have a coblynau living nearby, they often try to bribe it by leaving wealth or food. Failing that, they'll hire hunters to remove the troublesome fae.

Coblynau

Evil
Threat: 14
Strength: 4 **Craft:** 4
Armour: 6 (hard leather) **Life:** 12
Attacks: 1 **Damage:** 1d6+4 (hammer)
Speed: 12

Special Abilities

Coblynau's Curse: If the target is in a manmade underground structure or on a road, the coblynau can curse the target. The target makes an **Athletics (Agility)** test against **Difficulty 14** to avoid the curse.

Failure: The target loses 1 Light Fate and has their speed reduced by half until they leave the area (5 metres in diameter). If the target is underground or inside a building, they also suffer 2d6 damage from crumbling walls or collapsing ceilings.

Standard Success: The target has their speed is reduced by half until they leave the area. If the target is underground or inside a building, they also suffer 1d6 damage from crumbling walls or collapsing ceilings.

Great Success or better: The target loses nothing and takes no damage.

Benefits

Fae Nature: The coblynau suffers an additional 1d6 damage from any weapon made from iron.

Fae Witch

Common in the legends of the Realm, fae witches are both feared for their power and respected for their wisdom, but they're usually more feared than respected. Some fae witches have infamous reputations as dark powers roaming the swamps and moors looking for mortals to torture. Others serve as advisors and healers to those who live near their lairs. A single fae witch may choose to fulfill both roles. Fae witches are found among both light and dark fae, but regardless of where their allegiance lies, they all know how to turn people into toads.

Fae Witch

Good, Neutral, or Evil
Threat: 16
Strength: 3 **Craft:** 6
Armour: 6 (magical robes) **Life:** 15
Attacks: 1 **Damage:** 1d6+3 (staff)
Speed: 9

Special Abilities

Evil Eye: The fae witch can curse the target. The target makes a **Fortitude (Mettle)** defence test against **Difficulty 16** to avoid the curse.
Failure: The target is turned into a toad for 1d3 hours.
Standard Success: The target is turned into a toad for 1d3 rounds.
Great Success or better: The target maintains their original form.

Benefits & Banes

Fae Nature: The fae witch suffers an additional 6 damage from any weapon made from iron.
Nature Spellcasting: A fae witch knows five Basic and three Intermediate spells, and they have spell points equal to their Craft+3. They can cast one these spells as an Enemy action; they can also cast one of these spells when a PC gets a Failure or Standard Success when attacking them.

Fomorian

These massive, twisted dark fae delight in using their great size and strength to prove their dominance over others. A formorian threatens any creatures smaller than itself whenever possible. As much bluster as bite, formorians can be both an annoyance and a major threat in short order. Formorians abuse and terrorize mortals they encounter, demanding tribute in the form of food, cattle, alcohol, and gold; in exchange, they claim they will not commit greater acts of violence. Once they've found a fertile area where they can force enough food and supplies to live comfortably, they'll settle in until they're forced or tricked into leaving. While formorians are very powerful foes in battle, they are not very intelligent or perceptive, making them vulnerable to clever adventurers.

Formorian

Evil
Threat: 15
Strength: 6 **Craft:** 2
Armour: 12 (metal plates and leather) **Life:** 24
Attacks: 1 **Damage:** 1d6+6 (club)
Speed: 14

Special Abilities

Hurl: The formorian can grab and throw a target. The target makes an **Athletics (Agility)** defence test against **Difficulty 15** to avoid being tossed across the battlefield.
Failure: The target takes 2d6 damage and is moved 4d6 metres away.
Standard Success: The target takes 1d6 damage and is moved 2d6 metres away.
Great Success or better: The target is not thrown and takes no damage.
Boulder Throw: The formorian can throw boulders when it is not engaged in melee combat. The target makes an **Athletics (Agility)** test against **Difficulty 15** to avoid being struck by a boulder.
Failure: The target takes 2d6+6 damage and is knocked prone.
Success: The target takes 1d6+6 damage or is knocked prone (player's choice).
Great Success or better: The target takes no damage.
Terrifying Visage: The formorian presents a particularly intimidating presence. One Follower of the GM's choice immediately loses 1d6 Loyalty. If the Follower's Loyalty is reduced to 0, it flees the party and is never seen again. The GM can spend additional Dark Fate to cause additional Followers to flee (2 Dark Fate per additional Follower).

Benefits & Banes

Fae Nature: The formorian suffers an additional 1d6 damage from any weapon made from iron.

Knocker

These mischievous spirits are found among the dark and light fae. Both varieties look like short humanoids dressed in miner's clothes. According to folklore, they knock on the walls of mines, although bystanders sometimes cannot tell whether they do this to warn miners of impending cave-ins or cause them. In regions where they're common, miners regularly offer up the last bites of pastries or other sweet treats to bribe knockers. Knockers are rarely encountered outside of mines, tunnels, or caves, not caring for the outside world and the many dangers it presents.

Knocker

Good, Neutral, or Evil
Threat: 13
Strength: 3 **Craft:** 2
Armour: 3 (leather) **Life:** 12
Attacks: 1 **Damage:** 1d6+3 (pickaxe)
Speed: 8

Special Abilities

Cave-In: With a few well-placed knocks, the knocker can cause a cave, mine, tunnel, or building made of stone to collapse. Anyone in the affected area (generally a 5-metre radius) makes an **Athletics (Agility)** test against **Difficulty 13** to avoid being caught under falling stones.

Failure: The target takes 2d6 damage and is buried under debris, requiring 1d3 rounds to free themselves. They can take no action until freed, but allies may assist them. Each assisting ally reduces the time by one round.

Standard Success: The target takes 1d6 damage and is knocked prone.

Great Success or better: The target takes no damage.

Benefits & Banes

Burrow: The knocker can burrow through earth or stone with **Speed 3**. When a knocker is ambushing characters from a burrow, each character makes the test to detect the ambush with a −4 penalty.

Fae Nature: The knocker suffers an additional 1d6 damage from any weapon made from iron.

Naiad

As fae tied to bodies of water, naiads entice mortals to enter their pools, so they can drown their victims and harvest fate. Naiads commonly appear as beautiful humans with pointed ears and exquisite features, often in varying states of undress. They usually lure their victims to the water by appealing to the victim's carnal nature. Failing that, they are willing to use more direct means, controlling the minds of their prey instead. Naiads are all dark fae. Any right-thinking mortal who has heard stories about naiads avoids them.

Naiad

Evil

Threat: 14
Strength: 3 **Craft:** 4
Armour: 0 **Life:** 10
Attacks: 1 **Damage:** 1d3+1 (dagger)
Speed: 10 (walk), 14 (swim)

Special Abilities

Naiad's Call: The naiad can use its magic to tempt others to enter its water so it can drown them. Each humanoid within 10 metres makes a **Craft** test against **Difficulty 14** to avoid falling under the naiad's spell.

Failure: The target moves with all possible speed towards the naiad's pool for the next 1d3 rounds. If it reaches the pool, it dives in and immediately begins to drown. (See **Drowning** in **Chapter 5**.)

Standard Success: The target moves with all possible speed toward the naiad's pool on its next turn.

Great Success or better: The target is unaffected and is immune to the Naiad's Call from this creature, although other naiads may still affect the target.

Benefits & Banes

Fae Nature: The naiad suffers an additional 1d6 damage from any weapon made from iron.

Pixies

These small winged humanoids are usually found in packs. They roam about the forests bordering the fae lands looking for shiny things to steal. Having precious little understanding of personal property, pixies steal anything that isn't carefully guarded if given the chance. Even items in use might be stolen if they're sufficiently shiny. Pixies are far more interested in the taking than the having, however, usually casting aside loot in their lair with little concern for its condition. Pixies are found near fae or human settlements, since there's little worth stealing in the wilderness. They're found among the dark and light fae, though most show little interest in the struggles between the two factions.

Pixies

Neutral

Threat: 17
Strength: 2 **Craft:** 4
Armour: 0 **Life:** 8
Attacks: 1 **Damage:** 1d3+2 (dagger), 1d3+2 (small sling)
Speed: 4 (walk), 12 (fly)

Special Abilities

Theft of Opportunity: The pixie can attempt to steal a target's visible weapon or magic item and fly away with it. The target makes an **Athletics (Agility)** or **Notice (Wits)** defence test against **Difficulty 17** to resist.

Failure: The target loses one weapon or another item of the GM's choice (with a value of at least 1 gold).

Standard Success: The target hangs on to their item, but they have a −2 penalty to tests next round.

Great Success or better: No effect.

Benefits & Banes

Fae Nature: The pixie suffers an additional 1d6 damage from any weapon made from iron.

Swarm: Creatures with this benefit are skilled at working together to take down larger opponents. When a creature in the swarm attacks, it inflicts +1 damage per additional swarm creature within range.

Woodland Stride: The pixie can force a reroll of a single die on any test to detect it in a forest environment. It can move through any woodland terrain without difficulty, including movement to climb. When attempting to detect a pixie in a woodland environment, characters have a −4 penalty to any tests to detect the fae; this includes tests to determine surprise. (See **Surprise Attacks** in **Chapter 2** of the *Player's Guide*.)

Red Cap

These vicious, squat dark fae are known for their need for blood and their propensity for violence. Shod with black iron boots and armed with all manner of iron weaponry, red caps are among the few fae that can handle iron without pain. They use this trait against other fae, making them widely feared among their own people, but they prefer killing mortals. After all, it's the blood of mortals that stains their caps. Red caps are cruel killers who commit acts of violence for the sheer joy they find in murder. There's another reason for these killing sprees: A red cap dies if the blood in their cap ever completely dries. They are technically servants of Oberon, but even he has trouble keeping them in check.

Red Cap

Evil
Threat: 17
Strength: 6 **Craft:** 3
Armour: 9 (chain) **Life:** 15
Attacks: 1 **Damage:** 1d6+6 (sword)
Speed: 13

Special Abilities

Red Slaughter: The red cap inflicts a vicious strike, causing an additional 1d6 damage.

or **Slay:** The red cap can lash out and instantly kill a Follower within melee range.

Benefits & Banes

Clad in Iron: Red caps are not harmed by iron like other fae. The red cap's weapons are forged of iron; thus, they're more effective against most fae.

Sidhe

In the upper echelons of fae society, both in the light and dark fae courts, the sidhe make up the bulk of the court's members. As masters of intrigue, the sidhe are accustomed to deference from their inferiors. Of course, they consider almost everyone and certainly all mortals to be inferior to the sidhe. Even among the light fae, the sidhe are arrogant (or at best "parental") towards mortals, always sure they know better. While their arrogance may be insulting, they're bound by noblesse oblige. Sidhe always keep their word, although it is astoundingly difficult to get; they do not lie openly but instead mislead and misdirect; they are chivalrous in combat, as long as they are treated honourably in return. Even the most villainous sidhe gives the appearance of following a code. They wear armour and wield weapons of fae silver, which is as strong as steel but not harmful to fae.

Sidhe

Any
Threat: 17
Strength: 6 **Craft:** 4
Armour: 15 (fae armour) **Life:** 20
Attacks: 2 **Damage:** 2d6+4 (fae silver greatsword)
Speed: 12

Special Abilities

Sidhe Presence: The sidhe can intimidate anyone attacking it with its majestic presence. Any creature that can see the sidhe and is hostile to it makes a **Craft** test against **Difficulty 17** to resist.

Failure: The target suffers 2d6+4 psychic damage and cannot attack the sidhe for the next 1d3 rounds.

Standard Success: The target suffers 1d6+4 psychic damage and cannot attack the sidhe for 1 round.

Great Success or better: No effect.

Fae Silver: The target's armour does not offer any protection against this attack.

Benefits & Banes

Fae Nature: The sidhe suffers an additional 1d6 damage from any weapon made from iron.

Sluagh

These pale, long-limbed fae collect the souls of innocents and bind them in chains of silver, feasting off the fates of the damned. They lead their captured spirits through the world while looking to expand their number, often striking at the unwanted, the depressed, and those who will not be missed. They lurk around the edges of mortal settlements, moving on before they attract too much attention with their efforts. While any soul can grant a sluagh power, innocent souls grant the most power and attract attention above all others. These dark fae are found in mortal lands far more than fae lands, as their own kind have no souls to collect.

Sluagh

Evil
Threat: 17
Strength: 3 **Craft:** 6
Armour: 0 **Life:** 18
Attacks: 1 **Damage:** 1d6+4 (sickle)
Speed: 11

Special Abilities

Slay: The sluagh lashes out, instantly killing a Follower within melee range.

Soul Collector: When a Good character is slain within 10 metres of the slaugh, it can claim their soul to add to its collection. This heals the sluagh for 2d6 Life. Killing the slaugh and breaking the chain that trapped its souls grants 1 Light Fate to each character that was engaged with the sluagh in that combat.

Spirit Harvest: Instead of inflicting damage on a successful attack, the slaugh may use the souls bound to it to curse its target. The target makes a **Craft** test against **Difficulty 17** to resist.

Failure: The target suffers 1d6 psychic damage and loses 1d6 spell points. If this reduces the target to 0 spell points, the target suffers an additional 1d6 psychic damage.

Standard Success: The target suffers 1d3 psychic damage and loses 1d3 spell points. If this reduces the target to 0 spell points, the target suffers an additional 1d3 psychic damage.

Great Success or better: No effect.

Benefits & Banes

Fae Nature: The sluagh suffers an additional 1d6 damage from any weapon made from iron.

Spirit Shroud: The sluagh can force a reroll of a single die on any test to detect it in a dark or dim environment. When attempting to detect a sluagh in at night or in a cemetery setting, characters have a –6 penalty to any tests to detect the fae; this includes test to determine surprise. (See **Surprise Attacks** in **Chapter 2** of the *Player's Guide*.)

White Stag

A rare sight in the woods that border the fae realms, the white stag serves as a guide and portent to those favoured by Titania and the light fae. A white stag is known among mortals to be a sign. Anyone seeing one is destined to go on a quest of great import, but unfortunately, there is no assurance that the would-be hero will survive. Few who pursue the white stag ever return home. They find their destiny beyond the life they once knew… or they find death.

White Stag

Good

Threat: 18
Strength: 6 **Craft:** 5
Armour: 6 **Life:** 24
Attacks: 2 **Damage:** 1d6+6 (horns)
Speed: 16

Special Abilities

None

Benefits & Banes

Fae Nature: The white stag suffers an additional 1d6 damage from any weapon made from iron.

Woodland Stride: The white stag can force a reroll of a single die on any test to detect it in a forest environment, and it can move through any woodland terrain without difficulty. When ambushing characters in a woodland environment, the Difficulty of the test to detect it is increased by 4. (See **Surprise Attacks** in **Chapter 2** of the *Player's Guide*.)



Chapter 5: Adventuring

In this chapter, you'll find lots of useful information about running an adventure. It's got details on exploration, hazards, visibility, and loads more that every Game Master is going to find useful. Many examples are given here, but you shouldn't feel beholden to them. Feel free to use the information provided here to spark your own creativity.

The **Exploration** section is probably the most important information in this chapter, because characters are inevitably going to travel. The rules provided here offer some guidance to help make travel and exploration interesting and exciting. The rest of the chapter includes guidelines on the types of dangers and hazards characters are likely to encounter during their journeys, as well as advice on how to resolve them.

Exploration

Exploration is a major part of *Talisman Adventures*. Player characters spend much of their time tromping around the world in search of adventures. Sometimes, you might ignore travel to get to the story you have planned. At other times, the journey itself might be an important part of the story. The Realm is full of strange and magical locations adventurers might wish to explore. Cursed graveyards, crumbling ruins, mystical shrines, wandering merchants, deadly monsters, and much more await, ready to be found by the brave at heart. The following section includes the Exploration rules.

Time and Distance

The map of the Realm does not have a scale or map grid. After all, this faery tale world is your own, so you should make it as large or as small as you wish. The towns and villages shown on the map might be the only major settlements, or there may be dozens more scattered throughout the Realm. Even if you decide exactly how big your version of the Realm is, we suggest you don't actually write down a scale for players to see. Instead, measure distance by the time it takes to get from one location to another. For example, rather than saying that it's 100 kilometres from the City to Greymist, you could say that it's about three days' travel.

There's another reason for this conceit: Travel time can vary widely depending upon the terrain. A location that would be a day away by road might be three or even four days' travel if you have to pass through a dense forest or climb mountains. Also keep in mind that the Realm is a magical place. Things can change in the blink of an eye. A path that was easily passable one day might be overgrown the next.

Exploration Roles

When an adventuring party sets out on a journey, they must decide among themselves what each of them is doing. There are three roles characters can choose from when exploring: Guide, Watcher, and Hunter. Not all of these roles must be filled, and not every character must take on a role. The only absolutely necessary role is that of the Guide. Without a Guide, the party isn't going to get anywhere and could well end up walking or riding in circles. The second most important role is that of a Watcher. Without anyone keeping watch as the group travels, they are much more likely to stumble across an enemy and be surprised. No one needs to be a Hunter; however, if no one makes that choice, the party should make sure they have enough rations for the entire journey.

The Guide

The Guide makes decisions about where to go and which trail to follow. When an adventuring party sets out toward a goal, the GM decides the base travel time for the journey. The time for the journey may change based on how well (or poorly) the Guide performs their job. This time is usually measured in days, although the Exploration rules could also be used for shorter journeys, such as a quest that leads just inside a magical wood.

The GM chooses whether to tell the characters how long they can expect to travel. You should make this choice if the characters are following a commonly travelled route from one town to another. However, if the route is more uncertain, you might give a vague estimation: "You think the trip is going to take three or four days." A party might instead want to explore part of the nearest forest or hills, in which case, no time is set; however, the GM may want to set a time when the characters decide to return.

The Guide sets the pace for travel. They also choose the route, often with the assistance of a map or perhaps working from memory. Each day, the Guide makes a **Lore (Wits)** test or **Survival (Insight)** test against **Difficulty 14**. This is referred to as a Guide test. Using Lore represents the character's general knowledge of the world, including roads and terrain. A character using Survival relies on their knowledge of the natural world to choose the fastest route. Ultimately, the choice of skill used doesn't really matter, but the GM should consider the idea that a character using Lore is more likely to stick to established paths marked on a map, while a character using Survival might choose to cut through a forest or other wild place because they believe their choice is faster. One other character can assist the Guide. (See the **Assist** rules in **Chapter 2** of the *Player's Guide*.)

Failure: The party is lost or delayed for a day. The GM can present a shortcut that requires the characters to overcome a *Hazard*. (See the section on **Hazards** later in this chapter.) If the Hazard is successfully overcome, they may gain back some time. If a  is rolled, the GM should introduce a Hazard, and no shortcut is available.

Standard Success: The party travels at full speed with no delay. On a  , the GM can introduce a Hazard.

Great Success: The party travels at full speed with no delay. On a  the Guide may discover an Interesting Location. (**Appendix III** includes a list of possible options.)

Extraordinary Success: The Guide finds a shortcut. The party reduces travel time by an additional half day; alternatively, the player whose character succeeded at the test may ask to have the party find an Interesting Location along the way. (See **Appendix III**.)



Modifying Tests

Travel in the Realm can be unpredictable and dangerous. The GM should feel free to apply modifiers to any of these tests based on the circumstanctes. You can use the **Hindrances** sidebar located later in this chapter for ideas on how weather or time of day might impact any of these tests.

For example, if the heroes are travelling during a rainstorm, the GM might increase the Difficulty of a Watcher's test by 2. (The same modifier might also apply to the Guide and the Hunter.) As another example, if the PCs are travelling in a faery forest, the Guide might increase the Difficulty of their test by 4 due to the magical and ever-changing nature of the trees themselves.

On the other hand, if the characters happen to be in a wood known to be thick with game, the GM might lower the Difficulty for Hunter tests. Use your good judgement, increasing the Difficulty to add interest and tension to a story. Don't feel as though you need to increase that Difficulty to punish the players for poor choices. Most tests should use the standard Difficulty; otherwise, players are likely to become frustrated.

Watcher

The Watcher keeps a lookout for potential enemies. They look for tracks, scan the horizon, and generally stay alert for the presence of others. One character can act as the Watcher by attempting a **Notice (Wits)** test against **Difficulty 14**. A second character can assist. (See the **Assist** rules in **Chapter 2** of the *Player's Guide*.)

Failure: Encounter an Enemy. The party suffers a −3 penalty on the resulting **Wits (Notice)** test on the **Exploration Surprise Chart** in **Chapter 2: Rules** (located in the *Player's Guide*).

Standard Success: The Watcher discovers the presence of a nearby Enemy. After the GM determines the type of Enemy, the Watcher makes a **Survival (Wits)** test against **Difficulty 14** to identify it. On a successful roll, the Watcher chooses whether to encounter the Enemy or avoid it. Depending upon the type of Enemy, if the Watcher decides to ignore this Enemy, there is a 1 in 6 chance that creature still picks up the PC's trail and tries to ambush the party later.

Great Success or better: The Watcher discovers the presence of a nearby Enemy. After the GM determines the type of Enemy, the Watcher makes a **Survival (Wits)** test of **Difficulty 14** to identify it. On a successful roll, they can choose to encounter the Enemy or avoid it. If they choose to encounter the Enemy, they get a +3 bonus to the resulting **Stealth (Agility or Insight)** test on the **PCs Ambush Enemy Chart** in **Chapter 2: Rules** (located in the *Player's Guide*).

Hunters

Hunters forage and hunt for food as they travel. Each day, each Hunter can make a **Survival (Insight)** or **Archery (Agility)** test against **Difficulty 14**.

Failure: No game or foraging. Use 1 ration for that day's sustenance.

Success: The Hunter doesn't need to use a ration that day.

Great Success or better: The Hunter doesn't need to use a ration; the party gains 1d3 additional rations (which can be saved or used by another character).

Filling Multiple Roles

A single character can perform two exploration roles instead of one (and make two rolls instead of one), but that character suffers a −2 penalty on each test, and they can never get greater than a Standard Success. This choice might be necessary when a character is travelling alone. However, since they can only perform two roles at a time, they'll still need rations to eat. If the GM allows it, they can take periodic breaks to hunt and forage. As an alternative, it's possible that an Enemy encountered in the wild could be used for food.

Camping

Characters can only travel so far in a day. Unless they can find an inn or other accommodations, they'll eventually need to find a place to camp. When preparing to settle down for the night, one character makes a **Survival (Insight)** test to find a place to set up camp; the GM sets the Difficulty based on how easy it is to find a secluded spot. The Guide usually makes this test, although any character in the party can attempt it. The Difficulty could range from Routine in a dense forest to Hard on open plains. After this test is made, the GM rolls 3d6 to see if there's an encounter. The result determines the likelihood of an Enemy discovering them while they rest.

Failure: Random encounter occurs on a 8+.

Success: Random encounter occurs on a 14+.

Great Success: Random encounter occurs on a 17+.

Extraordinary Success: The party is completely concealed and does not have an encounter.

If you feel as the GM that having a random encounter bogs down the story or doesn't make sense, you can ignore the result and just tell the players that the night passes uneventfully. On the other hand, if you really

want a random encounter, you can spend to roll again. You can do this repeatedly until the roll indicates an encounter occurs or you run out of . You should also apply any modifiers you feel are appropriate, depending on the surroundings. If the PCs decide to have a bonfire, for example, the chance of having an encounter should increase.

Keeping Watch

Most times, PCs will want to set a watch. It is entirely up to them to determine who is keeping watch and when. If an encounter happens, the GM can determine randomly when the encounter actually happens. Assuming each night has three watches, roll 1d6 to see when the encounter occurs: on a 1–2, it happens during first watch; on 3–4, it's during second watch; on 5–6, it's the third watch. Any characters who are on watch get to make a **Notice (Wits)** test with a Difficulty equal to the Enemy's Threat. (See **Surprise Attacks** in **Chapter 2: Rules** of the *Player's Guide* for more details on surprise.)

Failure: The character and the rest of the party are surprised.

Success: The character is partially surprised.

Great Success: The character is not surprised and can awaken one other character.

Extraordinary Success: The character can act normally and awaken the entire party before combat begins.

The GM should feel free to apply modifiers based on circumstances, such as complete darkness or weather. Noticing an approaching monster in pitch darkness during a furious thunderstorm is no easy task.

Hazards

Heroes travelling the Realm are likely to encounter many Hazards. This might occur as the result of a Guide test, or the GM may have deliberately placed a Hazard which the party must either overcome or figure out how to bypass. Hazards are usually natural obstacles of some kind, such as a swollen river, a rockfall that's covered the road, a sudden storm, a magical cyclone, or some other form of barricade or hindrance. Most Hazards are natural obstacles, but traps also qualify as Hazards. Traps are discussed later in this chapter.

When creating a hazard, the GM needs to decide the nature of the Hazard and whether or not it can be avoided. If the PCs simply go around the Hazard, will it cost them another day's travel? If they try to go through the hazard, what skills are needed, and what is the Difficulty? And if the skill test fails, what are the consequences?



Here are a few examples of Hazards characters might come across. Many variations are possible for each one.

Swollen Stream

Recent rains have caused a stream to overflow its banks, and the region is now filled with deep, rushing waters. Swimming across the stream is almost impossible, requiring an **Athletics (Brawn)** test against **Difficulty 20**. Each failed test causes 1d6 damage (which ignores armour). Another possibility is building a raft, requiring a **Survival (Wits)** test against **Difficulty 11**; afterwards, a successful **Survival (Brawn)** test against **Difficulty 14** is required to navigate the rushing waters. Fortunately, a character who can fly can easily traverse the stream. Once one character is across, they can string a rope across the stream, which allows the other characters to cross with a successful **Athletics (Brawn** or **Agility)** test against **Difficulty 14.**

Insect Swarm

This hazard is most often found in a swamp or perhaps near a river or lake. The area the characters must pass through is infested with swarming insects. Any character passing through the area makes a **Fortitude (Mettle)** test against **Difficulty 14**; on a failed roll, they're overwhelmed with insect bites, which causes that character to have a −2 penalty on all tests and to move at half speed for 1d3 days. A character might be able to make a repellent with local plants by making a successful **Survival (Wits)** test against **Difficulty 17**.

Avalanche

Heavy snows have made travelling through this area quite dangerous due to the risk of an avalanche. A character making a successful **Survival (Insight)** test against **Difficulty 11** detects the risk of an avalanche. Each character must move carefully and silently through the region to avoid an avalanche, so each character makes a **Stealth or Survival (Agility)** test against **Difficulty 14**. If at least one roll fails, an avalanche is triggered. Each character in the party then makes an **Athletics** or **Survival (Brawn** or **Athletics)** test against **Difficulty 17**; on a failed roll, they're buried in snow and ice, taking 3d6 damage. (Use the **Drowning** rules later in this chapter for any characters who are buried.) A buried character can make an **Athletics (Brawn)** test against **Difficulty 20** each round to try to dig their way to freedom.



Visibility

Darkness is a pervasive hazard for many adventurers. At night, forests can become pitch black, and caves and dungeons are often inhabited by enemies that do not require light to see. Most goblinoids and many underground dwellers, spirits, and undead are not hindered by darkness. A character's ancestry might include Tunnel Sight, which allows them to see normally in darkness underground, or Night Sight, which helps them to see normally above ground at night.

Not all dungeons are dark. Some inhabited areas may be lit, either because their residents cannot see in the dark or because other sources of illumination are present, such as cooking fires. A few dungeons are illuminated by more exotic sources, such as glowing fungus or ancient magics.

For purposes of the game, Darkness is divided into three categories: Brightly Lit, Dimly Lit, and Pitch Dark. Each has its own effects and modifiers.

Brightly Lit

An area with torches, lanterns, magical light, or broad daylight is Brightly Lit. The area has no adverse effects.

Dimly Lit

An outdoor area at evening twilight or an area that's at the edge of torchlight, lantern light, or magical light is Dimly Lit. During the day, a dense forest might also be Dimly Lit.

The area has the following effects:

- No effect on melee combat tests.
- Characters have a −2 penalty to all ranged combat tests.
- Characters have a −2 penalty to all **Notice** tests that involve sight.
- Characters have a +2 bonus to **Stealth** tests.

Pitch Dark

If an area has no light at all, it is Pitch Dark.

The area has the following effects:

- Characters automatically fail any Notice test that involves sight.
- A character cannot target a spell that affects anyone other than themself or an object they are touching.
- Ranged attacks automatically miss.
- Melee attacks have a −6 penalty.
- If a character's melee attack fails, the GM can spend  to cause that character to hit an ally within range for full damage.
- A character can move, but every third metre, the GM gets to determine the direction of movement. Facing matters: the GM can choose left, right, forward, or either forward diagonal.

Other Hindrances

Talisman Adventures can't possibly cover every penalty for every given circumstance concerning visibility and position. Sometimes, the GM must evaluate the situation and choose an appropriate penalty. Fortunately, almost any form of hindrance can be evaluated on the **Hindrances Chart**, which enables the GM to apply an appropriate penalty. Generally, the GM should only apply the penalty for the worst effect present.

Hindrances Chart

Circumstances	Difficulty Modifier
Difficult terrain, light mist, or rain	+1 Difficulty
Heavy rain or snow, light foliage, or target prone (or making a melee attack while prone)	+2 Difficulty
Thick fog, dust storm, heavy foliage	+4 Difficulty

Invisibility

People or creatures that are invisible cannot be seen, but they can still be heard. Generally, an invisible creature that remains perfectly still is completely undetectable and cannot be attacked. If an invisible being has been detected for some reason or decides to attack, then anyone within melee range can respond by attacking.

When a character is making a melee attack against an invisible target, the attack is made with a −2 penalty and the result is lowered by one step. An Extraordinary Success becomes a Great Success, a Great Success becomes a Standard Success, and a Standard Success becomes a Failure.

Missile weapons attacks are even more difficult to use in this instance, imposing a −4 penalty to the attack, as well as the same step reduction to the result. To even attempt a missile weapon attack, the attacker must have at least a general idea of the target's location.

It is often impossible to target an invisible creature with spells, since most spells require you to be able to see the target. However, spells that have an area of effect still affect an invisible character within the targeted area.

An invisible character who needs to make a melee defence test against an attacker gets to add a +2 bonus to the defence test. If the test is a success, they can increase the result by one step. Thus, a Failure still fails, but a Standard Success becomes Great Success and a Great Success becomes and Extraordinary Success. For a missile defence test, they always get to increase the results by one step, so a Failure becomes a Standard Success; the same principle applies to spells.

Traps

Traps are a common feature in many dungeons, and GMs can design many types of traps. A chest can conceal a needle trap or gas trap, for example, while a hallway or room might contain a pit trap or magical runes. The types of traps available are limited only by the GM's imagination. A few standard types are listed here. The GM can also combine multiple traps to create a hazard that's even more deadly or difficult to avoid.

Deadfalls

Deadfall are pits covered in some form of camouflage. In dungeons, a deadfall might be hidden under a piece of flooring that pivots, beneath a trap door that opens to drop anyone stepping on it into a pit, or underneath a floor that breaks away. Outdoors, a deadfall could be a pit covered with easily breakable sticks and scattered leaves as camouflage. The pit could be anywhere from a half metre deep (a shallow ankle breaker) to a slippery opening leading to a subterranean cave. Anyone constructing a pit could fill it with deadly spikes, poisonous snakes, or even a deadly acid.

When a deadfall is detected, avoiding it is fairly easy. However, a deadfall might block an entire passage, requiring the characters to find a locking mechanism (so that the trapdoor doesn't open) or another path. Alternatively, they could trigger the deadfall, climb down into the pit, and then climb up the other side… assuming it isn't filled with acid or poisonous snakes.

Poison Needles

Poison needles work well when they're concealed into locks on doors or chests. They inflict very little or no actual Life damage; the poison coating them inflicts their true damage. (See **Poisons and Venoms** later in this chapter for options.) A character wearing gloves might not be harmed by a poison needle, but wearing gloves is not conducive to picking locks, so the GM should apply at least a −2 penalty to anyone attempting to do so.

A good thief can avoid poison needles by carefully examining a lock's mechanism. Some traps rely on simple small needles, which are fairly easy to see when the lock is examined. Others are carefully hidden, perhaps even designed to spring out when something other than the proper key is inserted into the lock.

Nets and Snares

Another type of trap relies on a net attached to a ceiling, usually just inside a door or passageway. They're usually triggered by a tripwire or a similar device. They don't cause damage; instead, they pin the affected victim to the ground, making them easier to attack.

Snares are useful for catching small game, such as rabbits, but they're also useful for catching larger game, such as intruding adventurers. A snare loops around a character's foot, immobilising them until they're able to cut themselves free. A snare rigged with a counterweight is designed to pull its victim up into the air, where they hang by their ankles. The victim can cut themself free, but they'll take falling damage if they're high enough.

Nets and snares are often avoided after the trigger is noticed. After that, a character just needs to avoid stepping on or through the triggering device.

Pressure Plates and Trip Wires

Pressure plates and tripwires offer other methods of triggering traps. The triggered trap could include flying poisoned darts, spears, the release of poisonous gas, water flooding a room, or anything else the GM can dream up. Pressure plates and trip wires are usually fairly easy to avoid once they've been noticed.

Designing a Trap

Designing a trap is a fairly straightforward process. The first step is deciding the basic function and type of trap. Who built it? Why does it exist? Is it designed to kill someone outright or just slow someone down? Traps have statistics, just as Enemies do, allowing a GM to quickly and easily determine the Difficulty of tests for noticing a trap and disarming it; those same statistics include the effects of the trap.

Trap Name and Description

A trap's stat block begins with the name of the trap (which might be something as simple as "Pit Trap") and a short description of how it works.

Concealment

This listing indicates how difficult the trap is to notice, ranging from Obvious to Nearly Invisible or Nearly Impossible. For example, a pit trap that's built into a dungeon floor with expert craftsmanship is Nearly Invisible, while a snare on a tripwire hastily strung between two trees with a rope is Obvious.

Trap Concealment

Concealment	Difficulty Modifier
Obvious	−2
Standard	0
Well-Concealed	+2
Nearly Invisible	+4
Nearly Impossible	+6

Threat

Traps have a Threat rating, just as Enemies do. Use the trap's Threat rating when a character attempts to disarm it.

Avoidance

This listing measures how difficult the trap is to avoid once discovered.

Damage

Damage is an indication of how much damage a character takes from triggering a trap. Of course, a trap may have additional effects, such as poison.

Special

Any Special Abilities the trap has are listed here. Like an Enemy's Special Abilities, one of a trap's Special Effects can be activated when the GM spends Dark Fate.

Notes

Any additional information about the trap is listed here, such as the depth of a pit trap or how many darts are fired from a pressure plate.

Noticing a Trap

Observant characters can usually spot a trap but only if they're sufficiently vigilant. They might notice magical runes that activate a magical trap, tripwires that trigger a deadfall, small holes in a wall or chest concealing darts, cracks in the floor outlining a pit trap, or any number of other clues.

The chances of noticing a trap vary depending upon the nature of the trap. The base Difficulty is determined by how observant the characters want to be; this also affects the rate at which character travel. Each trap then has a modifier for how hidden or obscured it is. Searching an object (such as a chest) for a trap has a base Difficulty of 14.

Noticing a Trap

Character Status	Difficulty
Alert and carefully searching (1/4 move)	11
"Keeping an eye out" (1/2 move)	14
Not searching (full move)	17
Distracted (by combat or another activity)	20



Trap Detection Results	
Failure	The character does not notice the trap and triggers it.
Standard Success	A character notices the trap but may need to make an additional **Athletics** or **Sleight of Hand (Agility)** test to avoid triggering it.
Great Success	The character notices the trap before triggering it and can attempt to avoid or deactivate it.
Extraordinary Success	The character notices the trap and gets a bonus to avoid or deactivate it.

Avoiding or Disabling a Trap

Once a character discovers a trap, the party must decide whether they want to avoid or disable it. Some traps can be skirted completely. You can step around a pressure plate, avoid a trip wire, or jump over a pit (or just walk around it, if it's in the middle of a room). Avoiding a trap often involves a test, although in many cases, this might be quite easy. Each trap has an Avoidance Difficulty, although the GM decides the final test and Difficulty based on what the players decide to do. **Agility (Athletics)** is a common test for avoiding a trap, although there are other possibilities.

Magical Traps

Magical traps work a little differently. A character must have **Lore** or **Spellcasting** to be able to detect and disarm a magical trap. If the character has either skill, they can attempt a **Notice (Wits)** test to detect the trap (as described previously). Once a magical trap is detected, the character can attempt to disarm or avoid it. A character with Lore can try to devise a means to avoid the trap, but Spellcasting is necessary to permanently disarm it.

Disarming Traps

Disarming a trap is trickier process. Generally, one wrong move triggers the trap. Each trap has a Threat rating (just like an enemy) that determines how difficult it is to disarm. Generally, **Tinker (Agility)** is used to disarm a nonmagical trap. The **Spellcasting** skill is a common option for disarming magical traps.

Disarming Trap Chart	
Failure	The attempt to disarm the trap fails, triggering the trap.
Standard Success	The trap is disarmed but only partially or temporarily; alternatively, the mechanism might be broken, making it impossible to reset.
Great Success or better	The trap is completely disarmed; it can be reset.



Triggering a Trap

If a character unwittingly triggers a trap, they suffer (or anyone in the affected area suffers) the full effects of the trap. Sometime, characters may choose to deliberately trigger a trap they have found, especially if they don't have the means to disarm it. In this case, the trap still takes effect but does not harm the character unless they're within its area of effect. Some traps automatically reset after being triggered, but many activate only once, making the area safe to pass once the trap has been triggered.

Example Traps

The following are a few examples of traps that heroes might come across.

Spiked Pit Trap

This pit trap is built into a tiled floor, making it difficult to discern.

Concealment: +2 Difficulty (Well-Concealed)
Avoidance: Moderate
Threat: 14
Damage: 2d6+3 (falling and spikes)
Notes: The pit is 5 metres across and 5 metres deep. Stone spikes protrude from the floor. No mechanism keeps the trap door from springing, and characters can traverse a narrow ledge on either side.

Explosive Trap (magical)

Faint runes engraved on the floor trigger the trap when someone steps on them.

Concealment: 0 (Standard)
Avoidance: Moderate
Threat: 16 (circumvented with **Lore** or **Spellcraft**)
Damage: 2d6+6
Special Ability: Destroys one flammable object that the character is carrying or wearing.
Notes: The trap triggers a fiery explosion that causes 3d6 damage to anyone within 3 metres. Anyone caught in the blast makes an **Agility (Athletics)** test against **Difficulty 16**; the character who triggers the trap has a –2 penalty to this test. A successful test reduces the damage taken by half.

Dart Trap

A tripwire triggers darts that fire from hidden recesses in the wall.

Concealment: 0 (Standard)
Avoidance: Routine
Threat: 15
Damage: 1d3+1 (per dart)
Notes: After the trap is triggered, each character in the hallway makes an **Athletics (Agility)** test against **Difficulty (15)**; when a character fails the roll, that character is struck by 1d3 darts.

Environmental Dangers

The Realm is a dangerous place, one where even heroes can die in hostile environments. Prudent adventurers take precautions.

Drowning

Assuming a character catches their breath beforehand, they can hold their breath underwater for a number of minutes equal to their Strength divided by 2 (round down). After that, the character makes a **Fortitude (Mettle)** test against **Difficulty 11**; this Difficulty increases by 3 each round. On a failed roll, their Life is reduced to 0, and they are dying. If a character is suddenly submerged (or otherwise deprived of air), they attempt this test on their next action (and each subsequent turn until they breathe or die).

Falling

The higher heroes climb, the harder they fall. Characters might fall while scaling a cliff or (as we've seen) when they're the victim of a cleverly hidden pit trap. A character who falls takes 1d6 damage for every 2 metres they fall. If the character is aware they're at risk of falling (for example, when an explorer tries to climb a castle wall), they can attempt an **Athletics (Agility)** test against **Difficulty 14** to reduce the damage by half. A character who is unaware that they might fall (such as an intruder who falls into a pit trap) cannot attempt this test.

Poisons and Venoms

The terms "venomous" and "poisonous" are often used interchangeably, but they're actually very different. They both describe toxic substances that cause damage to characters (or allies or enemies), but their delivery method is very different. A poison is a toxin introduced to the bloodstream through injection, consumption, inhalation, or even absorption through the skin. A poisonous creature or plant uses its poisonous nature as a passive defence: The poison must be touched, eaten, or inhaled before it can take effect. Many humanoids also use poisons, either as a coating for a weapon, an additive in food, or even a substance placed on an object. Venoms are specialized types of poisons that are actively injected by the bite or sting of a creature.

Delivery Methods

Different poisons are delivered through different vectors. Some can be delivered by multiple means. Ultimately, the GM must use common sense. For example, a contact poison might also be effective when ingested; after all, ingestion involves contact. Poisons are divided into four types: contact, ingested, injected, and inhaled.

Contact Poisons

Contact poisons must be touched with bare skin to take effect. A creature with natural armour isn't affected by contact poison unless their natural armour is reduced to 0. These types of poisons are usually a grease or dust that's smeared or scattered onto an object. Contact poisons are found in the wild in the form of poisonous plants or creatures with poisonous skin. Contact poisons begin to take effect almost immediately after contact.

Ingested Poisons

Ingested poisons must be swallowed before they take effect, usually along with food or liquid. Usually, an ingested potion must be fully consumed to take effect, although the GM can decide that it has a partial effect when it's only partially consumed. These poisons can take anywhere from a few rounds to a few hours to take effect.

Injected Poisons

Injected poisons are usually delivered by some form of weapon, since they require a direct introduction into the body. When an edged or piercing weapon coated with poison damages a character (or ally or enemy), that poison takes effect. (Teeth, claws, and stingers all count as piercing weapons.) If a weapon does not fully penetrate or bypass armour (or natural armour), the poison does not take effect. Injected poisons often take effect immediately. A poison applied to a blade usually only lasts until the first successful attack, even if the poison is resisted.

Inhaled Poisons

Inhaled poisons typically consist of dust or some other light particulate. They must be inhaled to take effect, so anyone who's aware of the presence's poison can hold their breath to avoid being affected. (See the **Drowning** rules earlier in this chapter for how long a character can hold their breath.) Inhaled poisons usually take effect fairly quickly, often on the round following inhalation.

Using Poisons on Enemies

Most poisons require a defence test based on a relevant skill and aspect to avoid their effects. However, Enemies don't have aspects, so if a PC uses a poison on an Enemy, the GM makes a defence test for the Enemy using its Strength or Craft. Divide the attribute by two (rounding down), and then roll a test with that number as a bonus.

Effects

Poisons can have many different effects. A number of types of poison are listed here, but these are by no means the only possible types of poison. A devious GM can have fun coming up with new and interesting effects. Note that the descriptions here are not meant to be hard-and-fast rules for creating poisons; instead, they're guidelines intended to provide inspiration.

Most poisons allow a defence test to avoid a poison's effects. The default test is **Fortitude (Mettle)**, although other skills are possible. A Standard Success mitigates the effect, either reducing the damage by half or reducing the duration by half. A Greater Success or better completely negates all damage, although it's possible to concoct a poison that requires an Extraordinary Success to resist. All poisons have a duration, whether that's instant, a number of rounds, or multiple days. This duration might be a set time, or it might be determined randomly.

Attribute Damage

With these poisons, the damage is applied to an attribute or set of attributes. Often the defence test for this type of poison is a Fortitude test using the affected attribute. In most cases, the affected attribute cannot be reduced below 0; however, there may be additional effects (such as unconsciousness or even death) when the attribute is reduced to 0.

Damage Over Time

Poisons commonly inflict a certain amount of damage over a certain amount of time. The damage inflicted is usually a set number of d6 per round (usually 1d6 or 2d6.) In most cases, a successful **Fortitude (Mettle)** defence test ends the damage.

Hallucinations

Hallucinogenic poisons do not inflict any damage; instead, they change the victim's perception of reality. This either incapacitates them or makes physical action extremely difficult. It's also possible for a hallucinating poison to be dangerous; for example, a hallucinating character might walk off a ledge without realising it's there.

Instant Damage

These poisons inflict all of their damage in one round. Damage is determined by rolling a number of d6 set by the GM or listed in the poison description. The damage they inflict is potentially quite high and might even be fatal. A successful **Fortitude (Mettle)** defence test usually reduces the damage by half.

Sleep or Paralysis

These poisons incapacitate the victim without actually causing damage. The victim of one of these poisons is effectively immobilised for a certain number of rounds. The defence test against a sleep or paralysis poison is usually **Fortitude (Mettle)** or **Fortitude (Resolve)**. A character might suffer some ill effects (such as a penalty to tests or reduced Speed), even with a Standard Success.

Strength or Craft Damage

These relatively rare poisons reduce the victim's Strength or Craft. The amount may be random or a set amount. Reducing an attribute this way doesn't have to affect the attribute's aspects, although damage modifiers, spell points, and any other statistics directly derived from Strength or Craft might be affected. If the attacked attribute is reduced to 0, the character is usually rendered unconscious or killed. Resisting the effect usually requires a **Fortitude (Mettle)** test, although it could require a test using the attribute in question.



Death

As one would suspect, some of the most dangerous poisons are intended to kill their victims. The effect might be instant, or it could take rounds, hours, or even days. Unless the effects are resisted or cured, the result is the same. A death poison that is resisted might still cause damage or have other debilitating effects.

Example Poisons

Just as heroes meet memorable assassins, alchemists, and cultists, they may encounter memorable poisons. Consider these toxic, debilitating, and villainous examples.

Basilisk's Blood

Said to be created from the blood of a basilisk, this poison grants a lingering death.

Type: Injected
Effect: The victim of this poison makes a **Fortitude (Mettle)** defence test against **Difficulty 14**. If they fail the test, they take 1d6 damage each round on their turn until they die or the poison is cured.

Faery Tears

This poison is said to drive its victims mad.

Type: Ingested or Inhaled
Effect: Anyone who drinks this poison makes a **Fortitude (Resolve)** defence test against **Difficulty 17**; on a failed roll, they suffer powerful hallucinations. They cannot tell reality from fantasy, and they may mistake friends for enemies (or vice versa). For the duration of the poison's effects, all of the victim's tests have a −4 penalty. The GM can spend  to turn the poison's effects into catastrophic failure: the victim might stab an ally, run in the wrong direction, or cast a spell that misfires. Some victims under the influence of faery tears claim to have visions of the future; others experience visions of horrible ways to die.



Darkheart

Made from a flower supposedly found deep in the heart of Craven Idol Woods, this poison often leads to immediate death.

Type: Injected
Effect: Usually applied to a blade, this poison is fatal, even when the slightest amount pierces the skin. Anyone affected makes a **Fortitude (Mettle)** defence test against **Difficulty 16**; on a failed roll, they take 2d6+6 damage and suffer a Wound (even if they are not rendered unconscious). On a successful roll, the victim still takes 1d6 damage.

Gravedust

Type: Inhaled (or Contact)
Effect: This poison is said to made from a fungus that grows on graves in Sepulchre. Anyone coming into contact with the gravedust poison makes a **Fortitude (Mettle)** defence test against **Difficulty 17**; on a failed roll, the victim is paralysed for 1d6 rounds. (Weaker versions, requiring a lower Difficulty, grow in less infamous graveyards.) While poisoned, the victim is aware of their surroundings but can take no action, not even speaking.

The Noble's Last

Type: Ingested
Effect: One of the deadliest known poisons, Noble's Last has been used throughout history in the assassination of unfortunate nobles. Anyone ingesting this poison makes a **Fortitude (Mettle)** defence test against **Difficulty 20**. On a failed roll, they are instantly reduced to 0 Life; on a Standard Success, they still take 3d6+6 damage; on a Great Success, they take 1d6+6 damage. The victim can only completely resist the effects of the poison with an Extraordinary Success.

Bladebite

Type: Injected
Effect: Bladebite is of the most common poisons used in the Realm. When applied to a blade, this poison inflicts additional damage. It causes an additional 1d6 damage per strike. Unlike most poisons, it remains on a blade for 1d3+1 successful strikes.

Magebane

Type: Contact or Injected
Effect: This poison is the terror of spellcasters throughout the Realm. The victim of this poison makes a **Fortitude (Resolve)** defence test against **Difficulty 17**. On a failed roll, their Craft score is reduced by 1d6+2; on a Standard Success, this effect is halved; with a Greater Success or better, the poison is completely resisted. Reducing Craft affects the victim's spell points and psychic damage bonus, as well as any tests involving Craft, but it does not affect Craft-based aspects. The victim recovers 1 point of Craft per hour.

Chapter 6: Rewards

Rewards come in many forms. Of course, a well-told story and a fun adventure are their own rewards, but this chapter covers less esoteric and more concrete accolades. Here, we'll see the various types of rewards that player characters receive as a result of their adventures, including character experience, Follower experience, and magic items.

Experience

Over the course of many adventures, characters accumulate treasures, Followers, and status. They also gain experience, allowing them to hone their skills to legendary heights. This achievement is measured in experience points; we'll abbreviate this reward as "XP" for the remainder of this section. Gaining XP enables characters to gain levels. In turn, increasing a character's level grants them new class advancement features, more aspect points, and a higher Life trait.

Characters gain XP when they overcome hazards and defeat foes. They can also earn XP for perilous social interactions and for making incredible discoveries. Really, any significant risk or obstacle the PCs overcome can be a source of XP. The GM should use the information here as a set of guidelines, granting XP as they see fit.

Earning Experience

Characters earn XP based on the actions they take, the threats they overcome, and the discoveries they make. At the end of a scene, whether it's based around combat, a social encounter, or exploration, the GM should consider whether the PCs gain XP. In most cases, the XP award for a scene should be between 0 and 2. Only the deadliest or most incredible scenes should grant a reward of 3 XP.

Alternative Level Advancement

As an alternative, the GM can decide to forgo experience entirely and simply decide when characters advance in level based on the number of adventures they've completed. This can work well for an ongoing campaign, since it gives the GM better control over how fast (or slow) the characters (and their Followers) advance. If you decide to use this option, make sure to discuss it with your players in advance; otherwise, players who are expecting to gain experience at the end of an adventure might be disappointed. You'll also want to be transparent about the rate at which characters advance. Don't keep them wondering.

As a general guideline, characters should gain a level after 2–3 short adventures or 1–2 medium-length adventures. As characters attain higher levels, the time between advancement should increase. A group of 1st-level to 3rd-level characters should advance fairly quickly (usually only a game session or two), but characters who are 7th-level or higher might need to complete three medium-length adventures (each requiring many game sessions) to advance. As the GM, you set the pace.

Remember that you don't need to reward XP for every single encounter. In fact, only encounters that pose some risk or have some form of impact on the characters should earn XP. The Experience Point Rewards table provides a basic guideline for how much XP should be rewarded in a given scene. More details for each type of XP reward are provided in the sections that follow. If you prefer, you can choose to wait until the end of a session (or an adventure) to award XP.

There's a set number of Experience Points a character must earn before they attain a new level. (See **Character Advancement** in **Chapter 6: Character Creation and Advancement** of the *Player's Guide*.) This number becomes higher as a character reaches higher levels, meaning that they either need to overcome more encounters or survive more dangerous encounters before they can level up. If a character earns more XP than the amount needed to achieve the next level, that extra XP is discarded; alternatively, if the character has Followers, the extra XP can be applied to them. (See **Follower Experience** later in this chapter.)

Experience Rewards

The following table offers examples of how and when experience should be awarded.

Experience Rewards

0 XP	**Combat Encounter:** The characters overcome an easy encounter, taking little damage and using few resources. They've encountered an enemy or enemies weaker than themselves.
	Exploration Encounter: The PCs find an ancient ruin with interesting runes, a faery glade, or another minor magical location.
	Hazard Encounter: They easily bypass a minor hazard without much risk, such as a pit trap that can be easily avoided.
	Social Encounter: They conclude an easy social encounter in which a Stranger is mostly friendly to them.
1 XP	**Combat Encounter:** The characters survive an encounter that provides some challenge and/or expends some resources. They've faced an enemy or enemies with equal or slightly less power than themselves.
	Exploration Encounter: The PCs discover an interesting ruin, learning lore that expands their knowledge of the history of the Realm.
	Hazard Encounter: They survive a hazard that poses some risk of injury, such as a set of pressure plates that triggers poisoned arrows.
	Social Encounter: They negotiate a social encounter that requires some degree of guile or persuasion.
2 XP	**Combat Encounter:** The characters survive a dangerous encounter where they're likely to take significant harm and/or expenditure of resources. The enemy or enemies were more powerful than they were.
	Exploration Encounter: The PCs have uncovered an ancient secret or a hidden place that affects the future of the Realm.
	Hazard Encounter: They face a dangerous hazard that causes them to risk injury or worse, such as a powerful magical trap that's extremely difficult to detect and/or avoid.
	Social Encounter: They manage a dangerous social encounter that poses some risk, such as outsmarting the city guard.
3 XP	**Combat Encounter:** The characters have an extremely dangerous encounter where death and/or extreme loss of resources is possible. They're facing an extremely powerful enemy who could defeat them.
	Exploration Encounter: They discover a ruin or location that reveals part of the hidden history of the Great Wizard or other world-impacting knowledge.
	Hazard Encounter: They face an extremely treacherous hazard, risking death to overcome it.
	Social Encounter: Our heroes are confronted with an extremely high-risk social encounter, such as cheating the Fair Folk.

Combat Experience

If you're like most Game Masters, you'll probably award more combat experience than any other form of XP. For most players, it's the first kind of XP that comes to mind. Defeat a monster; you get experience. Nuff said! Well, maybe not ... there's a little more to it than that.

In the *Talisman Adventures Fantasy RPG*, the amount of XP characters gain from combat is not based on the intrinsic power of the monsters they kill. It's based on the difficulty of the combat encounter. If the monsters are not a challenge for the party, characters don't learn anything from the battle, and thus, they get 0 XP. On the other hand, if two of the characters are killed and the rest barely survive, they've earned the maximum of 3 XP. In most encounters, you'll find that the PCs deserve either 0 or 1 XP.

To gain combat experience, a character must be involved in the fight in some capacity. A character who sits out a fight completely doesn't earn XP. Keep in mind that "being involved" does not necessarily mean directly inflicting damage. It could also mean accomplishing a party goal while the rest of the group fights, or it could involve assisting or healing other party members. For example, if a character used their Stealth skill to remain undetected for the duration of a fight, they wouldn't earn XP. However, if that same character used Stealth to slip by the enemies the other PCs were fighting, stole an artifact, and set prisoners free, then they were effectively a part of the combat scene, so they should gain XP. The basic rule of thumb is that they must do *something* to contribute.

Exploration Experience

Exploring the world and its history is an important part of *Talisman Adventures*. This being the case, characters who are involved in making important discoveries while exploring the wilds earn exploration experience. The discovery must be significant; not every discovery is worthy of XP. Ruins can be found everywhere throughout the Realm. To earn XP, the characters must

discover something truly interesting or unique. When considering exploration experience rewards, think about the impact on the world. Will anyone care about the discovery? Will its revelations have any impact on the world at large? Or will it likely remain forgotten, or at best, a curiosity for travellers? Finding the ruins of an unknown hill fort is not worthy of an XP reward; however, finding an ancient shrine to a long-forgotten god might earn every character in the party 1 or 2 XP.

Hazard Experience

Hazard experience is earned when characters overcome a particularly difficult obstacle or Hazard. Like other forms of experience, not every Hazard should grant XP. If the Hazard is a pit trap that's easy to find and easy to bypass, then the characters should not gain XP. If only one character is directly involved with a Hazard, then only that character earns the experience. For example, if one character finds the trap and disarms it, then only that character earns XP. If one character finds the trap and another disarms it, then they both get XP for the Hazard. If every character in the party must make a test to walk along a narrow ledge to avoid a pit trap, then they all earn XP. In fact, if a character makes a test of some kind, then they should earn XP for the Hazard, assuming XP is granted at all.

Social Experience

Social encounters can have just as much danger and as many possible repercussions as a combat encounter. A group that resolves a difficult social encounter might earn XP, although the majority of social encounters should not grant it. Just keeping a Stranger on good terms is not sufficient for a reward, but if a party manages to trick a faery into revealing an important secret, that may be worth some XP.

Social experience can be awarded to just one character or to the entire party, depending upon the circumstances. Anyone involved with a social encounter or who takes part in the risk involved with the encounter should gain XP. For example, let's say a faery challenges the party to a riddle contest. If the heroes win, the faery gives them what they want; if the heroes lose, the faery transforms the entire party into toads. Even if only one of the characters engages the faery in conversation and answers all the riddles, the entire party is at risk, so they should all gain XP.



Story Experience

Most stories should grant XP. The exact amount depends upon the nature of the story and how successful the characters are. All characters involved in the story should get story experience. Story experience is set at whatever amount the GM wishes. Like other types of experience, it should usually be between 0 and 3 XP, although a particularly long and dangerous story could award as much as 5 XP. The GM can use story experience to help set the pace for character advancement, especially if they plan to award enough XP for the characters to advance to the next level at the end of the story. Just be careful of awarding too much too quickly. If players get 5 XP for a story, they might to come to expect the same amount for every story.

Follower Experience

Followers gain experience and increase in power; the system for this is similar to the system for PCs. Followers can earn XP in two ways. First, any extra XP a player character earns at a given level can be given to that character's Followers. Additionally, any Follower that's actively used during the course of an adventure gains 1 XP. Extra XP can be spread out among Followers in any way the player wishes. If a Follower earns XP from being used, only that Follower can make use of that XP. A single Follower can only raise one trait per adventure, but a Follower's XP can be saved up over time and spent at any time between adventures.

Follower Experience Costs

Increase	XP Cost
Max Loyalty	Current Max Loyalty
Strength	3x current
Craft	3x current
Special Ability*	5

** The Follower must have Max Loyalty before purchasing another Special Ability.*

Magic Items

The following section offers some examples of magic items characters might find during their adventures. Discovering one of these items should be a special occasion (with the exception of minor potions) and an important part of a story, not just a random thing that's found in a monster's treasure trove. After minor potions, magical weapons that grant a modest bonus to attack tests or damage are usually the common magical items found. GMs should feel free to create items that offer small bonuses. Some examples of more common magic items include: a sword that gives +1 or +2 to all attack tests, a mace that causes +2 damage, or a shield that gives +1 to defence and protection tests.



Identifying and Using Magic Items

Before a magic item's powers can be used, the item must first be identified. Rarely will a character be able to use every power a magic item possesses. First, they might have to explore ancient libraries or consult a loremaster to discover every secret. The initial test determines how much information can be revealed. To learn more, the character must conduct additional research (and make additional tests).

Before additional tests are made, the character must find an avenue of research. This might involve exploring a library in the City or digging through the scrolls of an elven loremaster. Some NPCs might be able to reveal additional information about a magic item… but only for a price. In some stories, Special Qualities or other benefits reveal themselves as a magic item is used. However, the GM can always activate the negative qualities of a magic item (those that activate on a or), even if the character doesn't know they exist.

To identify a magic item, a character makes a **Lore (Wits)** test against **Difficulty 20**. The GM should feel free to raise or lower the Difficulty, depending upon the rarity of the item. More common or less powerful items may have a Difficulty as low as 14. This rule can apply to any type of magic item except potions, which have their own test for identification.

Failure: The character knows nothing about the magic item.

Standard Success: The character knows the basic history of the item. If the item has any benefits, the character knows them and can now use them. (If the item has multiple benefits, the GM can require additional research to learn all of them.) If this is a first examination, the character may learn the general nature of one or more of its Special Qualities, but they cannot use them yet. If this is a second or later examination, one Special Quality can now be accessed.

Great Success: The character knows the history of the magic item. They can access one of its benefits and one Special Quality. They're aware of the general nature of other Special Qualities but must perform more research to access them.

Extraordinary Success: The character knows the full history of the magic item and can access all its benefits and Special Qualities.

Magic Item Descriptions

Most players won't know the information listed below. The game is more fun when players learn the properties of magic items during play. However, if you're a Game Master who's fluent in this knowledge, that shouldn't preclude you from joining someone else's game as a player. As always, the GM has the option of changing the details to fit with their story.

Name and Description: The listing for each magic item begins with its name, followed by a description of the item, a little about the item's history, and its uses. (The names of magical items are in *italics*.)

Special Qualities: Many magic items have one or more Special Qualities, similar to the Special Abilities characters and Enemies possess. Most of them require the player to spend or activate only on a . Some magic items have curses or negative effects that occur when the GM spends or the player rolls a . These are listed here as well. A few magic items are designed to manipulate Light or Dark Fate in other ways.

Benefits: Like Enemies, magic items have benefits. A magic item's benefits are always in effect and do not require or any kind of special action to activate. Some magic items have benefits that can only be used a limited number of times.

Requirements: Some magic items can only be used by characters who meet certain requirements. This might be a minimum Strength or Craft, a specific class, or a specific alignment.

Load: This is the load cost to carry the item.

Value: This is the typical cost in gold to purchase an item, although it's rare to find magic items for sale.

Amulets & Necklaces

From simple bone fetishes and folk magic protections to ruby-encrusted mantles, amulets are a common housing for defensive magics. Magic amulets always focus their power on the wearer, making them of limited use offensively but highly valued by those who face magical threats. Most amulets require at least some magical power to activate, so heroes who have a low Craft trait will rarely find amulets they can use effectively.

Amulet of Abjuration

Amulets of abjuration help the wearer focus their arcane power, increasing their resistance to magical effects. These items are very popular with magicians. Less magically inclined folk find them of little use due to the magical skills they require. These amulets come in many forms, ranging from simple folk charms of twine and bone to ornate works crafted from gold and diamonds.

Special Qualities

Resist: An *amulet of abjuration* allows the wearer to upgrade the result of any test to resist or avoid a spell by one step. (This turns a Failure into a Success,

a Success into a Great Success, and so on.) After three uses, the amulet turns to dust.

Benefits: None
Requirements: Craft 5, Spellcasting skill
Load: 0
Value: 100

Amulet of the Magician's Escape

Said to be the handiwork of the illusionist thief Lillian the Blue, these amulets are highly prized by any practitioners of magic who need to make a hasty exit. Their most common form is a pair of feathered wings cast in bronze. While *amulets of the magician's escape* do vary in appearance, the wing motif is always present.

Special Qualities: The amulet focuses the power of the wearer, increasing their Speed and allowing them to move quickly when marshalling their magic. After the amulet has been used three times, it loses its power, crumbling to dust that's carried away on a swift wind.

Sidestep: This ability only can only be activated during a Spellcasting test. Immediately after the test is made (whether it succeeds or fails), the caster can sprint away. If the wearer moves away from or past Enemies, the wearer is not attacked as a result.

Benefit: The wearer gains a +2 bonus to Speed.
Requirements: Craft 7
Load: 0
Value: 250

Crystal Shard

A small piece of what was once an ancient and powerful storehouse of magical power, this amulet retains a bit of the power of the crystal spire near Greymist from which it was splintered. A *crystal shard* shatters when it's used. It's unlikely that anyone could reform the surviving shards into another great artefact. That doesn't stop those who lust for power from trying.

Special Qualities: The *crystal shard* improves the results of any one test using Wits or Insight by one step. (This turns a Failure into a Success, a Success to a Great Success, and so on.) When this ability is used, the crystal shatters, and its fragments lose all their power.

Benefit: The wearer gains an additional 2 spell points.
Requirements: Craft 5
Load: 0
Value: 100

Eagle Talon

Eagle talons are held in many tribes as symbols of power and cunning in battle. Heroes claim nonmagical talons during their ritual hunts in the mountain aeries of Great Eagles. Tribal magicians then turn the harvested talons into powerful amulets and give them to worthy warriors. Anyone wearing such an item is given a wide berth by those who know its significance.

Special Qualities: The talon can improve the results of any one Brawn or Agility test by one step. (A Failure becomes a Success, a Success becomes a Great Success, and so on.) Once this ability is used, the *eagle talon* crumbles and loses all its power.

Benefit: The wearer gains a +1 bonus to all Mettle tests.
Requirements: Strength 5
Load: 0
Value: 50

Armour

Magical armour is usually the product of a master smith at the height of their skills. Some varieties are made through the efforts of powerful magicians or immortal beings, like the Fair Folk. Most pieces of magical armour are made from some manner of rare components, such as dragon scales or orichalcum, making their maintenance and repair a difficult proposition. Magic armours often become items of legend. Their names pass into history alongside the heroes who wore them.

Aegis

An ancient magic shield of great power, *Aegis* is said to have been created by the Great Wizard for one of his allies. Somehow, it's been passed from warrior to warrior for generations, even though it's been repeatedly destroyed. Each time it disappears, it seems to always find its way back into the world and back into the hands of a suitable wielder. Unfortunately, most of these suitable wielders don't live very long.

Special Qualities: *Aegis* can help protect a hero from harm, but it can't always protect a hero against his or her own ambition or poor judgment.

Iron Defence: When you get a Failure result on a weapon attack, you reduce the damage you suffer by half.

Spell Shield: You can reduce the damage from a single spell by half.

Benefits: The wielder gains an additional 3 armour points. If that extra armour is destroyed, it can be reset with a short rest.
Requirements: Strength 5
Load: 2
Value: 500

Dragon Helm

Part of the attire of serious dragonhunters, these ornate helms are made of a mixture of steel and dragon scales. Further enchantments layered upon the helm make the wearer immune to the various breath weapons of dragons—a great boon to any who would fight them.

Special Qualities

Walk with Flame: Reduce damage from dragon breath by half.

Benefits: The wielder gains an additional 3 armour points. If that extra armour is destroyed, it can be reset with a short rest.

Requirements: Strength 5

Load: 2

Value: 300

Dragonscale Shirt

Crafted by lucky smiths who were able to find large quantities of dragonscales, these shirts offer the protection of heavy armour without adding all the extra weight or reducing the wearer's Speed. Some dragons are said to equip their dragon cultist minions with similar suits of armour made from their cast-off scales.

Special Qualities

Still Standing: When a weapon attack would reduce the wearer to 0 Life, reduce the damage by half instead. If the wearer has spent that round, that also activates this Special Ability.

Dragonproof: Reduce any damage from a dragon's attack by 1d6. This reduction is applied after any other Special Abilities or Special Qualities are used.

Benefits: 12 Armour

Requirements: Strength 5

Load: 3

Value: 700

Helm of Warding

The first *helm of warding* was crafted by the master smith Durgia Ironhair to protect herself from the mental influence of magicians and the Fair Folk. The secrets of making them have spread in the years since, but few smiths can gather the components necessary to craft one, especially the large diamond needed to focus the defensive magics of the helm.

Special Qualities

Reverberation of the Mind: When you suffer damage in psychic combat, you inflict half the damage you suffered on your attacker. This effect can



be used three times, after which the helmet loses all powers; the valuable diamond inside turns to dust.

Benefits: The wearer gains 3 points of psychic armour; this armour is only usable against psychic damage. If that extra armour is destroyed, it can be reset with a short rest.

Requirements: Craft 5

Load: 2

Value: 300

Myrmidon Helmet

One of the most common forms of enchanted armour, a *myrmidon helmet* increases the wearer's resistance against all forms of harm. The original prototypes were of dwarven manufacture, but the methods for making this armour have since spread far and wide. *Myrmidon helmets* grant magical psychic and physical armour, making them more resistant to most forms of attack. Minions and henchmen who are given this armour are sometimes so grateful that they're eager to go into battle on behalf of their benefactors.

Benefits: The wearer gains an additional 3 armour points against physical damage and 3 points against psychic damage. If that extra armour is destroyed, it can be reset with a short rest.

Requirements: None

Load: 2

Value: 100

Shield of Defiance

A shield in the truest sense of the word, the *Shield of Defiance* only protects the wielder when they're defending, not when they're attacking. The origin of the *Shield of Defiance* is lost to history. The most common tale claims it was created to temper a great warrior's impulsive ways.

Special Qualities: This shield reduces the damage you suffer when you're targeted by other creatures, but it does not affect the damage you suffer when you get a Failure or Success while attacking.

Defiant Stance: When making a defence test or taking a protect action, you reduce any damage suffered by 1d6; you do not get this benefit when you suffer damage on an attack you initiated.

Retaliation: Usable when making a defence test or taking a protect action. Inflict 2d6 psychic damage to your attacker.

No Mercy for the Rash: When you attack a target and fail, you take 1d6 additional damage.

Benefits: The wielder gains an additional 3 armour points. If that extra armour is destroyed, it can be reset with a short rest.

Requirements: Strength 5

Load: 1

Value: 300



Sun Shield

This unique shield was forged from gold and crystal by dwarven smiths who wanted to bring the light of the sun to the depths of the earth. When wielded by the just, the *Sun Shield* burns with the light of the sun. It was originally carried by a long line of dwarven heroes, who used it while slaying many vampires and other undead. The *Sun Shield* was lost for decades after its last wielder, Darreck Foehammer, disappeared while hunting a vampire warlord.

Special Qualities: The *Sun Shield* can release its inner light to blind opponents and destroy creatures threatened by the light of the sun. A character cannot hide while the shield is held ready, due to the light it emits; it must be stowed or covered in some fashion.

Blinding Sun: A creature attacking the wielder is blinded; the next action against it gains a +4 bonus.

: Ray of Light: Any creatures vulnerable to sunlight you can see react as though exposed to sunlight for one round.

Benefits: Grants illumination equal to a lantern. The wielder gains an additional 3 points of armour; if that extra armour is destroyed, it can be reset with a short rest.

Requirements: Strength 5, Craft 5

Load: 2

Value: 400

Bags

Magical bags are rarely the stuff of legend and glory, but only the foolish doubt their usefulness. Often the product of hedge wizards or gained from deals with the Fair Folk, magic bags are most effective in the hands (and on the belts or backs) of those wise enough to see their proper application. Unlike many magic items, enchanted bags are useful for all manner of people instead of being limited to warriors, magicians, and other adventurous sorts.

Everfull Purse

An item valued by adventurers and peasants alike, the *everfull purse* allows those without coin to quickly generate it. Nobles, merchants, and others with ready cash rarely find it useful, but to anyone who is regularly down on their luck, it is a priceless advantage. *Everfull purses* are said to be the creations of the Fair Folk. Allegedly, the fey enchanted these helpful purses so they would have ready funds on hand for dealing with mortals. Cruder versions made by mortal magicians are easier to obtain.

Special Qualities: While holding an *everfull purse*, you can expend Light Fate to magically create gold, but only when you are already bereft of coin. The longer you have been penniless, the more gold you can generate.

Fortune: Once per month, you may withdraw gold from the purse. If you have been penniless for one day, gain 1d6 gold; if you have been without coin for 1 week, gain 2d6 gold; if you have been bereft of funds for 1 month, gain 3d6 gold.

Benefits: None

Requirements: Craft 3

Load: 1

Value: 100

Bottomless Haversack

A common product of hedge wizards and artificers, *bottomless haversacks* are valued by nobles and peasants alike. They're capable of carrying more than their dimensions would suggest. Unfortunately, drawing what you want quickly from a magical haversack can be unpredictable proposition, making them of questionable usefulness in stressful situations.

Special Qualities: Each haversack accesses its own small pocket realm where its items are stored. These pocket realms are supposed to be empty of living beings, but it's said that sometimes the Fair Folk and other beings can breach them.

What You Need, When You Need it: You immediately find the item in the haversack you are looking for, unless it's been affected by the haversack's other Special Quality. No test is required.



It's Around Here Somewhere: One of the items in the haversack has gone missing. It will return on its own in 1d6 hours. You cannot retrieve it with a test or another Special Quality until it returns.

Benefits: This item can contain 20 load worth of items without increasing its own load. Unless you're using What You Need When You Need It, pulling a specific item from the haversack requires a **Notice (Wits)** test against **Difficulty 14**.

Requirements: Craft 3

Load: 1

Value: 100

Crowns

While crowns have long served as symbols of temporal power, they have served equally long as focuses for magical power. Enchanted crowns are empowered to defend their owners and assist in the tasks of leadership. Most have long and storied histories tied to the rulers who have worn them.

Pharaoh's Crown

An artefact from a faraway land, the *Pharaoh's Crown* was carried here from a distant desert by unknown travellers. Though it strengthens the mind's defences against psychic attacks, it is said to be cursed. Any who don it are doomed to eventually die by fire. Loremasters have numerous tales to support this claim.

Special Qualities: While worn, the *Pharaoh's Crown* provides some protection from psychic attacks, but it also makes the wearer more vulnerable to fire.

Psychic Resilience: When making a psychic test for psychic combat, you can reroll the result.

Shield of the Mind: When you take damage from psychic combat, reduce the damage by 2d6.

Cursed: Whenever the wearer suffers damage from fire, damage dice are rolled twice, and the higher result is used.

Benefits: The wearer gains a +2 bonus to all tests that involve Resolve.

Requirements: Craft 7

Load: 1

Value: 400

Crown of Judgement

This crown was once worn by a scholar, magician, and judge, serving as a focus for their magical power and their wisdom. On the untimely occasion of their death, it disappeared, but it has since reappeared over the centuries on the heads of various sages. It is said whoever wears the *Crown of Judgement* can detect any lie.

Special Qualities

Failing Truth: On any Empathy test to detect if a person is lying, you know definitively whether the person speaking is telling a lie, at least to the best of their knowledge. This applies to a single statement, such as an answer to a question. It does not tell you what the truth is; it only reveals whether they're saying something they know is a lie. The *Crown of Judgement* expands the magical power of the wearer, as well as their ability to see the true motives of others.

Benefit: You gain the skill Empathy; if you already have the Empathy skill, you gain a +2 bonus to Empathy tests.

Requirements: 5 Craft

Load: 1

Value: 600

Holy Relics

Unlike most magic items, which are purposefully made, holy relics exist because of the actions of a great hero, saint, or other figure of spiritual power. Most holy relics have something to do with the death of that figure, and some believe the souls of the departed power those relics. Whatever the case, these items are revered by the common folk. Most are held in temples, churches, or other places of worship. While any wandering tinker may have a few so-called saint's bones for sale, if someone were to steal an actual relic, they would likely be faced with an angry mob. Likewise, returning lost relics will win acclaim for any who take part in the deed.

Finger Bone of Blessed Samuel

These finger bones are said to be the remains of Blessed Samuel, the patron saint of fishermen. They're commonly used as good luck charms. Those who carry them often attribute instances of great luck to the bones, but such events rarely occur. Less-than-honest merchants sometimes sell knockoffs of these fingerbones.

Special Qualities: Entering a place of worship and praying for an hour provides you with 1d3 Light Fate. A quick prayer performed anywhere else grants 1 Light Fate. Either use renders the fingerbone unusable again.

Benefits: None

Requirements: The bearer cannot have an Evil alignment.

Load: 0

Value: 10

Holy Water

Various organizations use *holy water* in their spiritual rituals. While the specifics of how it's made, stored, and used may vary, as far as most adventurers are considered, its functionality is pretty much always the same. *Holy water* is often carried by those who expect to face the undead or spirits.

Benefits: *Holy water* may be used in the following ways, each of which consumes one vial:

- a vial can be used to attack an undead creature or a spirit; treat it as a thrown weapon that inflicts 2d6 + Craft damage,
- a vial can bless an individual, granting them 1 Light Fate and a +2 bonus on their next test, or
- a vial can bless a weapon for one combat, allowing it to be considered magical for purposes of inflicting damage on undead or spirits.

Requirements: The bearer cannot have an Evil alignment.
Load: 1
Value: 10

Suleiman's Seal

This bronze seal was once used by Suleiman the Wise to bind and control the elementals and spirits that troubled his lands. It is said he had an army of such beings at his command, and he allegedly used them to build the many great monuments of his kingdom. After his death, the seal was stolen and disappeared from history, but items of such power rarely remain lost forever.

Special Qualities: When using a weapon attack, psychic combat, or a spell against a spirit or elemental, the bearer of this seal can activate the following qualities.

Disruption: The spirit or elemental is disrupted by your efforts, and all actions against it the following round have a +4 bonus.

Repel: On a Great or Extraordinary Success, the spirit or elemental is forced to leave the immediate area for the next hour.

Banishment: On a Great or Extraordinary Success during combat against a spirit or elemental, you can banish it, forcing it to return to its home realm. The spirit or elemental immediately disappears and cannot return for 1d6 days.

Binding: On an Extraordinary Success during combat against a spirit or elemental, you can bind it to your service; it serves you for a year and a day.

Benefits: +2 psychic damage bonus
Requirements: Craft 9
Load: 1
Value: 1000

Magic Rings

Often used to hold minor enchantments, magic rings are common products of hedge wizards and artificers. Some rings provide simple protective magic; others assist the wearer in dealing with some common weakness, such as hunger or an inability to see in the dark.

Ring of Misdirection

Constructed by the artificer Sarain the Dawnbringer to help her maintain her anonymity, this ring makes it nigh impossible for the wearer to be recognized. While Sarain originally intended to use it to avoid social pressure, since her death, it has been used for thievery and deceit.

Benefits: You can use this ring to look like someone else. You cannot look like a specific person; instead, you look like a nondescript humanoid appropriate for the environment. The ring does not allow you to blend in with non-humanoids. This item may be used once every full moon. When used, it remains active until deactivated or until the next sunrise or sunset.
Requirements: Craft 6
Load: 0
Value: 150

Ring of Protection

This item is the commonly found form of magic ring. Many artificers learn to make them after mastering potions. While one of these rings may not be powerful, the ability to shrug off a few injuries is never a bad thing, so they're constantly in demand. Some artificers see them as the moneymakers of their repertoire: they're magic items you can always offload quickly when you need cash.



Special Qualities: When harmed, you can reduce the damage by 2d6. The ring has five uses. Once the final use of the ring is consumed, it rusts away into dust.
Benefits: The wearer gains an additional 3 armour points. The ring can lose its armour points as other forms of armour can; when those armour points are lost, the wearer can reset them during a short rest.
Load: 0
Value: 250

Potions and Elixirs

Brewed by magicians, alchemists, witches, and brewmasters, potions and elixirs come in a vast array of flavours and smells. Often made with a mix of mundane and magical ingredients, they are the only type of magic items seen by most commoners. Unfortunately, they are also commonly faked, as any mysterious, foul-smelling liquid can be passed off as a magic potion to the naïve. Potions and elixirs are almost always ingested. If an ingested potion causes damage, that damage ignores armour.

A character can make a **Lore (Wits)** test against **Difficulty 17** to determine the nature of potion or elixir. If they have encountered the potion before, the GM can either reduce by 3 (to **Difficulty 14**) or allow a character to automatically recognize it. However, the exact ingredients for the same potions often vary. Even if a character has used a potion before, there's a chance they might not recognize a similar potion as the specific formula they've seen or tasted.

Failure: The character cannot identify the potion correctly. There's a chance they might mistake it for another potion. (Roll 1d6; on a 1, the potion is misidentified.)

Standard Success: The character can determine the general properties of the potion (healing, increased strength, etc.).

Great Success or Better: The character knows the full properties of the potion, as well as its name.

Cure Disease Elixir

This elixir can be found in the hands of healers, mystics, and many shopkeeps throughout the Realm. Effective against almost all diseases, this potion helps prevent the spread of plagues and other terrifying illnesses. The High Temple in the City and the Healer in Villedoc keep many of these elixirs on hand in case of an outbreak of plague.

Benefits: This elixir immediately negates the effects of any disease. Life is not restored, and Wounds are not healed, but no additional damage is taken. Ongoing effects from diseases end.
Load: 0
Value: 10

Cure Poison Elixir

This rather common elixir is brewed by healers throughout the Realm. It's often carried by those who must travel in the dangerous places of the wild.

Benefits: This elixir immediately negates the effects of all poisons affecting a character. Life is not restored, and Wounds are not healed, but no additional damage is taken. Ongoing effects from poisons end.
Load: 0
Value: 10

Dragon's Blood

Many parts of a dragon are valuable, not least of which is its blood. Drinking a dragon's blood has long been a tradition among some of the more barbaric peoples of the realm. They prize the thick, viscous liquid for its effect on the imbiber's body. Dragon cults have taken to drinking *dragon's blood* as well. Some cultists undergo strange mutations from taking too much of the dangerous liquid.

Benefits: Upon drinking a vial of *dragon's blood*, you take 1d6 damage; you also gain a +4 bonus to tests using Brawn, Mettle, and Agility for the next 1d6 minutes. Repeated exposure can lead to long-term changes and addiction.
Load: 0
Value: 25

Elixir of Destiny

Many believe that these elixirs are created by the fae as another means of tinkering with mortal lives. Others claim they're brewed from faery essence.

Special Qualities: When a character drinks this elixir, roll 1d6.

1	The character loses 1d3 Light Fate. (If the PC cannot pay, the GM gains 1 Dark Fate for each Light Fate not paid.)
2–5	The character gains 1 Light Fate.
6	The character gains 2 Light Fate.

After a character earns Light Fate from drinking this elixir, they can activate a Special Ability or Special Quality as their next action.

Load: 0
Value: 50

Elixir of Vitality

Brewed to restore the youth and vigor of the drinker, these items are seen by many as the pinnacle of the alchemist's art. *Elixirs of vitality* require a number of expensive and rare ingredients, but since they offer a chance at eternal youth, many people are willing to pay whatever the final cost may be. These elixirs are often sought out by nobles, scholars, and other people of

power who think they deserve to live beyond the years normally allotted to mortals.

Benefits: Drinking this potion heals all Wounds and restores 2d6 Life, in addition to curing any poisons or diseases and reducing the drinker's physical age by 1d6 years.
Load: 0
Value: 50

Flight Potion

These potions are popular with adventurers who travel the wilds, especially those who don't want to be slowed down by flooded rivers or other obstacles.

Benefits: You can fly at your normal Speed for one hour. You'll get a sensation of heaviness one minute before the potion's effects end, which should give you enough time to land. If you do not (or cannot) land when the effects expire, you take falling damage based on your altitude at that time.
Load: 0
Value: 15

Invisibility Potion

Most potions of invisibility reach mortal hands through trade with the Fair Folk. They're usually bartered to humans in exchange for cherished memories, voices, or favourite songs. These potions are obviously highly valued by those with more covert deeds in mind, so owning one is considered highly suspicious in many towns.

Benefits: After drinking this potion, you become invisible for one minute per point of Craft. You cannot be targeted by any attack or spell without some clue as to your location. (See **Invisibility** in **Chapter 5: Adventuring**.) Any injury you suffer immediately disrupts the effect.
Load: 0
Value: 15

Phoenix Potion

Brewed from a mixture of dragon blood, phoenix feathers, star essence, and other rare materials, this potion has the power to restore the dead. It's one of the rarest potions, and only the most skilled alchemists can manufacture it. When they do, such items are sold for a king's ransom.

Benefits: When this potion is poured into a body that has been dead for less than 24 hours, the body and everything on it is completely consumed in fire and reduced to ashes. On the next sunrise, the dead character returns to the living, rising out of the pile of ashes fully healed of all injuries, diseases, and poisons.
Load: 0
Value: 100+

Potion of Psychic Power

Brewed with the essence of destroyed spirits and a touch of dragon's blood, these potions are popular with those who prefer psychic combat.

Benefits: Drinking this potion grants +2 damage on psychic attacks (as well as a +2 bonus to any Craft-related tests). The potion's effects last for 2d6 rounds.
Load: 0
Value: 15

Renewal Potion

Potion makers are always looking to keep this potable in stock because of its popularity among spellcasters. Even rumours claiming the ingredients include the blood of elven wizards can't keep people away.

Benefits: You either instantly restore all spell points or restore a burned spell.
Load: 0
Value: 20

Strength Potion

Brewed from ogre viscera (among other things), this potion is popular with warriors and those who make their living by the sword.

Benefits: Drinking this potion grants +2 damage on physical attacks (as well as a +2 bonus to Strength when lifting or moving objects). The potion's effects last for 2d6 rounds.
Load: 0
Value: 15



Trinkets

Some magic items can't fit neatly into a category with others of its type; some are just little trinkets or charms with magic power. Such items are usually the product of natural magical forces, forming on their own rather than being created by a wizard.

Lucky Coin

For centuries, *lucky coins* have been clutched in the hands of scoundrels, gamblers, and others who hope to see fortune smile on them. The *lucky coin* cancels out bad luck for the person carrying it, at least in the short term.

Benefits: **Lucky Moment**: For the duration of the next scene, when the GM would spend one , they spend two instead for the same effect.
Requirements: Craft 4
Load: 0
Value: 100

Luckstone

These trinkets are said to be creations of the Fair Folk, who use them to harvest and store the energy of fate from mortals. Fortunately, mortals have learned how to use these items for their own ends. No mortal magician has yet learned how to duplicate a *luckstone*, but many keep trying.

Special Qualities: You may transfer up to two Light Fate to the *luckstone* during the full moon. After you do so, you (or anyone holding the *luckstone*) can draw that Light Fate from it at any time. This Light Fate does not count against your normal maximum. You may refill the *luckstone* only during the full moon.
Requirements: Craft 5
Load: 1
Value: 200



Wands

The weapon of a proper magician, a wand allows a spellcaster to cast more spells than their own arcane energies normally allow. Wands are usually focused on combat applications, helping a spellcaster get out of a tight spot when their spell points run low, but some wands have more versatile applications.

Crystal Sceptre

Legends say an order or priests carried these sceptres in ancient times. All knowledge of where they came from and how they were created has been lost to the mists of time.

Special Qualities
Psychic Surge: The attacker is stunned for one round.
Benefits: When armed with a *crystal sceptre*, you can take a protect action or make a defence test against a physical attack using your Psychic skill.
Requirements: Craft 7
Load: 1
Value: 300

Ice Sceptre

Ice sceptres are made in the frozen lands of ice and snow far to the north. These wands serve as a wizard's last resort when they run out of magic. The decision to risk using one is not taken lightly.

Special Qualities: An *ice sceptre* has ten charges. Once those charges are gone, it melts into water. The sceptre recovers one charge for each month it is not used, as long as it rests in ice and snow.
Cold Shock: The target cannot move for 1d6 rounds and suffers additional damage equal to 1d6 + Craft on your next turn. This effect expends two charges.
Benefits: You can shoot a bolt of ice as a major action. Choose a target you can see and attempt a Craft test. If the result equals or exceeds the target's Threat rating, the target takes damage equal to 2d6 + Craft. This effect expends one charge.
Requirements: Craft 6
Load: 1
Value: 500

Weapons

Forged, carved, and created by the greatest weaponsmiths, bowyers, woodworkers, and other crafters, magic weapons are the most well-known type of magic item. Many legends tell of the magic swords, bows, and hammers heroes wielded by heroes on the path to glory.

Bane Sword

Bane swords were once the common armaments of the Knights of the Road, a group of rangers, guides, and warriors committed to keeping the roads of the Realm free from danger. After the group's destruction at the hands of a wraith horde, the few surviving *bane swords* have cropped up here and there over the decades, usually just in time to stave off another epic undead threat.

Special Qualities

Back, Unclean Spirit!: When you strike a spirit or undead whose attacks normally ignore armour, that Enemy's attacks cannot ignore armour for 1d6 rounds.

Solidarity: This quality isn't just useful for you; it's also useful for anyone who stands with you against a malevolent spirit. When you strike an incorporeal creature, you can render it corporeal for one round, temporarily removing the Incorporeal trait from it.

Benefits: This weapon has +2 damage against incorporeal creatures, and is considered magical.
Requirements: Strength 4, Craft 4
Load: 2
Value: 400

Doomsword

This unique weapon has appeared and disappeared many times throughout history. In many legendary tales, it enters the narrative in the hands of a great warrior, leading them to victory. It then leaves the story shortly thereafter, just as the warrior meets a violent end. Promising quick victory and glory at the cost of long life, many would-be heroes are willing to pay the ultimate price to wield the infamous *Doomsword*.

Special Qualities

Final Blow: The attack ignores your target's armour.

Mutual Destruction: On a successful attack, you and your opponent take an additional 1d6 damage.

Doombringer: When you get a Failure on an attack, add your Strength to the damage you take.

Benefits: This weapon has +2 damage and is considered magical.
Requirements: Strength 7
Load: 1
Value: 600

Ancient Elven Bow

Carved from ancient yew and bearing a spidersilk string, each *ancient elven bow* is a relic from an earlier age of elven civilization, exemplifying the craft of a master bowyer. Powerful, accurate, and silent as a whisper, each one is a prized by the archer who claims it.

Special Qualities

Penetrating Shot: On a successful attack, you ignore your target's armour.

Benefits: This weapon has +2 damage and is considered magical.
Requirements: None
Load: 1
Value: 200

Holy Lance

Forged during the height of the Dragon King's power, long before the coming of the Great Wizard, the *Holy Lance* and its wielders kept many villages safe from the worst attacks of dragons. Since the legendary time when Wizard defeated the Dragon King, the *Holy Lance* has been passed from dragon hunter to dragon hunter through the years. Each time, long and arduous tests were required to prove the new wielder worthy.



Special Qualities

Chink in the Armour: The attack ignores your target's armour.

Aura of Righteousness: The *Holy Lance* erupts in a fiery burst, inflicting an additional 1d6 damage to all its attacks for one minute.

Benefits: This weapon functions as a spear, inflicting 1d6 + Strength damage; it is considered magical. Against dragons, the wielder gains a +2 bonus to Melee tests, and the weapon deals an additional 1d6 damage.

Requirements: The wielder needs at least Strength 7 and cannot have an Evil alignment.

Load: 3

Value: 800

Inferno Spear

Said to have been forged by a fire elemental or some ancient spirit of Evil, the *Inferno Spear* has hewn, thrust, and carved a bloodstained path through history in the hands of villains, warlords, and despots. Able to melt steel with a touch, it has ended many a would-be hero's life.

Special Qualities

Molten Touch: Instead of inflicting damage on a successful attack against an Enemy, the weapon destroys that Enemy's physical armour. (This does not affect natural armour.)

Flametouch: The weapon erupts in a fiery burst, adding 3d6 damage to its next attack.

Unstoppable Flame: The flames of the *Inferno Spear* spread in some unintended way, such as destroying a valuable scroll your target was carrying (possibly the one you were just about to take!) or ending the life of an opponent you wanted to capture. This act is always destructive and always has negative consequences for you.

Benefits: The *Inferno Spear* inflicts 1d6 + Strength damage. The weapon has +2 damage and is considered magical.

Requirements: The wielder cannot have a Good alignment.

Load: 2

Value: 800



Chapter 7: Death's Messenger

"Be still!" answered Death. "Have I not sent you one messenger after another? Did no fever come and strike you, shake you, and throw you down? Has not dizziness numbed your head? Has not gout pinched your limbs? Did your ears not buzz? Did toothache not bite into your cheeks? Did your eyes not darken? And furthermore, has not my own brother Sleep reminded you every night of my existence? During the night, did you not lie there as if you were already dead?"

—"Death's Messengers", The Brothers Grimm

"Death's Messenger" is an introductory adventure for a group of 2 to 6 characters ranging from 1st-level to 3rd-level. We recommend that the characters represent different classes, but that's not strictly required. The story works best when the characters avoid conflict within the party, and the encounters work best with four or five characters. If the party has fewer than five heroes, you should consider reducing the number of Enemies in some scenes; if your group has more than five heroes, you might want to increase the number of Enemies.

The adventure is fairly straightforward, giving the players and the GM an opportunity to experience different aspects of the rules. In most cases, whenever a new rule is mentioned, the GM is directed to the appropriate part of the rulebook.

Synopsis

This story opens with the heroes discovering that a protective talisman has been stolen from an ancient cemetery. Without the talisman in place, undead are rising from their graves and may soon infest the entire region. The characters must track down the talisman and restore it to its proper place. The adventure unfolds in three acts. It centres on a quest to locate a stolen talisman with great power over the forces of life and death.

Act One opens as the characters hear rumours of strange happenings near a cemetery. Allegedly, the spirits have grown restless, and some say undead creatures prowl the region. It's possible the cemetery has been defiled, which could not only interrupt the peaceful slumber of the buried dead but also threaten the living who reside in the surrounding area.

When the player characters investigate the cemetery, they learn that someone has broken into an ancient tomb. The intruder stole a talisman that upheld the spiritual balance of the graveyard by keeping evil spirits at bay. Now the talisman's absence has allowed the forces of evil to invade. To restore peace to the spirits in the cemetery, the characters must return the talisman to the tomb, but first, they'll need help to figure out where it is. As they investigate the tomb, a mysterious spirit tells them to find the Enchantress, so she can help them on their quest.

Act Two begins with the characters searching for the Enchantress, who lives as a recluse on the open plains. However, when the player characters find her, they discover she's accidentally transformed herself into a toad. The heroes must find a way to reverse the curse before they can get the answers they need. After they've restored the Enchantress to her human form, she explains that a priest named Galdor, driven mad with grief over the death of his wife Philamena, stole the talisman in order to raise his beloved from the dead. The Enchantress followed Galdor into the woods but lost track of him in the darkest part of the forest. She was attempting to cast a spell to find him when she made a mistake and accidentally turned herself into a toad.

Act Three starts when the characters enter the woods in search of Galdor. After facing great peril and enchanting wonders, they find Galdor in a long-forgotten chapel. If they fail to defeat Galdor, he raises Philamena using the talisman, but the ritual upsets the balance of life and death, restoring her to life with a wicked soul. If the characters

Where Does This Adventure Take Place?

The location of this adventure is left deliberately vague so you can set it anywhere you please in the Realm. The story doesn't include the specific names of places and locations; it often refers to "the graveyard" and "the woods." In places where the story does refer to people or places specific to the Realm, you can free to use them or change them as you see fit. If you prefer, you can even set it in a world of your own creation. If you're using the Realm as your setting, a cemetery outside Woodbine is one possible place you can start.

manage to defeat Galdor, they can recover the talisman and return it to restore spiritual harmony to the cemetery. This allows the disturbed spirits to rest once again. They may also face a difficult temptation: they could decide to keep the talisman, saving it to raise someone from the dead… but doing so would cost them dearly.

Act One: Restless Spirits

Before beginning this tale, the Game Master should spend some time discussing the events that brought the heroes to the graveyard to investigate restless spirits. Do they know one another and arrive in a group, or are they strangers who arrive separately? Do one of more them have friends or relatives who have been laid to rest here? Perhaps they were pursuing one of the restless dead who left the cemetery to wreak havoc, or maybe they've come here by chance. A more nefarious group might be here to make some quick money robbing a grave; a more spiritual group could be here to consecrate a hero's final resting place.

Once the characters' connections and reasons for investigating have been established, the Game Master can read or paraphrase the following introduction:

Whispered rumours of strange occurrences at the cemetery are spreading throughout the countryside. Spirits that have been at rest for centuries have returned to haunt the area. Many believe someone or something has defiled the cemetery, agitating the spirits bound therein.



Intent on learning the cause of the disruption, you have set out to investigate. You arrive at the outskirts of the cemetery in the early afternoon. A grey mist has settled on the land, shrouding the endless rows of headstones, statues, and tombs. A sense of icy dread settles in your stomach as you approach the cemetery's edge.

Apparitions!

Allow the players some time to introduce their characters, describing the assembled heroes as they explore the cemetery. At first, they find nothing amiss other than the heavy mist and a foreboding presence that lingers over the land. After the party's brief period of exploration, a spirit approaches the heroes through the mist. Characters of Good alignment immediately have a sense that this is a friendly spirit that means them no harm. Characters of any alignment can see that the spirit appears to be fading in and out. They sometimes lose sight of it in the mists.

When the spirit gets close to the characters, it speaks to them in a strained voice that fades to little more than a whisper at times.

"Please. You must help us… before it is too late," it implores.

One of the characters might ask how they can help, or they might all remain silent. Regardless, it continues.

"One of the most ancient tombs in a remote corner of the cemetery has been defiled! Something vital has been stolen from within."

Give the players a moment to ask what the object is and then continue.

"I know not what was stolen, only that its presence kept this cemetery peaceful and warded from the forces of Darkness. If the vital item is not returned soon, evil spirits and other foul creature from the nether realms will pour forth from this place and spread throughout the Realm. Please… you must…."

The spirit pauses and looks off into the thick fog behind it. Then it turns directly to one of the characters and cries, *"Oh, no! They've found me. I'm sorry… they're coming!"*

With a cry of dismay, the spirit vanishes into the mists. An **apparition** and two **skeletons** appear from the mists where the spirit vanished, moving immediately to attack the characters. Have the characters make a **Notice (Wits)** test against **Difficulty 11** and consult the **Exploration Surprise Chart** in **Chapter 2: Rules** of the *Player's Guide*. Details on the **apparition** and **skeletons** can be found in **Chapter 4: Enemies**; you'll also find their statistics at the end of this adventure.

After the apparition and skeletons have been defeated, the spirit reappears and offers to lead the heroes to the desecrated tomb. Assuming they agree, it leads them off through the misty cemetery toward the northeastern corner, far from where the PCs arrived.

Advice: This encounter is meant to introduce the players to the game's combat mechanics. Take your time to make sure the players grasp the fundamentals. This encounter shouldn't pose a mortal threat to their characters. If the apparition appears as if it might overwhelm our heroes, the friendly spirit could return, destroying the skeletons or banishing the apparition with a burst of light from its hands.

Banishing the Spirit: If there's a priest character in the group, they could decide to use their **Banish Spirits** Special Ability against the friendly spirit. If they do so, tell (or remind) the priest that they sense an aura of good in the spirit. If they persist, they find it extremely difficult to banish it because of the power of its convictions: The ritual requires a **Psychic** (**Insight)** test against **Difficulty 23** (along with 1  and 1 spell point). Even if they're successful, another spirit appears after a few minutes to investigate the disturbance and offer its own (less enthusiastic) help.

The Ancient Tomb

As the PCs follow the spirit to the desecrated tomb, they may wish to converse with it, especially if one of the characters has a personal connection. The spirit's memory of its life is hazy at best. If it has a connection with a character, it remembers relevant details. However, it has no recollection of the afterlife.

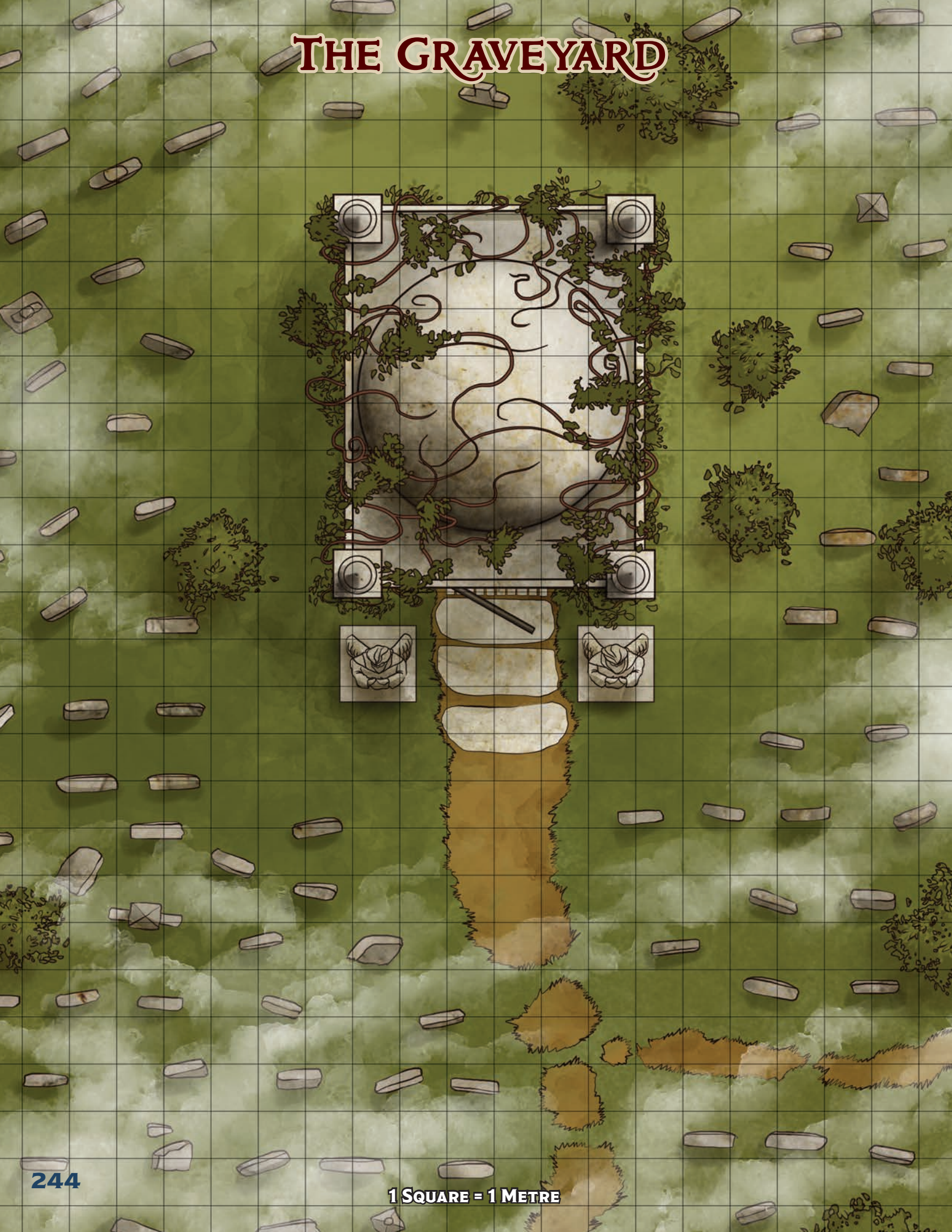
When the PCs arrive at the tomb, read or paraphrase the following text:

An ancient tomb stands atop a round hill. Weeds and vines cling to the domed marble structure. A statue fashioned to look like an angel with its head bowed stands on either side of the entrance. The tomb and the statues are cracked and weatherworn. Time and the elements have worn away all details of the angels' appearance. A large iron door hangs open, but it's too dim inside to see beyond the threshold.

Examining the statues confirms that the elements have worn away their features, but the characters can see that the faces of the angels are cast downward, as if in despair. Ancient runes have been inscribed on the iron bars of the open door. A successful **Decipher** or **Lore (Wits)** test against **Difficulty 14** reveals that the tomb was once sealed by magical means. Whether the roll succeeds or fails, it's safe to conclude someone used magic to open the tomb.

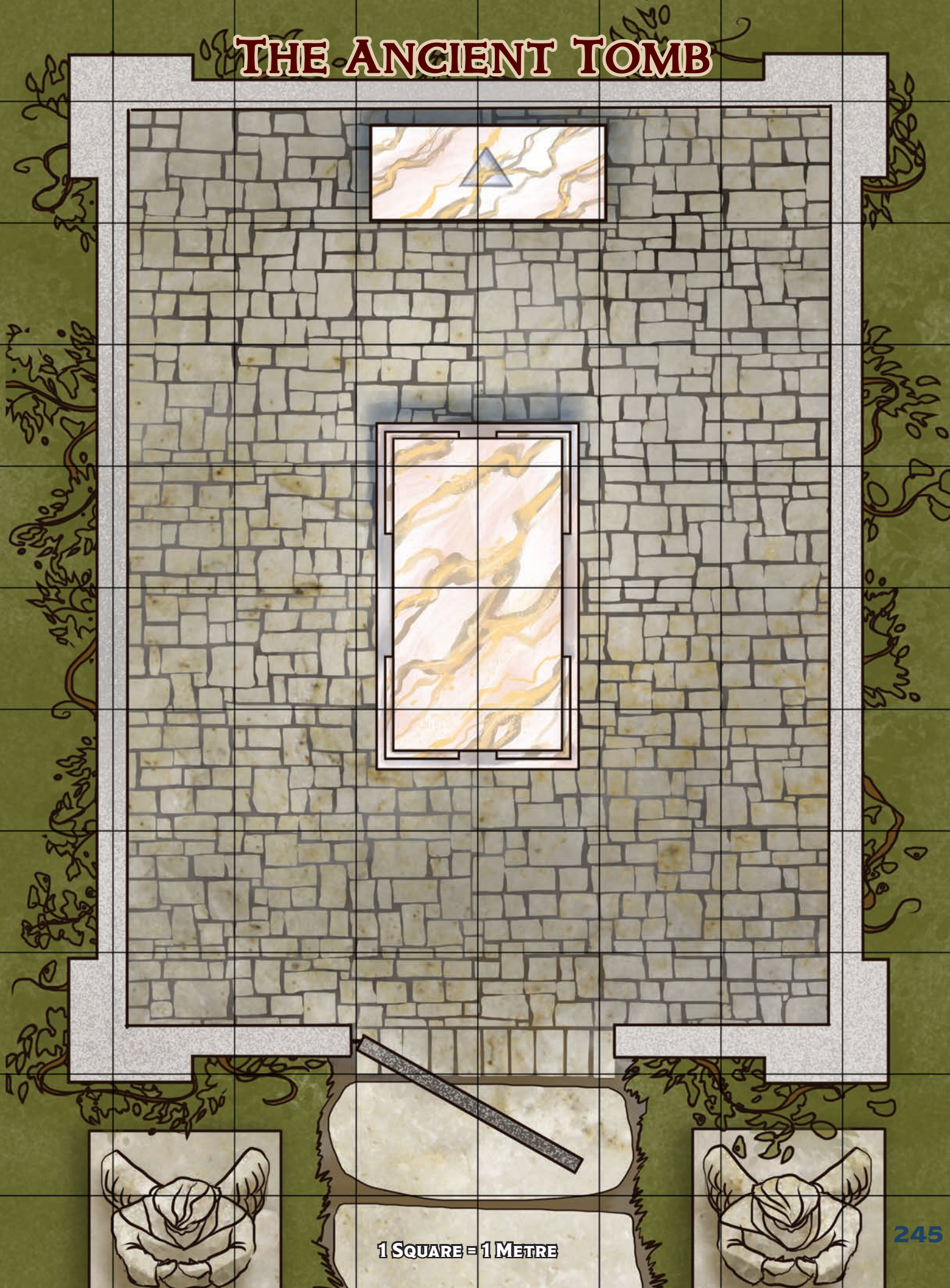
Inside the tomb, ornate frescoes depicting scenes of an ancient royal family cover most of the walls. A massive sarcophagus made of white marble with gold veins dominates the centre of the room, and a bare altar made of the same marble stands along the far wall.

The Graveyard



1 Square = 1 Metre

The Ancient Tomb



1 Square = 1 Metre

Characters studying the frescoes and the sarcophagus can attempt a **Lore (Wits)** test against **Difficulty 11** to deduce that the tomb was built for Emeline, the last daughter of the ancient King and Queen of the Realm. Legends tell that the Great Wizard killed Emeline and her brother in a fit of rage after her parents refused to let her become the Wizard's apprentice.

The sarcophagus can be opened without a test by characters with a combined Strength score of 12, or a single character can open it with a successful **Athletics (Brawn)** test against **Difficulty 17**. Once it's opened, the room experiences a sharp drop in temperature, chilling anyone in the tomb to the bone. (This causes no damage, but any physical actions taken inside the tomb are at a −2 penalty.) The sarcophagus holds the skeletal remains of a human wrapped in rotted linens. It wears a delicate, diamond-studded golden tiara worth 10 gold. A scroll containing the Blessed spell is clutched in its bony hands.

Characters who examine the altar find an inscription carved into the marble that reads, *"This gilded talisman preserves the balance of life and death. As long as it remains here, souls in this sacred place of slumber may rest in peace."* There's a triangular indentation in the centre of the altar where something once rested.

Once the player characters have had sufficient time to explore everything in the tomb, the Game Master should read or paraphrase the following text:

A tendril of mist floats into the tomb through the open door, filling the chamber. You hear a voice whispering softly. "Find… the Enchantress!" it commands. "She will know who stole the talisman of balance. She dwells on plains to the south. Should you fail, look for my light in the evening's twilight." The voice fades away as the mist drifts out of the room. "Hurry… your time is short…."

The voice is not one the characters recognise. It belongs to Philamena, the deceased wife of Galdor, the defrocked priest who stole the talisman. Philamena knows that Galdor's plan to restore her to life using the talisman of balance is a misguided one; thus, she is contacting the characters in the hope they will stop him. Philamena urges them to look for the Enchantress because she knows the spellcaster can give them guidance.

As our heroes set out on their quest to return the talisman to the tomb, Galdor is preparing for the ritual that he hopes will bring his dear Philamena back from the dead. Trifling with the delicate balance between life and death has grim consequences. Galdor doesn't know of the arcane imbalance the talisman creates when it restores someone to life. The ritual that restores a lost soul also opens a doorway for evil spirits. Even if he succeeds, the Philamena he resurrects will be a twisted and evil shadow of the woman he once loved. Her body will live, but her spirit will be forever changed by his dark magic.



Act One Experience

The characters may gain up to 1 XP of combat experience for the fight with the skeletons and the apparition. If the fight didn't present a challenge, you may choose to award them 0 XP. When making your decision, you may want to refer to the **Experience Rewards** chart in **Chapter 6: Rewards**.

Act Two: Seeking the Enchantress

In this act, the characters must locate the Enchantress. She lives in seclusion on the plains beyond the cemetery. Characters who belong to a spellcasting class (such as a druid, minstrel, priest, sorcerer, or wizard) may have heard of the Enchantress; each spellcaster may attempt a **Lore (Wits)** test against **Difficulty 11**. If a character's test is successful, they've heard that the Enchantress is a recluse who rarely welcomes visitors to her ramshackle hut. She spends her days in solitude, studying magic and contemplating the mysteries of existence. Many believe she possesses a great wealth of magical knowledge but shares it with no one. A hero who succeeds at this test also knows lore that will help find the Enchantress; they can act as the Guide for the journey, gaining a +2 bonus to the Guide test. Otherwise, the party must rely on the spirit's flash of light each evening to guide them.

Exploring the Plains

The plains, as the name suggests, is a vast expanse of flat grassland. The terrain is broken up by an occasional copse of trees, shimmering brook, or rocky outcropping. Locating the Enchantress in this sizable wilderness requires perseverance and time. Each evening at dusk, a shimmering white light appears in the distance, pointing them in the direction of the Enchantress.

The Game Master should decide the number of days it should take to find the Enchantress. This journey can be as long or short as you wish, depending how much time you want it to take. One to three days is recommended. Use the **Exploration** and **Camping** rules in **Chapter 5: Adventuring** as the characters search. Each day in the woods, each character chooses the duty they'll perform while travelling. One character can choose to be the Guide, and at least one other character should serve as the Watcher. Hunters are optional, depending upon how much food the characters bring with them. If the party isn't attempting a Guide test each day, they can still attempt Hunter and Watcher tests.

Galdor's Story

Galdor used to be an influential priest in the High Temple of the City. His beloved wife, Philamena, contracted an incurable illness that claimed her life several years ago, despite the efforts of the City's best healers. The disease ravaged her body to such an extent that even resurrection spells couldn't restore her to life. Grief overcame Galdor and poisoned his heart. Instead of summoning ghouls to bury her, he took her body to a forgotten chapel in the woods and hid her remains in a crypt beneath the altar. He then stole several ancient texts from the High Temple. Their elaborate lore described the powers of ancient talismans. Lost in grief, he began to decipher them, hoping to find a way to bring his wife back to life.

The High Temple authorities discovered his theft and defrocked him, but the punishment made no difference to Galdor. Within the forbidden texts, he found clues concering a talisman that had been locked away inside a mausoleum. This artifact could manipulate the forces of life and death. Ancient loremasters described it as a "talisman of balance." Galdor immediately devised a plan to find it.

If any Enemies are encountered as the result of the Watcher tests, roll 1d6 or choose an Enemy from the **Plains Encounter Table**. All of the entries on the table can be found in **Chapter 4: Enemies**.

Plains Encounter Table

Roll 1d6	
1	1d3+1 Wild Boar
2	1d3 Wolves
3	1d6 Goblins
4	1d6+3 Carrion Crows
5	1d3 Bandits
6	1d3 Gnolls

If none of the characters succeeded at the last Lore test, and if they don't trust the spirit of Philamena to guide them, they must search the plains for signs of the Enchantress with absolutely no guidance. As an alternative, a passing Stranger asks about their journey. If the Stranger is Friendly, they suggest the city of Villedoc, where the party could find someone to point the way or guide them. If all else fails, the characters just search randomly: set the number of days they search by rolling 4d6.

Advice: The Enemies in this adventure are designed to be a challenge for a group of four to five characters. Instead of rolling randomly for the number of Enemies in an encounter, you can choose to set the number based on the number of characters. In an encounter with Threat 11 Enemies, it's usually best to include one Enemy for each character. For every two points of Threat above this benchmark, reduce the number of Enemies by 1. For example, when a group of three 1st-level characters encounter a monster that's Threat 13, it would be appropriate to have two monsters in the encounter.

The Enchantress's Hut

Once the characters have travelled the number of days set by the GM, they finally locate the hut of the Enchantress. When they arrive, the GM should read or paraphrase the following text:

> *Nestled within a small copse of trees area next to a babbling creek, you find a shack made of mud and wood. Its roof is topped with sod. You can see a dark forest on the horizon, maybe a kilometre beyond the hut. You detect no movement and hear no sound except the burbling water of the creek and the creaking of the trees as a brisk wind rolls over the plains.*

The flimsy wooden door is unlocked and ajar. Inside the hut, there's a small hearth, but it doesn't look like anyone has cooked there recently. A small pallet made of straw rests in a corner near a wooden chest, and a leatherbound journal sits atop a rickety table. A bundle of simple clothing lies in a heap near the table, as well as a rather ostentatious pointed hat. Mournful croaking drifts out from underneath the hat.

The wooden chest is locked but can be picked with a **Tinker (Agility)** test against **Difficulty 14**. Inside are three *scrolls* containing the spells Lightning Bolt (Arcane), Marked for Glory (Mystic), and Shatter (Nature). The chest also contains the *Sword of Light*, a magical weapon with a grip fashioned to resemble a winged human with outspread wings forming the crossguard. The sword is magical and glows, providing full light for 10 metres and dim light for an additional 5 metres. The weapon has +2 damage against **Spirits** or **Undead** when a Good-aligned character wields it. A character who makes a **Lore (Wits)** test against **Difficulty 14** can identify its properties.

The journal on the table is filled with seemingly frantic scribbling that's difficult to decipher. A successful **Decipher** or **Lore (Wits)** test against **Difficulty 14** reveals that the writing hints at a possible means of increasing the range of a Divination spell, which is usually limited to about 50 kilometres. (Characters won't know how to extend that spell, but they'll suspect what the Enchantress has done.) The final notation reads, "If spell backfires, will need wild amaranth root for reversal." A map next to the note shows where a patch of wild amaranth grows on the plains, roughly half a kilometre from the hut.

Lifting the hat and clothes off the floor exposes a fleshy, grey toad. The toad is obviously the source of the mournful croaking. The toad doesn't act afraid of the player characters, but its low croaking is tinged with a hint of sadness.

Hopefully, the heroes quickly realise that the toad is, in fact, the Enchantress. She experimented with a method of amplifying a spell based on vague hints, but she accidentally turned herself into a toad when the attempt backfired. The characters will have to go back out onto the plains to find some wild amaranth root. Feeding it to the toad reverses the spell.

Finding Amaranth Root

Finding the location marked on the map where amaranth is supposed to grow isn't difficult, so it doesn't require a test. As the heroes approach their destination on the plains, they hear scratching and munching sounds. As they crest a small rise, they see giant beetles digging up a patch of amaranth and devouring it. (There should be one giant beetle for every two PCs.)

The beetles are intent on eating all of the amaranth roots, so the heroes must choose whether to fight the beetles or to look for another patch. If the characters decide to fight, use the **Giant Beetles** statistics at the end of this adventure. To find another patch of amaranth, a PC can make a **Survival (Insight)** test against **Difficulty 17**; each attempt takes three hours. For each failed test, have a Watcher make a test to see if they encounter any other creatures. If they do, use the **Plains Encounter Table** under **Exploring the Plains**. If the Survival test succeeds, they find enough amaranth to "detoadify" the Enchantress.

Saving the Enchantress

Once safely back at the Enchantress's hut, the heroes can feed the amaranth root to the toad. The toad devours it and almost immediately begins to transform. It takes only moments for the toad to change back into a middle-aged woman with long, wild, dark hair shot with silver. The Enchantress thanks the characters for their help in reversing her accidental toadification. She offers the scrolls in her locked chest as thanks, assuming the characters haven't already taken them. If the characters have already taken the scrolls, she's still grateful, though she remarks snidely that the reward for a good deed is usually given after the deed has been accomplished.

The Enchantress explains that she was already investigating the disappearance of the talisman from the cemetery. She had concocted a spell that she believed

would show the location of the thief, but she made a terrible error, which resulted in her being transformed into a toad. She knows what she did incorrectly now, and she believes she can cast the spell successfully, though it may leave her exhausted for some time. If the heroes ask if she knows who took the talisman, she relates the following information:

"Several nights ago, I was collecting specimens of a rare flower that blooms only among ancient tombstones under the light of a full moon. While gathering the flowers, I noticed someone sneaking through the cemetery. Silently, I followed him and watched him enter the locked tomb. He must have used powerful magic to open the sealed door.

"Only moments later, I saw him emerge again from the tomb. Thanks to the light of the full moon, I recognised him as Galdor, a former priest of the High Temple. I tried to follow him but lost him when he entered the woods."

She pauses and takes a deep breath. *"Galdor's lovely wife, Philamena, recently passed away. I fear he intends to use the talisman to perform a necromantic ritual to raise her from death–an attempt that can only end in tragedy."*

After she finishes, the characters can ask questions, if they wish. You can read or paraphrase the following answers.

Do you think you can find him?

"Yes, I have concocted a powerful spell of divination. Even with the protection he has upon himself, I should be able to locate him. I suspect the spell will leave me greatly weakened. It may be up to you to find Galdor and put a stop to his plans."

Couldn't Galdor just get a priest of the High Temple to resurrect Philamena?

"Philamena contracted an incurable disease—most likely the result of some sort of dark magic. The disease ravaged her body to the point that a resurrection spell couldn't be used."

How dangerous is Galdor?

"He was a priest of the High Temple, so he certainly has knowledge of spells and possibly knows dark magic. Be wary."

What can you tell us about Galdor?

"Attend, and I shall tell the tale…."

The Enchantress knows quite a bit about Galdor. At this point, paraphrase or summarize the **Galdor's Story** sidebar found earlier in this chapter.



After the player characters have had a few moments to ask questions of the Enchantress, she decides to try using her amplified Divination spell again to locate Galdor. Read or paraphrase the following text:

The Enchantress closes her eyes and breathes deeply for several minutes before her body suddenly stiffens. Her eyes open wide, and a bright silver light fills the hut. "I see the deep, dark woods," she says, and her words sound like a chorus of many voices speaking at once. "Great danger lurks there. Galdor hides in a lost chapel not far from the main path but beyond the running stream. He keeps the talisman with him, but he is close to fulfilling his goal. You must hurry lest darkness be unleashed."

The silver light suddenly fades, and the Enchantress collapses to the floor.

Casting the amplified spell has left the Enchantress too weak to travel with the player characters. She urges them to make the journey as soon as they can. The longer the talisman remains in Galdor's hands, the larger the army of disturbed cemetery spirits will be. If he completes his ritual, even more evil spirits may be unleashed.

Now that the player characters know where Galdor has taken the talisman, they can set out into the woods to retrieve it. This particular patch of woods has earned a reputation for danger and mystery. If a character makes a successful **Lore (Wits)** test against **Difficulty 14,** they have heard that the part of the forest nearest to them is known to be inhabited by crafty goblins, hungry giant spiders, and other dark things.

The Enchantress has enough energy to draw them a map showing the path she believes they need to take. She marks the location of the stream and chapel she saw in her vision. The chapel is just off the main path, but even the paths are dangerous in that part of the woods. She believes the journey will take them about three days. With any delay, they may be too late.

Before they leave, the Enchantress offers them any rations they might need. She also gives them a unique weapon called the *Sword of Light*, up to three *healing potions*, and two *cure poison* elixirs.

Act Two Experience

1 exploration experience for finding the Enchantress

1 social experience for removing the curse from the Enchantress

1 combat experience for fighting the giant beetles



Act Three: The Deep Dark Woods

In this act, the heroes follow the path in the dark woods in search of Galdor. During the journey, they may have to deal with the creatures that live in the woods, as well as a meddlesome faery. Eventually, they'll find an abandoned chapel deep in the woods where they can confront Galdor.

Following the Path

The path into the woods is only an hour or so walk from the hut. When the characters enter the woods, read or paraphrase the following text:

> *You enter the woods on the weed-choked trail marked on your map. A thick canopy of leaves quickly blots out the sun, and it soon becomes difficult to make out the path in the gloom. A light breeze carries the scent of damp earth. You can hear birdsong and the buzz of insects all around you.*

For the journey into the woods, you should use the **Exploration** rules in **Chapter 5: Adventuring**. If the Guide gets a Great Success on any of their tests, the party comes across a friendly woodsman. If the characters have encounter, use the following table. All of the Enemies listed are in **Chapter 4: Enemies**.

Woods Encounter Table

Roll 1d6	
1	1d3 Bears
2	1d3 Giant Spiders
3	1d6 Goblins
4	1d3 Wolves
5	1d3 Bandits
6	1d3 Shadows

The Woodsman

A woodsman named Bailey is looking for a locket. She lost it a few days ago while walking with her daughter in this part of the woods. If the PCs tell her anything of their quest, she offers to show them a shortcut to the chapel, but only if they can help her find the necklace. She has excellent survival skills, but her eyesight isn't quite what it used to be.

If the characters agree to help, they can each make a **Notice (Wits)** test against **Difficulty 15** to search the area. A character can make multiple tests; each test represents an hour of searching. If a character has a Follower with the Scrounger benefit while attempting this test, the Follower finds the locket on a roll of 4–6.

Failure: Oops! The character doesn't find the locket, but they do find something else. Roll 1d6 or choose and encounter from the **Woods Encounter Table**.

Standard Success: The character finds the locket, but something or someone else found it first. Roll 1d6 on (or choose an encounter from) the **Woods Encounter Table**.

Great Success or Better: The character finds the missing locket.

The locket is suspended on a thin silver chain, which has broken. It contains a small painting showing the woodsman and a young girl. Bailey is extremely happy and grateful if one of the characters finds her missing locket. She immediately agrees to lead the party the rest of the way to the chapel, leading them down a few hidden winding paths that that cut hours or perhaps days off their journey. She parts company just a short ways from the stream. Thanking them again, she gives them instruction on how to find the chapel, which is just about a kilometre into the woods on the other side of the stream.

The Faery at the Stream

After following the trail deep into the woods, the characters have made their way into the vicinity of the abandoned chapel. A wide, fast-running stream blocks their path. Read or paraphrase the following text:

> *The trail ends on the rocky bank of a wide stream that flows swiftly through the heart of the woods. A footbridge once stood here, but it collapsed long ago. You can see that the trail resumes on the far bank. A wooden boat bobs in the current on the far side as well, tied to a tree.*

As the heroes consider how they'll cross the river, a faery flutters near them and asks if they're lost. The faery's name is Parisia. She offers to fly across the river to retrieve the boat… for a price. Parisia isn't interested in material wealth. She prefers to be entertained, and she enjoys a well-sung song, a clever joke, or a good story.

Parisia's Attitude begins at Neutral. (See the **Attitude Chart** in **Chapter 2: Strangers and Allies**.) Convincing her to bring the boat across requires her Attitude to be Liked. If an elf or sprite is in the party, her Attitude is increased one step. If a troll or ghoul is in the party, her Attitude decreases one step. Telling a good story or signing a song increases her Attitude by one step. Any further increases require a **Persuasion (Insight)** test against **Difficulty 15**, although GM can come up with other favours she can request. If the PCs respond with hostility or make any kind of attack against Parisia, she vanishes in a puff of sparkling light.

Building a Raft

If the heroes would prefer to build a raft instead, that requires a successful **Survival (Wits)** test against **Difficulty 11**; if they fail the roll, they waste a few hours on their failed project. Navigating the raft across the stream requires a **Survival (Brawn)** test against **Difficulty 14**. On a failed roll, the raft gets caught in a current, taking them far downstream, and they lose a day of travel retracing their steps.

Swimming

Swimming isn't a wise choice, since the stream is currently a turbulent torrent of cascading water. Stubbon swimmers can make a **Survival (Mettle)** or **Athletics (Brawn)** test against **Difficulty 20**. For each roll a character fails, they suffer 1d6 Life damage (which ignores armour), but they must still make a successful test before they can get back to either shore. If one character gets across the stream, they can string a rope across to reduce the test's challenge to **Difficulty 14**. Other clever options may be possible with a ladder, a fallen tree, or even a climbing harness.

Flying

If any of the characters can fly, they can string a rope across, making the river easier to traverse. Crossing then requires a **Survival (Mettle)** or **Athletics (Brawn)** test against **Difficulty 14**.

The Abandoned Chapel

After our heroes cross the stream, the chapel is nearby. It isn't visible from the path, but walking a few hundred metres into the woods can help the characters find it. There are no paths, but if the woodsman gave them instructions, they can find it easily. Without instructions, a character can make a **Survival** or **Notice (Wits)** test against **Difficulty 14** to notice signs of passage through the woods. Following these signs leads directly to the chapel. When the PCs are approaching the chapel, the GM should read or paraphrase the following text:

Deep shadows cover the forest floor, and the air feels icy in your lungs. You hear nothing except for menacing, unintelligible whispers from deep in the gloom. You feel as if your every move is being watched by a thousand pairs of eyes. You hike along the trail for a few minutes before you come to a clearing. Among the vines and weeds, you can make out the weathered stone ruins of an ancient chapel. Suddenly, a cry of pain from the direction of the chapel breaks the silence.

The cry originates from one of the bandits Galdor hired to guard the perimeter. There are two bandits, but one is limping and wimpering in pain. The other one helps him to the front of the chapel before lowering him the ground. The guard who cried out is favouring one leg and appears to be wounded. A successful **Notice (Wits)** test against **Difficulty 14** allows a player character to deduce that the injured outlaw was bitten by a snake.



Neither bandit guard has noticed the approaching characters, so the PCs get a +3 bonus to any Stealth or Surprise tests to sneak up on them. Use the **Bandit** statistifcs listed under **Enemies** at the end of this chapter. Reduce the Life and Speed of the snake-bitten bandit by half. If the bandits get a chance to respond, they'll shout into the chapel that they're under attack, putting everyone inside the chapel on alert.

Confronting Galdor

After dealing with the bandits guarding the chapel, the characters can enter without further hindrance. If the characters defeated the outlaws without making any loud noises, they can attempt to sneak into the chapel and surprise the foes within it. If they failed to dispatch the guards silently, any attempt to surprise the remaining foes automatically fails.

The entrance to the chapel is a large stone doorway that's partially open. When the PCs enter, read or paraphrase the following text:

> *The cracked stone floor of the chapel is littered with the rubble of toppled statues. Light streams into the room though the gaping holes where ornate windows once stood. The interior has been exposed to the elements for uncounted years. Rows of ceremonial candles cast an eerie, flickering glow throughout the room. Five humanoid figures surround a roughly circular hole at the far end of the room where an altar once stood. One of the figures holds a golden talisman aloft while he reads from a scroll.*

The five humanoids standing near the hole are Galdor, the two bandits who serve as his bodyguards, and two skeletons. The hole is roughly circular, about 10 metres in diameter and about 5 metres deep. Two open coffins, now empty, rest at the bottom of the hole. They once held the remains of the two chapel priests Galdor raised to become his skeleton-servants. A third closed coffin holds the remains of Philamena. The stats for **Galdor**, the **Bandits**, and the **Skeletons** are available in the **Enemies** section at the end of this adventure.

As the player characters engage Galdor, an expression of madness twists his facial features into an unblinking sneer. He refuses to negotiate or hand over the talisman. If the heroes attempt to interfere with his ritual to bring Philamena back to life, he immediately orders the bandits and skeletons to attack them. Characters can use the hole where the altar used to be to their advantage in a fight. Shoving an Enemy into the hole causes them to fall, dealing 2d6 damage (ignores armour) and knocking the Enemy prone at the bottom. Climbing into or out of the hole requires a full action and a successful **Athletics (Brawn or Agility)** test against **Difficulty 11**; on a failed roll, the character or Enemy who attempted the climb falls prone, taking 2d6 damage (ignores armour).

Advice: The battle with Galdor could be quite dangerous. Feel free to alter the number of guards based on the abilities of the player characters.

Resolution

If Galdor's minions drive off the player characters, Galdor resumes his ritual with the talisman, using it to call Philamena out of her coffin. Completing the ritual takes 2d6 minutes. The adventure can end in one of several ways, most of which depend on Galdor's fate; some options are described in the next section.

The easiest resolution involves defeating Galdor in combat. If the characters reduce Galdor to 0 Life, his skeletons crumble into dust, and his bandit bodyguards flee into the woods. Philamena's spirit appears, hovering above her coffin and speaking to Galdor as he takes his final breaths. *"You were going to make a terrible mistake, my husband,"* Philamena says. *"Life and death share a delicate balance, and meddling with that balance ends only in tragedy. But now… now we can be together again, my love."* A look of peace passes over Galdor's face as Philamena's spirit fades into mist.

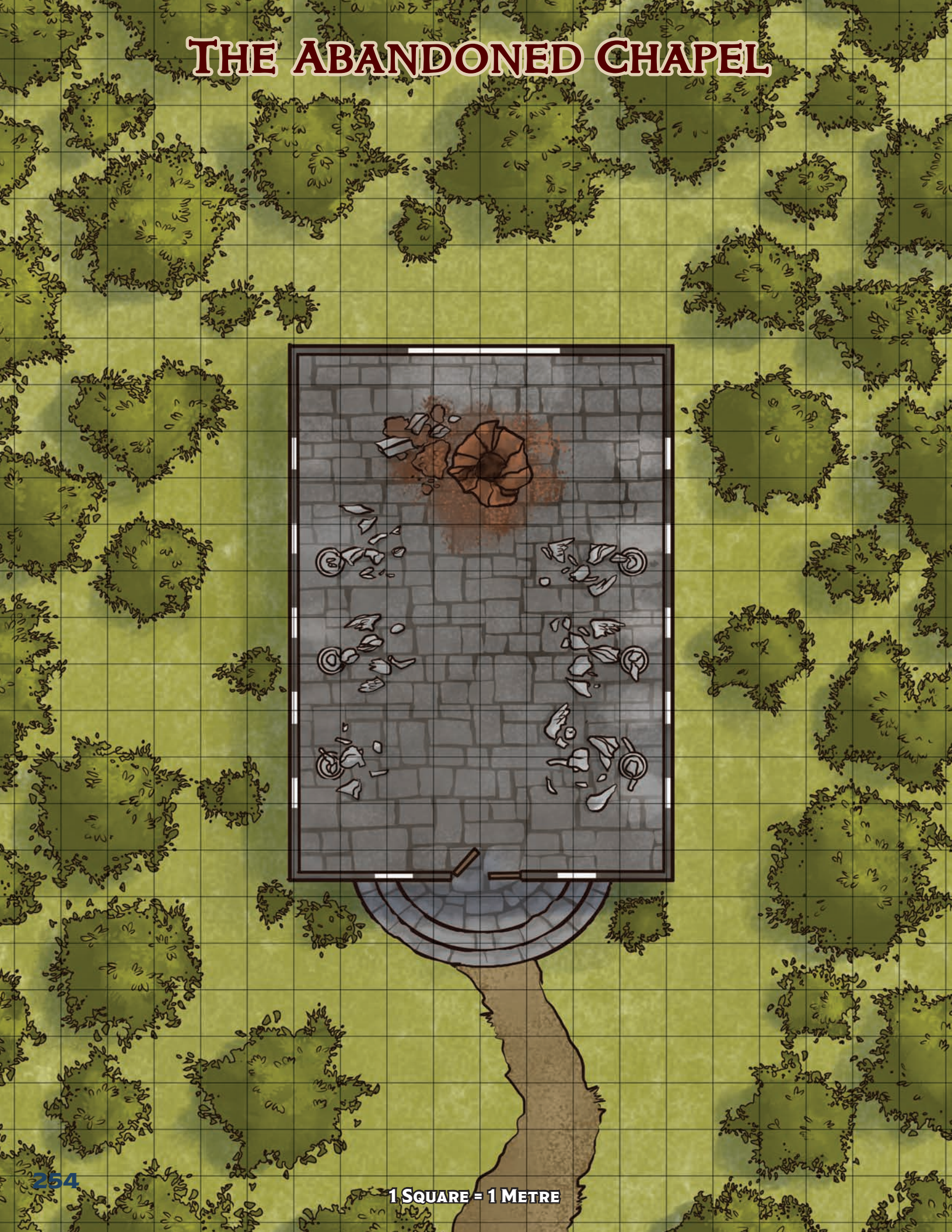
Conclusion

If Galdor defeats the player characters, he carries out the ritual to raise Philamena from the dead. Doing so creates an opening for evil spirits to corrupt the ritual. This corruption causes Philamena to return to life with a twisted and evil spirit—a dark reflection of who she was before her death. (At the GM's discretion, it's possible that the spirit that inhabits her body is not actually her, but something else.) Galdor and the resurrected Philamena, having tasted the power of the talisman, begin searching for more artefacts to expand their power; her incarnation is then unquestionably Evil. This leaves lots of possibilities for future adventures as the heroes attempt to track down Galdor and Philamena. Regardless of how you choose to proceed with Philamena, the problem with evil spirits rising from the cemetery quickly becomes worse, possibly threating nearby settlements.

If Galdor falls in the final confrontation, he realises the egregious mistake he made in stealing the talisman and is finally reunited with his beloved in death (as described in the previous **Resolution**). If the player characters defeat Galdor without killing him, they can take him to the High Temple for justice.

If the characters return the stolen talisman to the tomb in the graveyard, the spirits and undead haunting the region return to their peaceful slumber. However, characters may be tempted to use the talisman, along with the scroll they recovered from Galdor, to bring someone back from the dead. Terrible acts must be

The Abandoned Chapel



1 Square = 1 Metre

committed to complete the ritual (as determined by the GM), and anyone restored to life this way comes back forever changed, corrupted by malevolent forces.

The tome Galdor stole also hints at truths behind the story of the legendary Great Wizard. Armed with this forbidden knowledge, the player characters may wish to seek out more clues about talismans created by the Great Wizard. That, however, is a quest for another day.

Enemies

The following section provides quick statistics for each of the Enemies encountered in this adventure. You can find additional information in **Chapter 4: Enemies**.

Galdor

Evil Villain
Threat: 13
Strength: 2 **Craft:** 4
Armour: 1 (thin robe) **Life:** 13
Attacks: 1 **Damage:** 1d3+2 (dagger)
Speed: 12

Special Abilities

Disembowelling Cut: Galdor can use his brutal, serrated daggers to slit his enemies open. When making a melee attack, his damage is doubled.

Benefits & Banes

Minor Knowledge of the Dark Arts: Galdor knows three Basic spells and has a number of spell points equal to his Craft. He can cast one of these spells as an action. When a PC gets a Failure or Standard Success on an attack, Galdor can respond by can casting one of his spells.

Act Three Experience

2 combat experience for the battle with Galdor (and possible additional combat experience for random combat encounters)

1 hazard experience for crossing the stream

1 story experience for successfully stopping Galdor from completing the ritual.

At this point, the characters should have enough experience to gain the next level. See **Chapter 6: Rewards** for details on character advancement.

Apparition

Neutral
Threat: 11
Strength: 1 **Craft:** 2
Armour: 0 **Life:** 10
Attacks: 1 **Damage:** 1d6+2 (psychic)
Speed: 10 (hover)

Special Abilities

None

Benefits & Banes

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect an apparition normally.

Ignore Armour: An apparition's attacks always ignore armour.

Treasure

Each of the bandits has 1d3 gold (their payment from Galdor). The room also includes a few silver candlesticks and other ornamentation worth 2d6 gold.

Galdor

Galdor has ceremonial jewelry worth 5 gold. He also has a crumbling scroll. It details a forbidden ritual that involves using the talisman to raise a single individual from the dead. The ritual does not depend on on the condition of the corpse or how long the individual has been dead. Transcribing the ritual requires a successful **Decipher (Wits)** test against **Difficulty 20** and takes at least 1d6 days to fully comprehend. The consequences of this ritual are described in the conclusion of this adventure.

The Chapel

Searching the chapel turns up a heavy, leatherbound volume stolen from the High Temple. The tome is entitled *On Talismans.* This anonymously authored book describes several known talismans and their various magical properties. (As the GM, you can decide how extensive this knowledge is and how many talismans are described. When describing their properties, one option is modifying the Talisman chart from the **Talismonger** in **Chapter 2**.)

The occult tome also notes that many talismans, in addition to possessing a wide range of powerful magical effects, also act as keys, allowing those who possess them to pass through magical doors and barriers. Some may even allow access to the spirit realm. If you want to elaborate further, the book hints at a number of talismans hidden throughout the Realm that might have been made by the Great Wizard. Galdor made several notes in this latter section. The tome offers other possibilities, some of which are detailed in the conclusion of this adventure.

Bandit

Neutral
Threat: 14
Strength: 4 **Craft:** 2
Armour: 3 (leather tunic) **Life:** 12
Attacks: 1 **Damage:** 1d6+4 (sword)
Speed: 12

Special Abilities

Ambush!: Bandits are exceptionally skilled at taking advantage of surrounding terrain to spring ambushes. If a group of bandits is lying in wait, when the players make their Surprise tests (see **Surprise Attacks** in **Chapter 2** of the *Player's Guide*), the GM can roll 1 ambush die, set it aside, and then replace any 1 die rolled by the players (except a Kismet Die) with the ambush die roll.

Reinforcements: Bandit groups are rarely all on a raid together. Some protect the camp, while others hunt for food while their brethren hunt for other forms of prey. When a bandit calls for Reinforcements, an additional 1d6 bandits arrive at the current location in 1d3+1 rounds. Once at least six bandits have been summoned, this ability cannot be used by any other bandit in the area.

Giant Beetle

Neutral
Threat: 13
Strength: 4 **Craft:** 1
Armour: 12 (natural) **Life:** 12
Attacks: 1 **Damage:** 1d3+4 (mandibles)
Speed: 12

Special Abilities

Devour: Instead of inflicting damage after a successful attack, the giant beetle can devour one of the target's Followers. A target can negate this special ability by jumping in the way and immediately taking damage equal to full two attacks.

Benefits & Banes

Uncharmable: A minstrel cannot charm this creature, although this creature will not attack a minstel unless that character attacks them first.

Skeleton

Evil
Threat: 13
Strength: 2 **Craft:** 2
Armour: 5 (rotted armour) **Life:** 12
Attacks: 1 **Damage:** 1d3+2 (unarmed), 1d6+1 (sword or bow)
Speed: 10

Special Abilities

Undead Fortitude: If a character's single attack does not inflict enough physical damage to completely destroy a skeleton's body by reducing its Life to 0, the skeleton can ignore the damage dealt by that attack. (Psychic damage is not affected by this Special Ability.) Skeletons are also Resistant to Blades (see below).

Benefits & Banes

Resistant to Blades: Skeletons take half damage from bladed weapons and arrows, due to their lack of flesh or vital organs. (Reduce that damage before applying Undead Fortitude.)





Map of the Realm

Appendix I: Critical Failures and Aspirations

Critical Failure

If you want to use the optional rule for Critical Failures, it works like this: when a player's roll for a test is a Failure with a 1 on the Kismet Die, the GM can immediately spend the Dark Fate earned to declare that the test is a "fumble," also known as a Critical Failure.

The following lists include some possible consequences for groups that choose to use this optional rule. You can ask a player who makes a Critical Failure on a test to roll on one of these tables, you can choose a result from the tables that you feel is appropriate, or you can come up with something on your own, using these tables as guidelines. These tables are presented for some of the more common and likely fumbles, but there are certainly many more possibilities. Consider this option as well: Rather than having a Critical Failure just be punishing, make it fun as well. Use the failure to enhance your storytelling by describing exactly how things go horribly awry, maybe even injecting a bit of humour.

Melee Combat

Roll 1d6	
1	Accidentally throws or drops their weapon, which lands 1d3 metres away.
2	Hits a nearby ally for full damage (if that PC fails a defence test).
3	A nonmagical weapon breaks.
4	Hits self for half damage.
5	Attacker falls down. Character is now prone.
6	Injures self by slamming or falling into an object (or an opponent's weapon or shield). Takes 1d6+1 damage (which ignores armour).

Missile Combat

Roll 1d6	
1	Bowstring breaks.
2	Hits a nearby ally for full damage (if that PC fails a defence test).
3	Hit something valuable or dangerous (shatters an oil lamp, triggers a rockfall, etc.).
4	Fletching catches the archer's eye. For 1d3 days, the archer gets a −2 penalty to all Missile Weapon tests and all tests involving sight.
5	Breaks 1d6 arrows or missile weapons.
6	Damages remaining missile weapons. Gets a −2 penalty on all tests when using one of those weapons unless it's repaired.

Spellcasting

Roll 1d6	
1	Backlash! The character loses 1d6 spell points or takes 1d6 damage (player's choice).
2	The caster casts a completely different spell. Choose randomly.
3	The caster fails to cast the spell and loses memory of it.
4	Spell affects the caster instead of the Enemy (if it's an offensive spell) or an Enemy instead of the intended target (if it's a defensive spell.)
5	If the character is casting an attack spell, it affects the wrong target; otherwise, they cast a random attack spell at a random Enemy. (At the GM's discretion, it might hit a random character, ally, or Enemy.)
6	The caster is stunned. They have a −4 penalty to all future Spellcasting tests until they take a short rest.

Acting as a Guide

Roll 1d6	
1	Completely lost. The party travels for a day in the wrong direction.
2	The Guide leads the party into a dangerous location (such as a hazard, dangerous important location, or enemy ambush.) Overcoming this obstacle does not save any time.

3	The Guide leads the party for a day past their intended location and into danger.
4	The Guide gets something irritating in their eyes. They have a −2 penalty to all Guide tests for 1d3 days.
5	The Guide takes a "shortcut" through a dangerous area. Watchers and Hunters have a −2 penalty to their Watcher and Hunter tests in this area.
6	The Guide loses their map (if they have one).

Acting as a Watcher

Roll 1d6	
1	The Watcher completely fails to notice an ambush. Each character has a −6 penalty to the resulting Surprise test.
2	The Watcher fails to notice a powerful Enemy. Roll or choose an encounter from a higher-level table. All penalties for Failure apply.
3	The Watcher fails to notice a trap. Until someone triggers the trap, other characters have a −2 penalty to notice it.
4	The Watcher discovers a nearby Enemy as per a Standard Success, but it's something much more powerful than that result normally indicates.
5	The Watcher gets something irritating in their eyes. That character has a −2 penalty to all Watcher tests for 1d3 days.
6	The Watcher is distracted and injured for 1d6+1 damage, which ignores armour (e.g., falls in a hole, trips over a rock, etc.).

Aspirations

Aspirations are part of an **optional rule** presented in **Chapter 1** of the *Game Master's Guide*. They provide a means for player characters to earn additional Light Fate and/or experience. If you're using this rule, each player gets to list one Aspiration for their alignment, ancestry, and class on their character sheet. When the conditions of a player character's Aspiration are met, that character crosses off the Aspiration, and they get a reward of Light Fate and/or experience. At the end of the session or story, the player gets to pick a new Aspiration.

Even if you decide not to use this optional rule, players can still choose or define Aspirations for their characters; this choice can assist them with roleplaying and help them flesh out their characters' personalities. In this case, the only reward a player gets for fulfilling an Aspiration is a well-defined character, but sometimes, that's enough of a motivation to encourage good roleplaying. Players are encouraged to come up with their own Aspirations. They can roll on (or choose from) these tables or simply use them as inspiration. In any of these methods, the GM always has the final say on whether an Aspiration is acceptable.

If a character fulfills an Aspiration at the end of a session or story (after which Light Fate would be reset), the GM can permit the player to gain the Light Fate they would have earned at the beginning of the next story or session.



Alignment

Alignment Aspirations represent the eternal struggle between Good and Evil, as well as the challenge faced by those who would maintain balance between those two forces. These Aspirations should represent that struggle (and the resulting challenge) in some way. Often, the struggle pits a hero's willingness to sacrifice one's self for the greater good versus an anti-hero's selfish desire for an increase in personal power.

GMs should be particularly wary of allowing characters to take Aspirations that might bring a party into conflict. This can especially be true of Evil Aspirations. If a party consists entirely or mostly of Evil characters (instead of a more mixed group), it's far more likely they'll find enough common ground to work together. You'll want to be especially careful with groups that have mixed alignments. For more details on this subject, see the sidebar **Playing Evil Characters** in **Chapter 6: Character Creation and Advancement** in the *Player's Guide*.

Good

Roll 1d6	
1	Uncover a conspiracy to the Realm.
2	Sacrifice something (wealth or power) for the greater good.
3	Remove an evil tyrant from power.
4	Aid another despite great risk to yourself.
5	Show someone the Light, or help an Evil enemy become Good.
6	Show mercy to an enemy.

Neutral

Roll 1d6	
1	Protect the natural world.
2	Settle a dispute between Good and Evil individuals.
3	Convince a former enemy to become an ally.
4	Refuse to be bound by social constructs. Go your own way, despite the consequences.
5	Stand aside during a dispute between Good and Evil.
6	Convince a Good or Evil being to change their ways and pursue Neutrality.

Evil

Roll 1d6	
1	Sow chaos and disorder in an institution or organisation.
2	Increase your own power at the cost of an enemy.
3	Utterly destroy an enemy.
4	Defeat an enemy through lies and deceit.
5	Do something that gives you great joy while hurting (not necessarily physically) another.
6	Kill an enemy who surrenders to you.

Ancestries

In a way, a character's ancestry is the core of who they are. As a result, characters may find Aspirations that pertain to their ancestry very compelling. The first three Aspirations listed for each ancestry relate directly to a background. These are not limited to characters with those backgrounds, but they're particularly effective for characters who have them.

Dwarf

Roll 1d6	
1	Protect a location from an incursion of outlaws or goblinoids. (Hillguard Background)
2	Be recognised in a human settlement as a person of importance. (Cragborn Background)
3	Build or create something of lasting importance. (Townsmith Background)
4	Recover an artifact that's important to the dwarves.
5	Explore an ancient ruin or dungeon built by dwarves.
6	Defeat a giant (or other huge monster) in single combat.

Elf

Roll 1d6	
1	Visit the realm of the fey. (Feyfriend Background)
2	Uncover a previously lost piece of history. (Lorekeeper Background)
3	Protect a forest or other natural place from destruction. (Forestguard Background)
4	Spend time in contemplation at a site that's important to the elves.
5	Decipher an ancient text that contains important information or lore.
6	Return to the elvish homeland in the Great Forest and spend time among other elves.

Ghoul

Roll 1d6	
1	Learn a means (other than the Rise Special Ability) for creating undead. (Gravehound Background)
2	Be recognized as an equal by a person of importance among non-ghouls. (Diaspora Background)
3	Shepherd a friend or loved one to the realm of the dead. (Soulkeeper Background)
4	Learn a piece of forgotten lore concerning the realm of the dead or spirits.
5	Protect a graveyard or cemetery from the corruption of Oblivion.
6	Tend to an important grave or tomb that has been desecrated.

Human

Roll 1d6	
1	Explore a place unknown to humanity. (Nomad Background)
2	Earn a position or title of importance in the City. (Citydweller)
3	Save a town or (mostly) human settlement from destruction. (Farmer Background)
4	Discover an important secret.
5	Turn an enemy into an ally.
6	Recruit seven allies, one from each (core) ancestry.

Leywalker

Roll 1d6	
1	Unlock a magical door or other place that has been sealed for centuries. (Gatekeeper Background)
2	Find a previously lost passage or secret location. (Wayfinder Background)
3	Discover a spell that has been lost or create a new one. (Linerunner Background)
4	Discover a lost magical relic or artefact.
5	Recruit an important magical ally.
6	Help a leywalker's lost offspring recover their ancestry.

Sprite

Roll 1d6	
1	Perform a service for one of the High Lords of the fey. (Courtier Background)
2	Save a forest or animal habitat from destruction. (Commoner Background)
3	Gain acceptance from the fey courts. (Exile Background)
4	Earn respect or acceptance from a group of non-fey.
5	Play a particularly deadly prank on an enemy or adversary.
6	Play a prank that has long-lasting or widespread impact.

Troll

Roll 1d6	
1	Defend a bridge or other location from an enemy attack against great odds. (Bridgewarden Background)
2	Convince a person who is initially terrified of you (because you're a troll) to become an ally or friend. (Worldwalker Background)
3	Create or repair an item of lasting importance. (Ironbound Background)
4	Through your actions, make yourself welcome in a settlement that fears trolls.
5	Learn a long-lost secret of the trolls.
6	Defeat a powerful enemy in single combat.



Classes

Class Aspirations tend to be more immediate and less esoteric than those gained from alignments or ancestries. You've got a job to do. You do it well.

Assassin

Roll 1d6	
1	Assassinate an enemy who never sees you.
2	Assassinate an enemy without ever drawing a weapon.
3	Assassinate an enemy who is surrounded by underlings without harming any of the underlings.
4	Finish two contracts in the same day.
5	Defeat a much more powerful enemy without taking any damage.
6	Penetrate a heavily defended place (castle, manor, temple) without being detected.

Druid

Roll 1d6	
1	Protect a sacred grove from destruction.
2	Protect a sacred animal (such as a white stag) from hunters.
3	Learn a secret of the forest.
4	Gain a fey ally.
5	Discover a new animal thought to be mythical or extinct.
6	Destroy an unnatural enemy that threatens the wild.

Minstrel

Roll 1d6	
1	End a conflict through music or song.
2	Gain an ally as the result of a performance.
3	Learn a secret of the ancient Realm.
4	Discover a long-forgotten song, poem, or story.
5	Be invited to perform by the nobility.
6	Make an ally out of an enemy.

Priest

Roll 1d6	
1	Protect a holy place.
2	Convert a Stranger to the Light.
3	Return a lost relic to the Chapel.
4	Learn something new about the On High.
5	Save the life of an innocent at personal cost.
6	Learn a secret of Oblivion that you can use to fight the Dark Powers.

Prophet

Roll 1d6	
1	Let the fates guide you when it's not in your best interest.
2	Aid an ally with your prophesy.
3	Save an innocent with your prophesy.
4	Find your way out of a deadly situation through prophesy.
5	Discover an ancient relic of prophesy. (This could be a pool of prophecy or divining tools.)
6	Learn a secret of Oblivion that you can use to fight the Dark Powers.

Scout

Roll 1d6	
1	Protect a sacred natural place (or animal or nature spirit) from destruction.
2	Hunt and kill or capture a noble quarry (possibly a white stag or dragon).
3	Discover a long-hidden place in a dangerous forest.
4	Lead a group safely through enemy territory without being spotted.
5	Lead someone who is lost to safety.
6	Protect a settlement.

Sorcerer

Roll 1d6	
1	Learn a forbidden secret or lore.
2	Communicate directly with a lady or lord of the fey or the Dark Powers.
3	Discover a lost tome of knowledge.
4	Discover a new of forgotten spell.
5	Learn a secret of the fey or the Dark Powers.
6	Learn something important about the nature of magic in the Realm.

Thief

Roll 1d6	
1	Steal an object of your heart's desire.
2	Steal something from a well-protected place, such as a bank vault in the City.
3	Do something foolhardy to attain wealth.
4	Disarm or avoid an incredibly dangerous trap.
5	Steal something from a powerful entity, such as a lord or lady of the fey or one of the Dark Powers.
6	Defeat an opponent without them ever seeing you.

Warrior

Roll 1d6	
1	Defeat a nemesis in single combat.
2	Survive a battle against enemies who greatly outnumber you and your allies.
3	Dive into a hopeless battle without heed for your safety.
4	Defend an ally at great personal risk.
5	Meet a great warrior hero of the Realm.
6	Slay a dragon or other powerful mythical beast.

Wizard

Roll 1d6	
1	Learn something important about the nature of magic in the Realm.
2	Learn something of the history of the Great Wizard.
3	Discover a new or forgotten spell.
4	Create something magical.
5	Take a magic item, spell, or secret from a nemesis.
6	Create a magical item.

Appendix II: Enemies and Strangers

Enemy Encounters

You can use following tables when PCs have a random encounter in the wilderness. Such an encounter might be indicated as the result of a Watcher test or camping test, or the GM might just want an encounter to make a journey more interesting. These encounters are designed to provide a decent challenge for an average party of the appropriate level. However, only the GM will really know what the challenge will be and whether it might mean certain death for the PCs.

The number of Enemies is included as a guideline or an option for those who prefer randomness. To generate a random number for these tables, roll 3d6. Although randomising encounter size is quick and easy, tailoring an encounter to your PCs usually makes for more enjoyable play. Some of the encounters on these charts are a higher Threat than would be recommended for parties of these levels. In such cases, the numbers have been reduced, but GMs may also wish to provide means for the characters to be clever and avoid these encounters. Some of these clever resolutions may involve solutions that don't rely on combat.

Use these tables as a guideline to create encounters, adjusting the numbers and type of encounter as you see fit. If you roll an encounter that just doesn't make sense, then reroll or choose something different. Also, remember that not every encounter (even with Enemies) needs be a combat encounter. A dragon might let a group of adventurers pass if they offer up a Follower as a snack or present it with an item of value. In some cases, it might be better for the PCs to sneak by or even run away. If they survive, they've earned their XP.

When designing encounters, you can use the Threat of a monster as a guide. In most cases, a party ought to be able to handle groups of Enemies with a Threat equal to their level + 11, plus or minus 1. Thus, a group of four 1st level PCs should be able to handle a group of four Threat (11) Kobolds, or a group of four Threat (12) wild boar, or even four Threat (13) Wolves.

When choosing Enemies with a Threat higher than the party's level + 12, you might want to consider choosing a number of Enemies lower than the number of player characters, preferably at least half the number of PCs or lower. If the Threat rating is significantly lower, you can increase the number of Enemies, although at a certain point, some Enemies simply won't be a threat of any kind. Threat isn't always a perfect benchmark for a particular Enemy. You'll also want to pay attention to an Enemy's Special Abilities. (For example, some Enemies can summon more Enemies, some can make optimal use of their terrain, and some have powerful immunities.) Also keep these factors in mind (along with the party's efficiency) when awarding XP after an encounter. It shouldn't take too long for you to get a good sense of what constitutes a good fight for your PCs. Until you get a better handle on these considerations, use these tables as a guide, not as a strict imperative.

Not every type of Enemy is listed on these encounter tables. If what you see here doesn't work for your encounter, peruse **Chapter 4: Enemies** in the *Game Master's Guide* for more options.

Level 1-3 Encounters

The following tables are for characters between 1st level and 3rd level.

Hills or Mountains

Roll 3d6	
3	Lemure (1d6)
4	Dark Acolyte (1d6)
5	Gnoll (1d3)
6	Mountain Goat (1d6)
7	Giant Fly (1d6+3)
8	Ape (1d6)

9	Vampire Bats (1d6+3)
10	Goblin (1d6)
11	Wolf (1d6)
12	Kobold (1d6+1)
13	Bear (1d3)
14	Carrion Crows (1d6+3)
15	Mountain Lion (1d3)
16	Bandit (1d3)
17	Knocker (1d3)
18	Banshee (1)

Plains

Roll 3d6	
3	Serpent (1d3)
4	Lion (1d3)
5	Mammoth (1d3)
6	Lemure (1d6)
7	Gnoll (1d3)
8	Giant Rat (1d6+1)
9	Giant Fly (1d6+3)
10	Wolf (1d6)
11	Wild Boar (1d6)
12	Ape (1d6)
13	Mountain Lion (1d3)
14	Giant Beetle (1d3)
15	Carrion Crows (1d6+3)
16	Banshee (1d3)
17	Manticore (1d2)
18	Stranger (roll on the **Stranger** table)

Woods

Roll 3d6	
3	Serpent (1d3)
4	Dark Acolyte (1d6)
5	Ape (1d6)
6	Gnoll (1d3)
7	Carrion Crows (1d6+3)
8	Forest Goat (1d3)
9	Bear (1d3)
10	Wolf (1d6)
11	Goblin (1d6)
12	Wild Boar (1d6)
13	Vampire Bats (1d6+3)
14	Giant Spider (1d3)
15	Vassal of Mab (1d6)
16	Bandit (1d3)
17	Giant Beetle (1d3)
18	Hobgoblin (1d3)

Level 4-7 Encounters

The following tables are for characters between 4th level and 7th level. You'll note that some of these encounters include Enemies from the previous tables. In these cases, the number of Enemies encountered has been increased.

Hills or Mountains

Roll 3d6	
3	Earth Elemental (1d3)
4	Kobold (2d6)
5	Giant Worm (1d6)
6	Knocker (1d6+3)
7	Basilisk (1d6)
8	Lion (1d6)
9	Manticore (1d6)
10	Ogre (1d6)
11	Hobgoblin (1d6+3)
12	Cave Troll (1d6)
13	Serpent (1d6)
14	Harpy (1d6)
15	Bandit (1d6+1)
16	Wraith (1d6)
17	Wyvern (1d6)
18	Dragon (1) or Stranger (roll on **Stranger** table)

Plains

Roll 3d6	
3	Air Elemental (1d3)
4	Spectre (1d6)
5	Barrow Wight (1d6)
6	Will-o'-the-Wisps (2d6)
7	Serpent (1d6)
8	Giant Worm (1d6)
9	Hobgoblin (2d6)
10	Mammoth (1d6)
11	Lion (1d6)
12	Manticore (1d6)
13	Coblynau (1d6)
14	Wyvern (1d6)
15	Boggart (1d6)
16	Giant (1d3)
17	Banshee (1d6+1)
18	Dragon (1) or Stranger (roll on the **Stranger** table)

Woods

Roll 3d6	
3	Red Cap (1d3)
4	Pixies (1d3)
5	Serpent (1d6)
6	Hobgoblin (2d6)
7	Wyvern (1d6)
8	Cave Troll (1d6)
9	Breeze Sylph (1d6)
10	Coblynau (1d6)
11	Boggart (1d6)
12	Forest Goat (2d6)
13	Ogre (1d6)
14	Harpy (1d6)
15	Fae Witch (1d6)
16	Naiad (1d6)
17	Fomorian (1d6)
18	Woodland Drake (1) or Stranger (roll on the **Stranger** table)

Level 8-10 Encounters

The following tables are for characters between 8th and 10th level. You'll note that some of these encounters include Enemies from the previous tables. In these cases, the number of Enemies encountered has been increased.

Hills or Mountains

Roll 3d6	
3	Lich and Skeletons (1/2d6)
4	Death Knight (1d6)
5	Wyrd Dragon (1d2)
6	Gargoyle (1d6+1)
7	Cave Troll (1d6+3)
8	Pixies (1d6)
9	Air Elemental (1d6)
10	Red Cap (1d6)
11	Sluagh (1d6)
12	Giant (1d6)
13	Formorian (1d6)
14	Fae Witch (1d6+1)
15	Earth Elemental (1d6)
16	Wraith (1d6+3)
17	Dragon (1d2)
18	White Stag (1) or Stranger (roll on the **Stranger** table)



Plains

Roll 3d6	
3	Death Knight (1d6) or Stranger (roll on the **Stranger** table)
4	Fae Witch (1d6+1)
5	Pixies (1d6+)
6	Giant Worm (2d6)
7	Barrow Wight (2d6)
8	Serpent (2d6)
9	Air Elemental (1d6)
10	Sluagh (1d6)
11	Giant (1d6)
12	Wyvern (1d6+3)
13	Mammoth (2d6)
14	Manticore (1d6+3)
15	Lion (2d6)
16	Red Cap (1d6)
17	Wraith (1d6+3)
18	Dragon (1d2)

Woods

Roll 3d6	
3	Doppelganger (1d3) or Stranger (roll on the **Stranger** table)
4	Fire Elemental (1d6)
5	Fae Witch (1d6+3)
6	Dragon (1d2)
7	Harpy (1d6+3)
8	Ogre (1d6+3)
9	Breeze Sylph (1d6+3)
10	Wyrd Dragon (1d2)
11	Pixies
12	Sidhe
13	Sluagh
14	Woodland Drake (1d2)
15	Wyvern (1d6+3)
16	Fomorian (1d6+3)
17	Wraith (1d6+3)
18	White Stag (1)

Stranger Encounters

An Enemy encounter might indicate a Stranger or certain Interesting Locations discovered while making a Guide test. (**Appendix III** includes many Interesting Locations.) The GM can also use this table to introduce a fun but non-deadly encounter. As with all these tables, feel free to choose encounters, roll for them randomly (by rolling 1d6), or use them as inspiration for your own Stranger encounters.

Hills or Mountains

Roll 1d6	
1	Tracker
2	Prospector
3	Leprechaun
4	Shrine Priest
5	Leper
6	Faery

Plains

Roll 1d6	
1	Talismonger
2	Armoursmith or Weaponsmith
3	Barterer or Peddler
4	Healer
5	Cutpurse
6	Astrologer

Woods

Roll 1d6	
1	Faery
2	Leprechaun
3	Talismonger
4	Tracker
5	Sage Owl
6	Shrine Priest

Appendix III: Interesting Locations

Interesting Locations

The Realm is full of interesting locations characters can discover. This section includes many examples you can add to your game. Characters might discover one of these as the result of a Guide test, or the GM may use one of them to spice up a journey. When you're the Game Master, you can choose one, or if you want to let fate take a hand, you can roll a d6 twice: use the first result for the first number, and use the second result for the second number. For example, if the first number rolled is 3 and the second is a 2, the PCs have discovered Interesting Location 32, a Faery Gate. When you're planning an adventure, you might want to come up with a list of locations that make sense for the area the PCs are exploring. As always, GMs are encouraged to create their own interesting locations using the locations described here as inspiration.

11	**Altar of Desire** An ancient, worn marble altar rests atop a small hill. The altar is engraved with images of humanoid beings engaged in acts of passion. Two other engraved images show a lover being sacrificed and a new lover arriving and falling into the arms of the one making the offering. A character can make a **Difficult Lore (Wits)** test to interpret the nature of the altar. The altar offers a character the opportunity to sacrifice a Follower and summon a new Follower (of equal power) of their choice. Sacrificing a Follower in this manner is an Evil act; it cannot be performed by a Good character. A Neutral character who takes this action becomes Evil.
12	**Altar of Greed** This altar was exquisitely carved from white marble. It's adorned with gold inlay and gemstones. The ground around the altar is soft. If it's disturbed, the ground appears to be drenched in blood. A character can make a successful **Difficult Lore (Wits)** test to know the nature of the altar. The altar allows a character to make a blood sacrifice to gain treasure. If a character sacrifices their own blood, that inflicts a Wound that cannot be healed; it remains for one month. As an alternative, the character can sacrifice a Follower. This is an Evil act. A Good character cannot attempt it, and a Neutral character who takes this action becomes Evil. If a character makes either sacrifice, a pile of treasure containing 3d6 gold worth of coins and gemstones appears at the foot of the altar.
13	**Altar of Wrath** This altar is made of polished, black basalt. An obsidian dagger rests atop it. Images carved on the altar show a spear or bolt of lightning from the sky striking a human figure. A character can attempt a **Difficult Lore (Wits)** test know the nature of the altar. The altar allows a character to make a blood sacrifice to inflict harm on a foe. The character can sacrifice their own blood. This action inflicts 1 Wound that cannot be healed; it remains for one month. Alternatively, the character can sacrifice a Follower. This altar is only usable by a character of Evil alignment. If a successful sacrifice is made, the named and envisioned foe immediately takes 2d6 + Craft damage and suffers 1 Wound that does not heal for one month.

14	**Ancient Altar** An ancient and crumbling alter is covered in vines and weeds. Anyone who takes the time to clear it might be granted with a gift (roll 1d6). 1 — Nothing happens. 2 — A Faery Stranger arrives. 3 — The character gets 1d6 gold in coins and gems. 4 — Bestows a blessing. The character gets a +2 physical damage modifier until the next sunrise. 5 — Bestows a blessing. The character gets a +2 psychic damage modifier until the next sunset. 6 — Bestows a minor magical item.
15	**Arena** A temporary combat arena has been set up here. A character can place a wager and fight an enemy. These duels are not to the death, and anyone who inflicts a Killing Blow is banned from the arena. If a character wins, they receive twice their bet. If they lose, they are healed and sent on their way.
16	**Black Market** A goblin is holding a black market, one where stolen and illegal goods can be bought and sold. Many types of poisons can be found at the black market, along with some minor magical items (which have, of course, been stolen).
21	**Blighted Shrine** A small stone shrine rests upon a barren hill. Many small, dead animals lie around the perimeter of the shrine. The air has a putrid and unwholesome smell. Examination shows that they died a painful but natural death. A character who makes a successful **Difficult Lore (Wits)** test understands that this is a former shrine to nature. It has been corrupted. Any small animals (including Followers) that approach within five metres die instantly.
22	**Boneyard** A charnel pit is filled with bones and decaying corpses. If the pit is disturbed, skeletons or bloated zombies rise from the pit and attack.
23	**Carnival** A small, carnival is being held here in a tent. The characters find 1d3 Strangers, games of chance, and rustic entertainment.
24	**Castle Ruins** The crumbling ruins of an ancient castle rise from the ground. Only a few rising pillars, an archway, and the foundation remain. This might be a place for an encampment of bandits or goblins, or it might hide an entrance to a dungeon.



25

Cave

A deep cave lies beyond. It may be empty, or it might hold a random Enemy. It may even connect to a dungeon deep beneath the ground.

26

Cave of Bones

A small cave is filled with bones of the long dead. This place is almost certainly haunted by evil spirits. It may also be the residence of a Shrine Priest Stranger.

31

Dungeon

The characters have discovered the entrance to an ancient underground dungeon. This could be the start of a new adventure!

32

Faery Gate

This gate can take many forms. It might appear as a waterfall, a faery ring, a split oak tree, or something more exotic hidden in the wilderness. No matter what form this gate takes, the air around it shimmers, and faeries are likely nearby.

A character can make a **Hard Lore** or **Survival (Insight)** test to recognize this phenomenon as a faery gate. Anyone who steps through is instantly transported to another faery gate somewhere in the Realm. Roll 1d6. Possibilities include:

1	The Cursed Glade
2	Throne Wood
3	White Horse Hills
4	A basement in the Castle
5	Hollow Hills
6	The Great Forest

33

Faery Glade

This pleasant glade is filled with mushroom rings and bright flowers. A dozen or so tiny faeries dance and play in the glade, beckoning for you to join them in their mad, merry dance.

Anyone who dances with the faeries makes a **Hard Athletics** or **Fortitude (Resolve**) test or a **Hard Entertain (Insight)** test. The result of the test determines the outcome of the dance.

Failure: The character falls into a deep slumber and awakens 1d3 days later with 1 Wound. Their new surroundings are a few kilometres from where they found the glade.

Standard Success: The character has a pleasant night but eventually passes out from exhaustion. They awaken the next morning with 1 Wound but discover that they have been left a gift. Roll 1d6.

1–2	Receive 2d6 faery gold that turns to leaves at the next new moon.
3–5	Receive 2d6 gold in gemstones.
6	Receive a potion or minor magical item.

Great Success or Better: The character perseveres and dances through the night. They gain 1 Light Fate, learn a Common spell of their choice, and recruit an animal Follower.

34

Faery Mound

The party finds an ancient faery mound. If a character is quiet and listens, they can make a **Hard Notice (Insight)** test to hear singing coming from within the mound. If the singing is heard, they must then make a Hard defence test using their **Craft**. If the test is failed, they go off in search of the singing and enter the mound, which leads to a fae realm. The GM might come up with a new adventure for what happens in the fae realm; as an alternative, the player character emerges from a Faery Gate 1d6 weeks later with memories of events devised by the player and GM.

35

Forgotten Pantheon

Ruined statues portray a forgotten pantheon of ancient gods. If a character makes a successful **Difficult Decipher (Resolve)** test, that character can change their alignment.

36

Fountain of Wisdom

Pure waters flow from a fountain. A successful **Difficult Decipher (Wits**) test reveals a fountain dedicated to a long-forgotten god of Wisdom. Roll 1d6. Drinking the water has one of the following effects:

1	The imbiber is dazed and confused. That character has a −2 penalty to any test that uses an aspect of Craft until they take a full rest.
2	Gain +1 to any test that uses an aspect of Craft until the next sunset.
3	Gain +1 to any test that uses an aspect of Craft until the next sunset.
4	Gain +2 to any test that uses an aspect of Craft until the next sunset.
5	The character is granted a Common, Basic spell (GM's choice).
6	The character is granted any Common spell (player's choice).

41

Idol

This crumbling statue roughly resembles a humanoid with scaly skin and four arms. Beyond these crude details, it is unidentifiable. A successful **Difficult Lore (Wits**) test allows a character to know that this statue depicts an ancient, evil, long-forgotten god from before the time of the Great Wizard. Any character who approaches within 5 metres can sense an aura of Evil radiating from the statue.

Evil or Neutral characters hear a faint whispering in their mind, *"Offer me your prayers, and I shall grant you a gift… a great gift!"* If the character kneels and offers prayers or an offering to the entity, they roll on the **Effects of Evil Character Praying** or **Effects of Neutral Character Praying** chart.

Good characters suffer a −2 penalty to all tests while within 5 metres of the statue. If a Good character touches the statue (even with an object or weapon), they must succeed at a **Fortitude (Mettle)** test against **Difficulty 17** or become poisoned, taking 1d6 damage (which ignores armour) each round for the next 1d6 rounds.

(Continued below)

(Continued from above)

If a character uses a Shatter spell on the statue, or if the statue takes 20 Life worth of damage, the statue is destroyed and no longer has any magical effects.

Effects of Evil Character Praying

Roll 1d6	
1	Gain **Poison Touch**. The character can emit poison through their hands, which causes 1d6 damage per round for 1d6 rounds. They can use this effect 1d6 times.
2	Gain **Abyssal Fire**. The character can hurl magical fire at one target within 30 metres. Use **Craft** for the attack test; a successful roll inflicts 3d6 + Craft damage.
3	Gain 1d6 additional temporary Life. (Once it's gone, that Life cannot be regained.)
4	The character has +2 damage on all attacks (physical and magical) until the next sunset.
5	The character gains 1d6 gold worth of gemstones.
6	The character gains an Imp or Spirit Follower.

41

Effects of Neutral Character Praying

Roll 1d6	
1	Gain **Horns**. The character grows horns that last until the next full moon. When the character encounters Good or Neutral NPCs, those NPCs are at least Suspicious; alternatively, any random rolls to determine an NPC's Attitude have a −2 penalty. (See **Attitude** in the core rules.)
2	Gain **Evil Fortitude**. For one month, any time the character inflicts damage to a creature with a Good alignment, they heal 1d6 Life.
3	Gain 1d6 additional temporary Life. (Once it's gone, that Life cannot be regained.)
4	Gain **Smite**. The character has +2 damage on all attacks against any creature with a Good alignment. This effect lasts one month.
5	The character gains an Imp or Spirit Follower. The entity constantly whispers to the character and tries to get them to commit Evil actions. Each time the character performs a Good action (as determined by the GM), the Follower loses 1 Loyalty.
6	The character's alignment changes to Evil.



42

Magic Stream

Water flows through this locale in a sparkling, crystal clear stream. A character making a successful **Hard Survival** test recognizes this location as magical, although they do not know the stream's effects. Roll 1d6 for its effects or choose one.

1	Any character touching the waters must make a successful **Hard Fortitude (Resolve)** test or fall asleep for 1d6 hours.
2	The stream is poison (GM's choice).
3	Drinking the waters grants 1d6 additional temporary Life. (Once it's gone, that Life cannot be regained.)
4	Anyone drinking the waters has +2 damage on all attacks (physical and magical) until the next sunset.
5	The character learns a Common spell.
6	The character is granted a vison of something important to them.

43

Mystic Portal

A mystic portal grants instantaneous passage to another place in the Realm. The character can see through the portal, and they can determine the destination by making a successful **Difficult Lore** or **Survival (Wits)** test. Roll 1d6 or choose a location.

1	The Crags
2	The City
3	The Temple
4	The Castle
5	Villedoc
6	The portal teleports you wherever you wish in the Realm!

44

Pool of Fortitude

Pure water flows from a fountain. A successful **Difficult Decipher (Wits)** test reveals the fountain was dedicated to a long-forgotten god of Strength and Fortitude. Roll 1d6. Drinking the water has one of the following effects:

1	The character is weakened. Until they take a full rest, they get a −2 penalty to any test that uses an aspect of Strength.
2	Gain +1 to any test that uses an aspect of Strength until the next sunset.
3	Gain +1 to any test that uses an aspect of Strength until the next sunset.
4	Gain +2 to any test that uses an aspect of Strength until the next sunset.
5	The character adds +2 damage to physical attacks until the next sunset.
6	The character adds +4 damage to physical attacks until the next sunset.

45 Pool of Fortune

This fountain offers pure water. A successful **Difficult Decipher (Wits)** test reveals a fountain dedicated to a long-forgotten god of Luck and Fortune. Roll 1d6. Drinking the water has one of the following effects:

1	You cannot gain Light Fate until the next sunrise.
2	Lose 1d3 Light Fate.
3	Gain 1 Light Fate.
4	Gain 2 Light Fate.
5	Gain 1d3 Light Fate.
6	You gain 1d6 Light Fate, and the GM gains 1d3 Dark Fate.

46 Pool of Life

Thick green moss speckled with white flowers surrounds a small pool of clear water.

The water from this pool acts exactly like a *healing potion*. Characters can drink directly from the pool or fill a canteen or vial. No matter how much water a character takes, each character receives the equivalent of one potion.

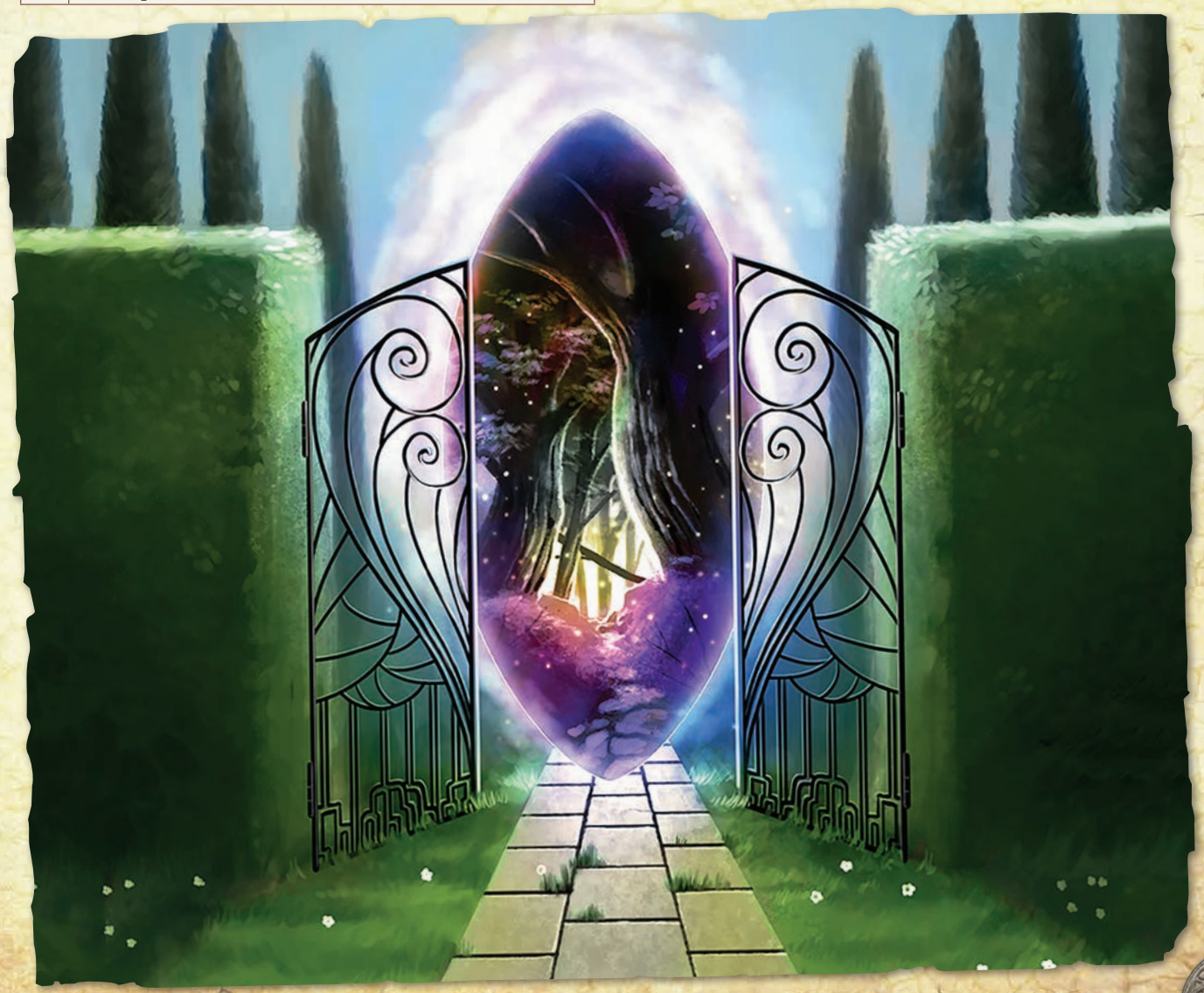
51 Pool of Vision

A small pool is set in a basin of brightly coloured stones. Spending  or tossing in 1 gold allows a character to see a vision. The vision may be of the past, present, or future. It reveals something important to the character.

52 Riddle Stone

This rough-hewn stone is inscribed with ancient runes. When the stone is touched, the stone speaks a riddle in a deep and rumbly voice. Only the character who touched the stone can answer the riddle.

The GM can come up with a riddle of their own or allow the character to make a **Hard Decipher (Wits)** test to answer correctly. If the riddle is answered correctly, the character is granted 1d3 spells of the GMs choice. If the riddle is answered incorrectly or is not answered within 15 minutes, the character forgets any spells they've memorized or learned (although their spellbook is not affected).



53

Sacred Ground

This place is sacred to one of the alignments. If it's sacred to Good, its surroundings are light and cheery. If it's sacred to Evil, it's shrouded in perpetual gloom. If it's sacred to Neutrality, it is a wild place that remains in perpetual twilight.

The sacred ground is delineated with stone markers. As long as a character with a matching alignment stands within the demarked area, they get a +2 bonus on all tests, and Dark Fate cannot be used against them. While a character with a different alignment stands within the demarked area, they feel ill at ease: they suffer a −2 penalty to all tests, and they cannot use Light Fate.

54

Sacrificial Altar

A large, round stone altar has an unlit pyre built atop it. A stack of chopped wood is nearby, and the bare ground surrounding the altar is covered in soot.

A character can make a successful **Difficult Lore (Wits)** test to determine the nature of the altar. A character can burn a vanquished foe upon the altar as a sacrifice. Each character can make one sacrifice per year.

Total the Strength and Craft of the foe to determine the blessing they receive.

1–5	Nothing (except remorse and/or dreams about the sacrifice)
6–9	1 Light Fate or 1d6 bonus Life*
10–12	1 Light Fate and 1d6 bonus Life*
13–15	2 Light Fate or 2d6 bonus Life*
16–18	2 Light Fate and 2d6 bonus Life*
19–20	2 Light Fate and 2d6 bonus Life* or a Common spell of the player's choice

** Bonus Life lasts for one month or until it's used.*



55 Sacrificial Stone

This tall standing stone is fitted with manacles for arms and ankles. A Stranger might be secured on the stone, or it might be empty. Either way, a monster or dragon (of the GM's choice) is nearby. If its sacrifice is disturbed (or if the characters do not offer it one), it will not be happy.

56 Shrine

A small shrine surrounded with thick moss sits in a small clearing in the forest. Anyone who enters the clearing can feel the aura of protection that surrounds the shrine. The shrine is not Good or Evil; it's a shrine to the forest and the spirits that dwell there. Anyone who can cast Nature spells automatically identifies this aura. Any other character can gain this insight with a successful **Moderate Lore (Insight)** test. Anyone possessing this knowledge can also see that the shrine is a place to pray or leave offerings.

Anyone of any alignment can pray or leave an offering at the shrine. The offering can be anything, but it must have some meaning to the character. It could be a wreath made of flowers, a love letter from a sweetheart, or even a favourite snack. When a character prays or leaves an offering, that player chooses Strength or Craft and then rolls 2d6. If they roll over the attribute they chose, their character falls into a deep slumber and cannot awaken until the next sunrise or sunset. If they roll equal to or under their chosen attribute, they get to roll 1d6 on the appropriate table. Each character can make one offering.

Strength

1	The character's weapon of choice has a +1 bonus on attacks for one month; it is considered magical.
2	Their armour of choice becomes mystical, gaining 3 (physical) armour points for one month.
3	Gain 1 Light Fate.
4	The character gains a faithful Dog Follower.
5	A faery appears and gives the character a gem worth 2d6 gold.
6	The character gains a blessing that can be used at any time within a month; when it's used, they regain 2d6 Life.

Craft

1	The character is granted a Basic Common spell of their choice.
2	Their armour of choice becomes mystical, gaining 3 psychic armour points for one month.
3	Gain 1 Light Fate.
4	The character gains a Crow Follower.
5	A faery appears and gives the character a gem worth 2d6 gold.
6	The character gains a blessing that can be used at any time withing a month; when it's used, they regain 2d6 Life.

61 Shortcut

The characters encounter a Stranger (determined by the GM) who offers to show them a shortcut to wherever they're going. Generally, the characters must pay for or perform a service in exchange for this assistance.

62 Standing Stones

Ancient standing stones of great power rest here, enduring the elements. Time may vary for those who tarry too long between the stones. Anyone who sleeps in the glade between the stones may see visions of the future or the past. They may also find that they slept for longer than they expected (possibly days or even months).

63 Tomb

The party finds an ancient and crumbling tomb. A name was once carved into the lintel, but the surface is so worn that the words are no longer visible. At the GM's discretion, a character might be allowed to make a **Lore (Wits)** test against **Difficulty 17** to understand its nature; if they succeed, they have a clue as to who or what lies inside.

When the tomb is opened, roll 1d6.

1	A flock of vampire bats lives inside the tomb.
2	The tomb contains one or more barrow wights.
3	The tomb contains one or more shadows.
4	The tomb is empty, but it's haunted by disquieting voices and/or sounds.
5	The tomb contains treasure worth 3d6 gold. (There may be a trap!)
6	The tomb contains a minor magical item. (There may be a trap!)

64 Tranquil Glade

This peaceful glade is filled with flowers and toadstools. A character can make a **Lore (Wits)** or **Survival (Insight)** test against **Difficulty 14** to understand the nature of the glade. Regardless of whether anyone succeeds at this test, any who enter the glade feel drowsy and at peace. If a Good or Neutral character spends an hour in the glade, they heal all Life and Wounds, and they are cured of all poisons and diseases. For a Good character, even curses might be removed (at the GM's discretion).

65 Treasure Trove

A treasure has been buried here under a pile of rocks. It might be guarded.

Anyone passing the trove can make a **Hard Wits (Notice)** test to notice something is hidden beneath the rocks. The treasure is 3d6 in coins and gemstones, along with one or two minor magical items. The GM might decide that the trove is protected by Enemies or a trap.

66 Well of Life

This old ramshackle well has crumbling walls. Lush and verdant plant life covers the ground around it.

Anyone drinking from the well is healed of all Wounds. Their Life is fully restored, and all poisons and diseases are cured. Roll 1d6; the result is the number of characters who can drink from the well and gain this benefit before the waters become inert.

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CHARACTER NAME

Ancestry: Dwarf

Background: Townsmith

Class: Priest

Level: 1st Experience Points:

Alignment: Good



PLAYER NAME

2	Strength	5	Craft
2	Brawn	5	Insight
1	Agility	3	Wits
2	Mettle	2	Resolve

Skills

Bargain

Decipher

Empathy

Heal (First Aid)

Lore (History)

Persuasion (Negotiation)

Psychic

Spellcasting (Mystic)

Tinker

Special Abilities

Tunnel Sight (Ancestry)

Rolling Stone (Ancestry)

Unarmed (Class)

Mystic Spellcasting (Class)

Banish Spirits (Class)

Gentle Heart (Class)

Combat

Physical Damage Modifier: +2

Psychic Damage Modifier: +5

Speed: 11 Life: 11 Light Fate:

Armour

Helm: Y/(N) Shield: Y/(N) Type: None

Armour Points: 0 ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Weapons

	Attack Bonus	Damage
None		

Wounds

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

Death Tests

☐ *Diff. 8* ☐ *Diff. 9* ☐ *Diff. 10* ☐ *Diff. 11* ☐ *Diff. 12, etc.*

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CHARACTER NAME

Age: Height: Weight:

Eyes: Hair:

Description:



PLAYER NAME

2	**Strength**	5	**Craft**
2	Brawn	5	Insight
1	Agility	3	Wits
2	Mettle	2	Resolve

Gold: 1d6

Max Load: 10

Followers

Servant

Equipment

	Load		Load
Holy Symbol	–	Bedroll	.5*
Vestments	–	Tinderbox	–
Haversack	1	Mess Kit	.5*
Healer's Kit	.5*	Water Bottle	.5*
5 Prayer Candles	.5*	Censer with incense	.5*
Prayer Book	.5*		

Total 4.5

* Reduced for haversack.

Spells

Spell Points: 5

(Choose 3 Mystic Spells)

Magic Items

Healing Potion (1)

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CHARACTER NAME

Ancestry: Elf

Background: Feyfriend

Class: Scout

Level: 1st Experience Points:

Alignment: Good



PLAYER NAME

4	**Strength**	3	**Craft**
2	Brawn	2	Insight
4	Agility	2	Wits
2	Mettle	3	Resolve

Skills

Animal Handling

Athletics

Entertain

Fortitude

Melee Weapon

Missile Weapon (Bow)

Notice (Ambushes)

Stealth (Forest)

Survival (Forest)

Special Abilities

Night Sight (Ancestry)

Speak with Animals (Ancestry)

Watchful (Class)

Quarry (Class)

Pathfinder (Class)

Combat

Physical Damage Modifier: +4

Psychic Damage Modifier: +3

Speed: 14 Life: 18 Light Fate:

Armour

Helm: Y/(N) Shield: (Y)/N Type: Leather

Armour Points: 3 ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Weapons

	Attack Bonus	Damage
Shortsword	+4	1d6+4
Bow	+6	1d6+4

Wounds

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

Death Tests

☐ *Diff. 8* ☐ *Diff. 9* ☐ *Diff. 10* ☐ *Diff. 11* ☐ *Diff. 12, etc.*

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CHARACTER NAME

Age: Height: Weight:

Eyes: Hair:

Description:



PLAYER NAME

4	**Strength**	3	**Craft**
2	Brawn	2	Insight
4	Agility	2	Wits
2	Mettle	3	Resolve

Gold: 1d6+1

Max Load: 20

Followers

Pixie

Equipment

Equipment	Load		Load
Leather Armour	1	Mess Kit	.5*
Shortsword	2	Water Bottle	.5*
Bow	2	Tinderbox	–
20 Arrows	1	Rations (1 week)	.5*
Haversack	1	Raft Kit	1*
Bedroll	.5*		

Total 10

* Reduced for haversack.

Spells

Spell Points: 0

Magic Items

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CHARACTER NAME

Ancestry: Ghoul

Background: Diaspora

Class: Assassin

Level: 1st Experience Points:

Alignment: Neutral



PLAYER NAME

4	Strength	3	Craft
3	Brawn	2	Insight
4	Agility	2	Wits
2	Mettle	2	Resolve

Skills

Athletics

Deception

Melee (Rapier)

Notice

Persuasion

Psychic

Sleight of Hand

Stealth (Civilised Areas)

Throw

Tinker (Pick Lock)

Special Abilities

Spirit Sense (Ancestry)

Soul Drinker (Ancestry)

Treachery (Class)

Preparation (Class)

Path of Blood (Class)

Combat

Physical Damage Modifier: +4

Psychic Damage Modifier: +3

Speed: 14 Life: 14 Light Fate:

Armour

Helm: Y/(N) Shield: Y/(N) Type: Leather

Armour Points: 3 ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Weapons

Weapons	Attack Bonus	Damage
Rapier	+6	1d6+4
Dagger	+4	1d3+4
Throwing Dagger	+4	1d2+4

Wounds

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

Death Tests

☐ *Diff. 8* ☐ *Diff. 9* ☐ *Diff. 10* ☐ *Diff. 11* ☐ *Diff. 12, etc.*

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CHARACTER NAME

Age: Height: Weight:

Eyes: Hair:

Description:



PLAYER NAME

4	**Strength**	3	**Craft**
3	Brawn	2	Insight
4	Agility	2	Wits
2	Mettle	2	Resolve

Gold: 3d6+1

Max Load: 20

Followers

Servant

Equipment

Equipment	Load	Equipment	Load
Leather Armour	1	Bedroll	.5*
Rapier	1	Tinderbox	–
10 throwing daggers	–	Mess Kit	.5*
2 Daggers	2	Water Bottle	.5*
Haversack	1	50 feet of rope	1*
Poisoner's Kit	.5*	Climbing Harness	1*
Disguise Kit	.5*	Antitoxin Potion	–

Total 9.5

* Reduced for haversack.

Spells

Spell Points: 0

Magic Items

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CHARACTER NAME

Ancestry: Human

Background: Nomad

Class: Sorcerer

Level: 1st Experience Points:

Alignment: Evil



PLAYER NAME

2	**Strength**	5	**Craft**
1	Brawn	3	Insight
2	Agility	5	Wits
1	Mettle	3	Resolve

Skills

Bargain

Decipher (Languages)

Persuasion

Notice

Lore (Relics)

Psychic

Ride (Horse)

Spellcasting (Arcane)

Survival

Special Abilities

We're Friends (Ancestry)

Arcane Spellcasting (Class)

Familiar (Class)

Disarming Wit (Class)

Combat

Physical Damage Modifier: +2

Psychic Damage Modifier: +5

Speed: 12 Life: 12 Light Fate:

Armour

Helm: Y/(N) Shield: Y/(N) Type: None

Armour Points: 0 ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Weapons

	Attack Bonus	Damage
Light Crossbow	–	1d6+4
Staff	–	1d6+4

Wounds

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

Death Tests

☐ *Diff. 8* ☐ *Diff. 9* ☐ *Diff. 10* ☐ *Diff. 11* ☐ *Diff. 12, etc.*

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CHARACTER NAME

Age: Height: Weight:

Eyes: Hair:

Description:



PLAYER NAME

2	**Strength**	5	**Craft**
1	Brawn	3	Insight
2	Agility	5	Wits
1	Mettle	3	Resolve

Gold: 1d6+1

Max Load: 10

Followers

Horse

Familiar

Equipment

	Load		Load
Light Crossbow	1	Lorebook (choose subject)	.5*
20 Bolts	1	Bedroll	.5*
Staff	3	Tinderbox	–
Haversack	1	Mess Kit	.5*
Spellbook	.5*	Water Bottle	.5*
5 sheets parchment	–	Lantern	1*
Pen & Ink	.5*	2 flasks oil	–

Total 10

* Reduced for haversack.

Spells

Spell Points: 5

(Choose 3 Arcane Spells)

Magic Items

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CHARACTER NAME

Ancestry: Sprite

Background: Courtier

Class: Druid

Level: 1st Experience Points:

Alignment: Neutral



PLAYER NAME

3	Strength	4	Craft
1	Brawn	2	Insight
3	Agility	2	Wits
2	Mettle	5	Resolve

Skills

Animal Handling (Training)

Decipher

Heal

Entertain

Lore

Melee

Notice

Spellcasting (Nature)

Stealth

Survival (Forest)

Special Abilities

Flight (Ancestry)

Boon or Bane (Ancestry)

Nature Spellcasting (Class)

Life of the Realm (Class)

Animal Features (Class)

Combat

Physical Damage Modifier: +3

Psychic Damage Modifier: +4

Speed: 13 Life: 14 Light Fate:

Armour

Helm: Y/(N) Shield: Y/(N) Type: Leather

Armour Points: 3 ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Weapons

	Attack Bonus	Damage
Scythe	+1	1d6+2
Staff	+1	1d6+3

Wounds

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

Death Tests

☐ *Diff. 8* ☐ *Diff. 9* ☐ *Diff. 10* ☐ *Diff. 11* ☐ *Diff. 12, etc.*

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CHARACTER NAME

Age: Height: Weight:

Eyes: Hair:

Description:



PLAYER NAME

3	**Strength**	4	**Craft**
1	Brawn	2	Insight
3	Agility	2	Wits
2	Mettle	5	Resolve

Gold: 1d6+1

Max Load: 15

Followers

Pixie

Equipment

	Load		Load
Leather Armour	1	Bedroll	.5*
Scythe	1	Tinderbox	–
Staff	3	Mess Kit	.5*
Haversack	1	Water Bottle	.5*
Healer's Kit	.5*	10 torches	1
Runestones	.5*		

Total 9.5

* Reduced for haversack.

Spells

Spell Points: 0

Magic Items

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CHARACTER NAME

Ancestry: Troll

Background: World Walker

Class: Warrior

Level: 1st Experience Points:

Alignment: Neutral



PLAYER NAME

5	Strength	2	Craft
5	Brawn	1	Insight
2	Agility	1	Wits
4	Mettle	2	Resolve

Skills

Athletics (Climbing)

Intimidation

Fortitude (Poison)

Melee (Axe, Sword)

Notice

Ride

Stealth

Survival

Throw

Special Abilities

Regeneration (Ancestry)

Stonespeaker (Ancestry)

Heavy Armour Training (Class)

Two Weapon Fighting (Class):

Mighty Blow (Class)

Combat

Physical Damage Modifier: +5

Psychic Damage Modifier: +2

Speed: 12 Life: 19 Light Fate:

Armour

Helm: Y/(N) Shield: Y/(N) Type: Scale Mail

Armour Points: 12 ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○ ○○○

Weapons

	Attack Bonus	Damage
Axe	+7	1d6+5
Throwing axes	+2	1d3+5

Wounds

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

Death Tests

☐ *Diff. 8* ☐ *Diff. 9* ☐ *Diff. 10* ☐ *Diff. 11* ☐ *Diff. 12, etc.*

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CHARACTER NAME

Age: Height: Weight:

Eyes: Hair:

Description:



PLAYER NAME

5	**Strength**	2	**Craft**
5	**Brawn**	1	**Insight**
2	**Agility**	1	**Wits**
4	**Mettle**	2	**Resolve**

Gold: 2d6+2

Max Load: 25

Followers

Equipment

Equipment	Load		Load
Scale Mail	8	10 pitons	.5*
2 Axes	4	Hammer	.5*
2 Throwing Axes	–	Mess Kit	.5*
Haversack	1	Water Bottle	.5*
Bedroll	.5*	10 torches	1*
Tinderbox	–	Whetstone	–
50 feet of rope	.5*		

Total 17

* Reduced for haversack.

Spells

Spell Points: 0

Magic Items

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CHARACTER NAME

Ancestry:

Background:

Class:

Level: Experience Points:

Alignment:



PLAYER NAME

- ☐ **Strength**
  - ☐ Brawn
  - ☐ Agility
  - ☐ Mettle
- ☐ **Craft**
  - ☐ Insight
  - ☐ Wits
  - ☐ Resolve

Skills

Special Abilities

Combat

Physical Damage Modifier:

Psychic Damage Modifier:

Speed: Life: Light Fate:

Armour

Helm: Y/N Shield: Y/N Type:

Armour Points: ○○○ ○○○ ○○○ ○○○

Weapons

	Attack Bonus	Damage

Wounds

☐ -2 ☐ -4 ☐ -6 ☐ -8 ☐ -10

Death Tests

☐ *DIFF. 8* ☐ *DIFF. 9* ☐ *DIFF. 10* ☐ *DIFF. 11* ☐ *DIFF. 12, ETC.*

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CHARACTER NAME

Age: Height: Weight:

Eyes: Hair:

Description:



PLAYER NAME

- ☐ **STRENGTH**
  - ☐ Brawn
  - ☐ Agility
  - ☐ Mettle
- ☐ **CRAFT**
  - ☐ Insight
  - ☐ Wits
  - ☐ Resolve

Gold:

Max Load:

Followers

Equipment

Load

Load

Total

Spells

Spell Points:

Magic Items

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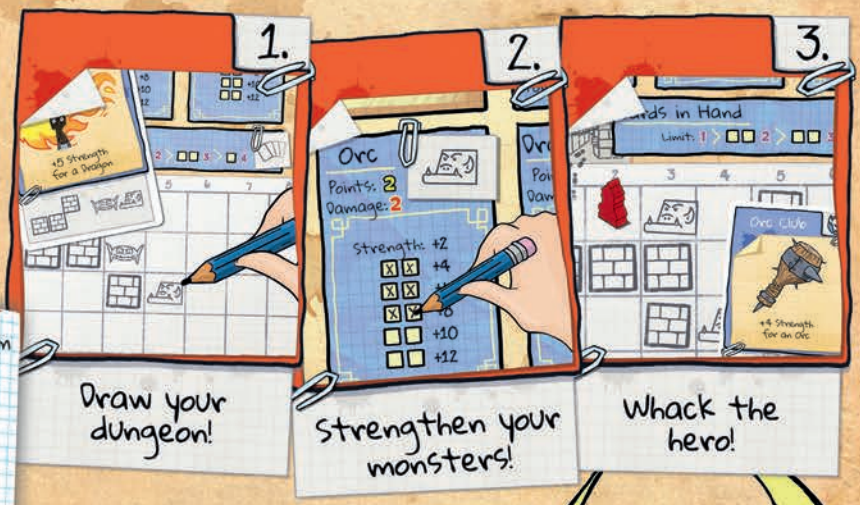
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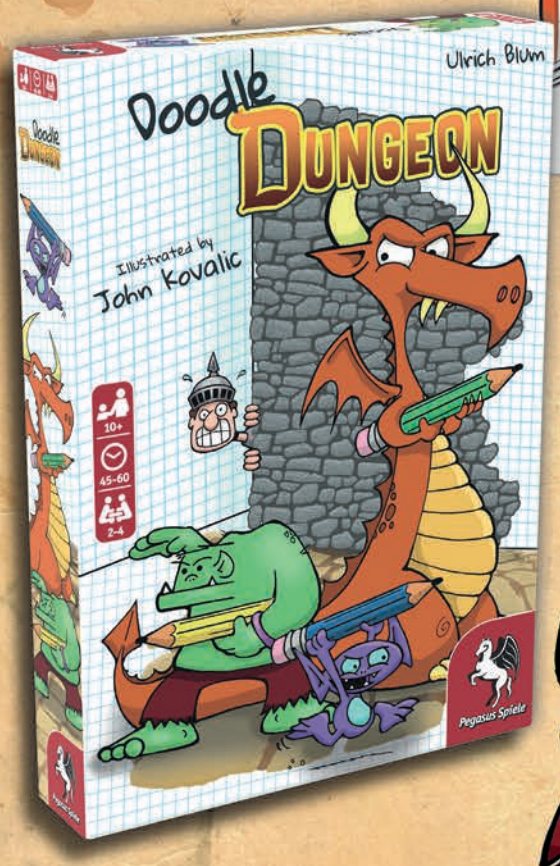
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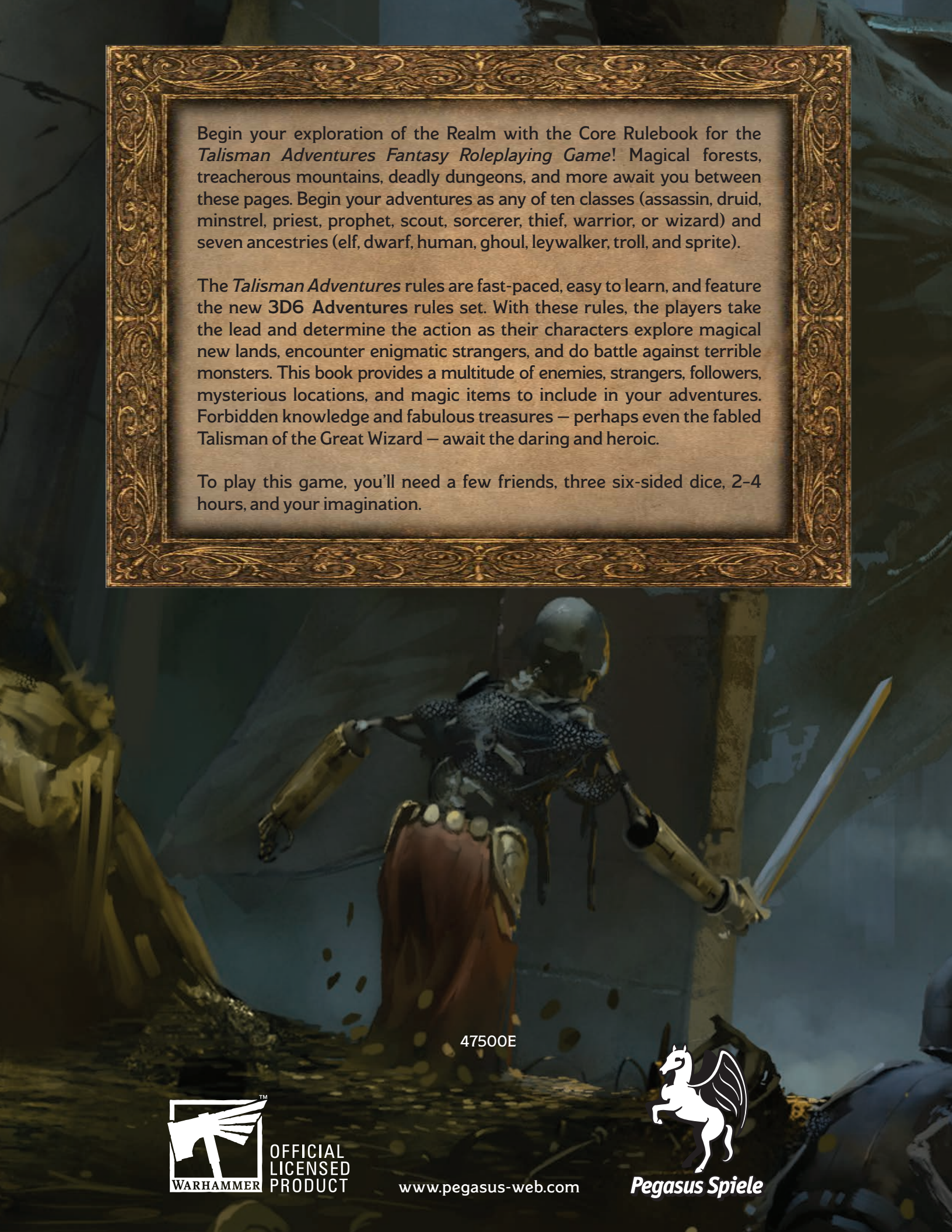
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