

ICON



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FOREWORD

Hello!

Many of you may know me from the other Massif Press RPG, *Lancer*, or from my webcomic *Kill Six Billion Demons*. This is a free play test of the next game I intend to publish. My ethos is to give people content, then ask them to pay for it later if they like it, so this test is entirely free to play and distribute. Much like *Lancer*, the final product will have a free version with all player facing content.

This game was born from my love of fantasy. I love that old-school mysterious, enormous-world fantasy vibe that is reproduced so well in animation, comics, and games. This game is inspired by the feeling I think you might get when you look at the main cover. I took inspiration from anime, the works of French comic artist Mœbius, studio Ghibli, and video games like *Shadow of the Colossus*, *Dragon's Dogma*, and the *Legend of Zelda*.

I love tactical combat and strategy games, but also more freeform narrative games. Here I have mashed the two together. You can use either or both. The narrative portion is a more stripped down version of the action system of *Blades in the Dark*, by John Harper, which I think is an excellent lightweight system and probably my favorite game currently.

Feedback

This is a play test and hasn't been hammered out quite yet. It was written, illustrated, and formatted by one person. There might be spelling or formatting errors. stuff that doesn't work, feel good, or certain combinations of abilities that are too strong, weak, etc. You can send feedback to ksbdabbadon@gmail.com

Work on this game will be slow while I finish *Lancer* content and it probably won't receive publishing for a while so there is plenty of time to test it. There'll be regular but slow content for it.

Character sheets

Character sheets are unfortunately absent until there is a more finished version of this game, though there are likely community resources you can find online with a quick google that will help you.

Links and support

You can find *Lancer* at <http://lancerrpg.com> and *Kill Six Billion Demons* at <http://www.killsixbilliondemons.com>

If you like this playtest and want to support my work, please consider supporting me over at my **patreon**: <http://patreon.com/killsixbilliondemons>.

Thanks for playing! I hope your games are enjoyable.

- Tom "Abbadon" Bloom

UPDATE NOTES (v1.5)

Hi ya'll,

I'm very tired, but this is one of the largest and most comprehensive updates to the game yet, and I think the game will finally be in a content complete state and a stable testing state.

I don't have comprehensive notes for a change log this time, because this has been well over a **hundred hours of work** and **nearly everything has been updated**, from the composition of the book, to basic mechanics. I'll try and hit the highlights. You'll have to dig in yourself to see how your favorite jobs have fared. Thanks very much for reading, there'll be more comprehensive notes as we go through testing versions in the future.

Special thanks to the band Vildjharta, whose discography I listened to about fifteen times finishing the last part of this update.

MAJOR UPDATES

- **Character advancement has been reorganized** - less narrative action dots, more ability points
- **Tons of new art!**

Narrative

- Narrative play has a more play sheet like structure for visual learners. I don't think these are that usable as a character sheet but you can get a good look.
 - **Gear system** added for narrative play.
 - Got rid of some narrative play concepts (resistance, spending effort to avoid breaks) as I think they were unnecessary
 - Standardized strain and stress for all bonds
 - Changes to many bond powers
 - Moved some sections around for ease of reading

Tactical Combat

- **Tactical combat has received a massive update.** The entire section has been reorganized in order of complexity.
 - The entire combat system has been smoothed out. Generally I was looking to redesign things to be more straightforward, effective, and require less overhead. **Nearly all abilities have significantly changed** and have been clarified and refined along with numerous balance changes.
 - All character capabilities in combat are now 'abilities'
 - New triggered effects concept to unify some ability functionality
 - Nearly all glossary terms have been updated and clarified.
 - Small update to resolve
 - Dying is now 'fallen' if you gain 4 wounds, allowing more complexity
 - New statuses replacing old ones, and some old ones have been moved around.
 - Stun has been changed
 - Blights have been removed completely.
 - Removed many saves to avoid statuses.
 - Massive rework to summons, now standardized
 - Rework to how vigor works
 - Rework to how vigilance works
 - Rework to hatred
 - Update generally to range, ranged abilities, and how AoE works

- Update to cover and LoS
- Refocus concept to allow respecialization
- Updates to all relics

Combat jobs

- **Talents are now mutually exclusive** (you pick one or the other) but a little stronger
- Base armor lowered to 2 for most red jobs
- Rush (armored dash) added for stalwarts
- New slashed and weekend statuses
- New Rampart effect for red jobs
- Update to finishing blow and new traits for vagabonds
- Slow removed, changed to dazed (from old stalwart status)
- Update to bless and most bless traits
- Update to Aetherwall for consistency and new Slip trait
- **All jobs have received massive updates.** In general, jobs have been rebalanced and refocused on just a few concepts and triggered effects, for build consistency. For example, Chanters are focused on flight, pits, combos, the charge triggered effect, and have a light gamble theme.
- Just to give you an idea of what changed, here's a list of new abilities replacing old abilities: Gates of Hell, Soul Blade, Massive Overhead, Raging Wolf, Gallows Humor, Party Favor, Paradiso, Exorcism, Trick Shot, Showdown, Warding Bolts, Nightmare, Shadow Play, Umbral Echo, Assassinate, Lycanthropy, Morrigan, Aria, Symphony, Gravebirth, Crimson Bloom, Chaos Tarot, Blazing Bond, Helix Heel, Bifrost, Rampant Nail, Geysler, Waterspout.
- Yeah.
- If that all sounds cool **its best just to check out your favorite job to see what changed.**

Other

- Small updates to camp system to work with new gear system

Foes

- Massive updates to foes. In general, I wanted to make them more effective and straightforward, streamlining the number of traits and actions they have in favor of making them more effective
- Reworked how foe interrupts generally work
- Complete rework to how mobs work
- New Round Actions concept
- Massive number of new foes and elites, including for factions that lacked them at certain chapters
- All legend fights have received polish and numerous changes or updates. There are also numerous new legend fights for factions that lacked them.

Deeptower

- Tiny updates to deep tower to reduce foe variety to make it easier on new GMs

Enjoy!

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ICON

LEGACY OF THE ARKENLORDS

Long ago, the cruel and prosperous Arken Imperium crushed the nations of Arden Eld. With its military might and its command of advanced technology and ancient etheric sorcery, it slew the Titans who held up the four pillars of the world and cast them down, proclaiming itself an eternal empire. It spread itself from sea to sea, altered the land itself with great projects, raise mighty cities of iron and stone, and bent the elden magics to its will, setting its sights on the Highest House, the seat of the makers themselves.

The Arkenlords became swollen with power that drove them far beyond the concerns of petty men, and made them blind to their own rapidly approaching doom. When it finally came, it was as rapid as it was inevitable. A great inexorable destruction wracked the empire, shattering it, and scouring the land. In its wake, monsters crawled from great pits to feast on its remnants, and in time retreated to the deep earth, leaving only smoldering ruins.

THE GREEN AGE

A thousand years have passed. The land settled and healed, and a gentler, greener age slowly dawned. The shattered, labyrinthine ruins of the old empire now lie entombed in the verdant earth, their depths occasionally disgorging monsters, mysteries, and ghosts of the old world, but over and around them the world has recovered. Forests have grown over ancient galleries, floral meadows have sprung up covering old battlegrounds, and sparkling streams now flow through the collapsed and teetering stones of old aqueducts and overpasses.

Over the ruins and in their shadows, life has flourished, as it always will. Now towns and

villages dot the landscape, nestled in glades and valleys and surrounded by farms and fields plowed over the skeletons of ancient war machines. Cities are few and far between, and connected over the long stretches of idyllic wilderness by crumbling roads dotted with the caravans of traveling peddlers and traders.

The era is peaceful and pastoral. The land is fertile and good, and the land is broad and beautiful. Trade is flourishing between towns and war is, for the most part, a distant memory of a darker time.

THE SHADOW

The people of Arden Eld, such as they are, live in era of contentment and prosperity. Yet at the edges of their lives, the shadow of the past looms.

The paths through the wilderness between towns are treacherous, sometimes dangerous. The ruins of the Arkenlords are everywhere, jutting out of the land and riddling the earth itself. For the most part, the ruins are quiet, a mournful reminder of a forgotten and terrible past. Occasionally, however, they become more active - filled with monsters and remnants born of the Doom or the final desperate machineries of the Empire.

Deep within the ruins themselves lurk the Relict - remains of the old empire, the undead fragments of its servitors and sorcerers - and deeper within, greater prizes. When the Doom befell the Arken, it shattered the land so quickly that entire chambers were sunk deep into the earth, or buried in underground caverns or passages mostly intact. Within these preserved ruins is also buried the Arkentech of the old empire - magical and technological creations and devices of terrifying import. The ruins themselves are so seeped in the powerful sorcery of the old lords that they exude Dust - the essence of condensed raw magic highly sought after by the wrights and technological artisans of the world above.

Brave or daring adventure seekers or treasure hunters often venture into these ruins in search of wealth or power, and are frequently rewarded, despite the terrible danger that these expeditions pose.

Left unchecked, the more active ruins will begin to bubble over with fell energies and toxic magic, warping the land itself and spewing forth monsters, a terrible event called a Blight. These grow over time in intensity and size, and can endanger the roads, fields, and forests of the world above - and with time grow to warp entire regions into a dark mirror of the world below. These blightlands are dangerous and poisonous wastes that spread like a cancer across the surface of Arden Eld.

Quite often an entire ruin will surface, pushed up and out of the earth by some unknown seismic force or rampant magic. These surfacing ruins are often more active than their long-dead counterparts and will sometimes burst from the earth very close to villages or in the middle of cities, causing great destruction.

THE CHURNING AGE

Now, the world stands at the edge of a new age - the Churning Age.

More and more adventurers plumb the ruins of the old world in search of its treasures. Factions of the trade guilds and city councils now turn their eyes to the terrible potential of arkentech, and seek it greedily. Great etheric airships, built with the power scraped from the ruins, now soar into the sky in search of crumbling spires or ancient catacombs to plunder. In response, the ruins themselves have become more active - disgorging more monsters, becoming more unstable, and more often rising up from the earth itself in terrifying seismic displays.

The Churn threatens to throw the Green Age into tumult. A treasure fueled sickness has made its way into the hearts of Kin. There are even those who whisper, more and more openly, about the legacy of the ancient empire, of the need for strength, wealth, power, and war banners to be hoisted once again. Cities eye each other with suspicion. Travelers grip their cloaks tightly and

tighten their sword belts, and for the first time, banditry has sprung up over the stones and passes of the old imperial highways.

At the very edge of this age is you.

You belong in this world, and you are tied to its fate. You are cursed to wield great power, but how you choose to wield it is up to you.

Many in your position use it to plumb the depths of the old world in search of treasure and fame. Others use it to drive back the Blights and protect the villages of the Green from the specters of the past, or keep the roads and ways safe for the young and old alike. Some work as mercenaries for the city guilds and take to the sky in great airships, while others wander the land helping the lost or forgotten. Some use their power to kill to cut away threats to the world, others to defend those they hold dear.

Will you defend the Green Age? Will you help usher in the Churning Age? Or will you cast all aside to turn the great wheel of history and allow its stagnant blood to flow again? Whoever you are, it is your decisions that make you who you are, and cement your place in the Tale of Ages.

You are an Icon.

PLAYING THE GAME

ICON is a role playing game for two or more players. An ideal group is 3-5. One player will act as the game master (GM) who will adjudicate the rules and help create and move the narrative forward.

This game assumes you know what a role-playing game is. If this is your first RPG and you're unsure, there are plenty of resources available online to bring you up to speed.

TWO MODES OF PLAY

ICON has two modes of play: **narrative play**, and **tactical combat**. The rules for these modes are different and there is **next to zero overlap between them**. It's entirely possible to run a game of ICON entirely in one mode or the other, and rules are provided to play the game only in narrative mode if you so desire. Typically games will start in narrative play and remain there whenever there is storytelling, free role playing, or a need to move the story somewhere. When there's a point of tension that can only be decided through the drama and violence of combat, then the game may swap to a grid-based tactical game, with more clearly defined turn order and more structured rules.

EXPEDITIONS AND INTERLUDES

In ICON, characters are adventurers that go on **expeditions** in order to accomplish a goal. On an expedition they can **camp** to restore their lost health and ease their minds. After the expedition finishes, they can pause the action to take an **interlude**, a longer pause in the action.

CHAPTER

Campaigns of ICON are split into 3 chapters. Over the course of their adventure, characters will become increasingly more powerful, represented by levels. Every chapter represents four levels (1-4, 5-8, 9-12). Each chapter represents a different scale of power, and enemies, challenges, and stakes will increase in severity accordingly. Moving on to the next chapter is a decision taken

by the players, who can choose to stay in a certain chapter as long as they like (but will have a cap on their power as they cannot level up past the chapter limit).

USING THESE BOOKS

ICON is split into five books, the first being this introduction book. The other four are, in order:

The Book of Tales focuses entirely on narrative play

The Book of Battle focuses on tactical combat

The Book of Adventure focuses on expeditions, camps, interludes, rewards, and extra custom rules for the GM

The Book of Foes focuses on a diverse roster of foes for tactical combat

If you're not intending to run tactical combat, you can **skip the Book of Battle** and **Book of Foes** entirely. Similarly, if you just want a fun tactical war-game, you can use just use the Book of Battle and the Book of Foes and skip the other two.

It's recommended to read the books in order since they each contain information pertinent to later books, but it's not necessary to read them cover to cover, especially if you're just a player. Feel free to skim or jump around.

ROLLING DICE

In ICON, there are different dice rolls for narrative play and tactical combat.

In **narrative play**, characters use d6s.

When the outcome of an action is unclear, risky, or contested, a character names their goal and makes an **action roll**, rolling a number of d6s equal to an action rating on their sheet and choosing the best result. The GM tells the player before they roll the **effect** and **risk** of their action. On a 1-3 the character fails to accomplish their goal and suffers the risk, on a 4-5 they succeed but may suffer the risk anyway, take some other consequences, setback or reduced effect, and on a 6 they succeed with no complications. There's many more details on on action rolls in the section on narrative play.

In **tactical combat**, characters mostly use **d20s**.

The two rolls in tactical combat are **attack rolls** and **saves**.

Characters usually make an attack roll when they take a hostile action against another character with the attack tag. For an **attack roll**, a character **rolls a d20** (and may also roll a number of d6s, see below), then compares the final result to their target's **defense**, beating it if they match it or roll higher.

Characters make saves to avoid or end harmful ongoing effects, such as dragon breath, poisonous gas, being stunned by a boulder, or something similar. For a **save**, a character rolls a **d20** (usually with no modifiers). On an **10 or higher**, they save against the effect successfully, ending or avoiding it.

There's many more details on attacks, saves, and tactical combat in the rules in that section.

BOON AND CURSE

Some abilities give rolls **boon** or **curse**. These modifiers represent situational modifiers that can happen during a dangerous and chaotic adventure. Many character abilities will give boons built in and many enemy effects will give curse.

For narrative play, when a roll has a boon, add an additional d6 to the roll for each boon. When a roll has any curse, subtract a d6 for each curse. This is often written like +1D or -1D.

For tactical combat, when a roll has a boon, roll an add a d6 to the total d20 roll for each boon. If more than one boon is added to a roll, choose the highest d6 result, no matter how many rolled. For curses, do the opposite (subtract 1d6 per curse, subtracting the highest for multiple curses).

Boons and curses cancel each other out, 1 to 1 (don't even roll).

For example:

- A character makes a narrative roll with 1 boon. They get 3 dice on the roll normally, but adding the boon they get 4.
- A character makes an attack roll with two boons. They roll 1d20, and get a 13. They roll 2d6 (one for each boon), and get a 3 and a 4. They take the highest boon result (a 4) and add it to the total, for 13+4 = 17.
- A character makes a save with 2 curses and 1 blessing. The blessing cancels one curse. They roll 1d20, and get a 12, then roll 1 remaining curse and get a 4. Their total result is 12 - 4 = 8, a failure.

SETTING AND TONE

ICON's setting is kept relatively loose for you to adapt to your game. Several aspects of narrative play and tactical combat are kept loose for you to decide what is important to you in your game. When a section of the game does this, it'll mention it directly.

For example, non player characters that are reduced to 0 hit points in tactical combat are *defeated*. By default, the game does not assume that defeated means dead. You can decide if you want to run a game with a different tone that players can decide whether to defeat or kill an enemy they reduce to 0 hp, if an enemy is always killed when reduced to 0 hp, or if an enemy is never killed when reduced to 0 hp unless characters take some extra action.

Here are the game's other setting elements:

SETTING CONCEITS

The game takes place in a world called Arden Eld (old Arden).

Arden Eld is **old, wild, and untamed**. Where civilization exists, it is **green, pastoral, and idyllic**, except for the cities, which are **few and far between**. There are no nations the way we think of them today, but there are tight knit communities and city states.

Arden Eld is **post-post apocalyptic**, and **full of ruins**, dungeons, caverns, and other unexplored and dangerous spaces. There was an **ancient**,

cruel, and **technomagically advanced** empire that collapsed under its own hubris, irrevocably changing the land. In these deep and perilous spaces there is great treasure in the form of **lost magic and technology**.

Arden Eld is a **fantastic** world. People in Arden Eld may use swords, shields, and plate mail, but the existence of arkentech means there are firearms, automata, electric lighting, skyships, and other ancient machines all over the place. High technology tends to be **rare, coveted, and buried**.

Arden Eld is full of **monsters** that pour forth from the ruins, but those **monsters are never people**. People may contest, thwart, fight, or even try to kill the characters, but their **violence is always motivated**.

GAME CONCEITS

ICON is a game about playing **heroic characters** that **fight for their ideals**. They go on **expeditions to fight monsters, explore ruins, and gather power**. During **interludes**, they build, heal, and learn. Eventually they may end up changing or saving the world. Heroic in this context doesn't necessarily mean 'altruistically motivated' but 'fated', or 'larger than life'.

ICON fits into a '**mythic fantasy**' or 'high fantasy' type of game, where the heroes can perform feats of incredible strength, speed, or magic, and the beliefs and ideals of the heroes are central.

CHANGING THESE CONCEITS

As a game master you are welcome to change, add, or tweak any of this content for your own setting or use. Certain aspects of ICON, however, are core to the game and before running a game using this system, think carefully about these aspects.

If you want to run a game that is more grounded or low technology, it will probably not fit with the base tone and setting of this game. Characters are heroic and powerful and have many abilities that give them a lot of narrative agency. Magic and technology is everywhere.

ICON does not care about minutely tracking time, supplies, detailed wounds, etc., nor does it care about tracking currency for the most part. Even when there are exceptions to this rule, this game only tracks these things where it matters.

Players always have the initiative in ICON, especially in narrative play. Running a slow, tile-by-tile dungeon crawl with traps, puzzles, etc is not well suited to ICON without modifying the way you think about these challenges. The game prefers to move through these aspects narratively and quickly.

If you want to run a nonviolent social game with little combat, it is possible, but ICON's focus on monster fighting, battles, and exploration of dangerous spaces (even if done narratively) is a core part of the game.

GETTING STARTED

The GM should read through the **narrative play** and **tactical combat sections** if they intend to use them. Players should also give them a read, especially if they're jumping into tactical combat in the first session.

Players can make their character by choosing a **Kintype, a Culture, a Bond**, and putting 4 more dots in actions for narrative play (page XX). Then, if they're using tactical combat, they pick a combat **job** and **two abilities** (page XX).

Characters get a free fixture for their **camp** (page XX) and can fill out some more details about their group.

ADVANCEMENT

Characters in ICON are measured by their level, starting at **level 0**. **After the first session**, characters get enough experience to level up to **level 1**.

Characters level up by accumulating experience, from 0-15. They may accumulate some experience during a session, and even more at the **end of each session** when they check a series of xp triggers.

Levels max out at level 12. Every 4 levels constitutes a **chapter**.

There's much more detail on advancement in the Book of Adventure on pg XX

MOVING FORWARD

There's more details on all of this in the forthcoming sections. I've included the advancement table here for ease of reference but it is repeated again in the advancement and rewards section on page XX.

CHARACTER ADVANCEMENT

- Characters level from level 0 to level 1 after the **first session**.
- At the end of each session, each player checks the **xp triggers** for their character and gains xp if the trigger was fulfilled.
- At certain level ups, characters gain +1 ability point (ap). This ability point can be spent to gain a new ability, or unlock one of the two talents for an existing ability. Talents are mutually exclusive.
- At level 1 and every level afterwards, characters gain +1 ap when they hit **7 xp** and go into a camp, enter an interlude, or at the end of a session.
- When a character hits **15 xp**, they clear their xp bar and accumulate a level up, which can be spent at the end of an interlude (a downtime period) or at the end of a session to level up their character. Characters can't level higher than the **chapter** the game is currently in.

Lvl	Chapter	Combat Benefit	Narrative Benefit
0	1	Choose a job and two abilities.	Choose a Culture and Kin type. Then choose a Bond and gets 2 dots in a specific action, a Bond power, then gain 4 extra dots to improve actions. None can be taken past 3 at level 0.
1	1	Gain +2 ap and unlock Limit Break	Gain a Bond Power and improve an action
2	1	Gain your first relic	Gain a Bond Power and improve an action
3	1	Gain a Mastery Point	Gain a Bond power
4	1	Choose a second job and gain +2ap OR the same job and gain a mastery point.	Improve two actions or gain a Bond power
5	2	Gain +1ap	Improve an action
6	2	Get your second relic	Gain a Bond power
7	2	Gain a Mastery Point	Improve an action
8	2	Choose a third job and gain +2ap OR the same job and gain a mastery point.	Improve two actions or gain a Bond power
9	3	Get your third relic	Gain a Bond power
10	3	Gain a Mastery Point	Improve an action
11	3	Gain +1ap	Improve an action
12	3	Gain a Mastery Point	Gain a Bond power

I. THE BOOK OF TALES

NARRATIVE PLAY

Narrative play is the default mode of play of ICON. Whenever you're talking, exploring, investigating, or on the move, you're probably in narrative play. It covers pretty much everything outside of tactical combat. In narrative play, the primary goal of the players and the GM is to tell a story together, and the **story itself is the medium of play**.

Players typically say what their characters do and say, and the game master tells them how the world or other characters respond to them. It's a bit like a conversation back and forth between the GM and the players.

Narrative play can be very loose and unstructured, and you can play a long time without touching any dice. The general rule is **to do it - do it!** You don't need to roll dice to take every action.

However, **when the outcome of an action is unclear, difficult, dangerous, or contested**, a player makes an **action roll**.

THE ACTION ROLL

To make an action roll, players **state their intent**, then pick an **action** on their character sheet that they think best describes their action. Based on the action chosen, the GM judges the **risk** and **effect** of that action. Then the player makes an action roll, rolling 1d6 per dot of the chosen action and picking the highest result. Actions are rated from 0 to 4. For actions with a rating of 0, players roll 2d6 and pick the lowest.

Check the final result:

- **1-3:** The character fails to accomplish their goal and suffers the consequences
- **4-5:** The character is successful, but at a cost
- **6:** The character is successful

- **6,6:** - Critical Hit! The character is successful and has increased *effect*

ROLLING WITH 0

If you roll with 0 total dice, roll 2d6 and pick the lowest as your final result. You can never get a critical hit with 0 dice.

BONUS DICE

You might get bonus dice or dice penalties on a roll from allies helping you, in the form of Boons (+1d6) and Curses (-1d6). These cancel each other out 1 to 1.

These are sometimes written as +1D or -1D for simplicity.

The most important rule to remember is that you **can't get more than +2 or -2 additional dice on any roll**, no matter how many dice you get otherwise.

ACTION RATINGS

When an action roll is required, players decide which **action rating** best fits their action.

- **Sneak** - Move with stealth and silence. Perform actions without notice. Spring an ambush.
- **Traverse** - Climb, swim, leap, fly. Run swiftly. Chase or flee. Pilot a vehicle or ride an animal.
- **Sense** - Scan and assess a broad area or situation. Spot at a distance. Find tracks, clues, paths. Sense the presence of magic or hidden things.
- **Study** - Analyze something or someone in detail. Discern someone's intentions or notice deception. Perform research. Decipher an inscription.
- **Charm** - Sway with direct charisma, deception, or diplomacy. Call in favors. Cause distraction or misdirection

- **Command** - Use force of will and presence to lead or intimidate. Give orders.
- **Tinker** - Interact with, understand, or use alchemy, etheric constructs, or technology. Fix, pick, or break locks or mechanisms. Construct, deconstruct, or alter technology.
- **Excel** - Act with concentrated precision or skill. Fire a ranged weapon. Hit a tiny target at range. Catch a falling coin. Balance on a narrow wire. Squeeze through a tight space.
- **Smash** - Overwhelm with physical or magical force. Swing a melee weapon. Throw a punch or blast down a door with a magic spell. Wreck an object or obstacle.
- **Endure** - Push yourself to your limits. Power through pain, cold, heat, or harsh environments. Lift or drag something enormously heavy.

Examples:

- **Sneak** past the sleeping Wyrms without it waking
- **Traverse** down a corridor and outrun a wall of flame
- **Sense** the tracks of a beast in the snow
- **Study** a goblet of wine very carefully to see if it's poisoned
- **Charm** the bandits into untying you
- **Command** a caravan of scared people to stay together while under attack
- **Tinker** with an ancient magic rune circle to prevent it from summoning a demon
- **Excel** and cut the drawstrings of the guard's trousers with a swipe of a dagger.
- **Smash** the lock on the ancient chest with a single blow
- **Endure** the pain from holding back a heavy boulder from squashing your friends

You'll notice that some of these actions have a little overlap, but are flavored differently. For example, taking someone's purse from them could be cutting it from their belt (with **Excel**) - quick but not necessarily quietly. Alternately, it could be taking it quietly with **Sneak**. You could even perhaps **Charm** them to divert their attention while you take it off them. A heavy dungeon door could be **tinkered** (if it has a lock). Alternately, it could be **smashed** with a fireball, or perhaps someone could **endure** lifting and holding it open for the group to pass through.

All of these different situations have different narrative outcomes and might be more risky or

more or less effective depending on the situation. The key thing is that players **always choose the approach** and the action they want to use. The GM is free to suggest actions, and also to decide **whether an action is more or less risky or effective**. This is where the meat of narrative play in ICON lies. Players can use their creativity to form approaches to problems, and the GM acts as the judge to set the stakes.

RISK AND EFFECT

When a player suggests a course of action and names their goal, the GM decides how risky the action is and how effective it's going to be, based on the narrative.

Risk can be **controlled**, **risky**, or **desperate**. Effect is usually **weak**, **normal**, or **powerful**.

By default, all actions are **risky** and have **normal** effect.

RISK

Risk is how **dangerous** an action is, and what the **consequences** could be for failure or partial success. If an action is **risky**, it means there is some degree of harmful or unwanted consequences to the action, usually what we'd expect.

Controlled risk means there are few or weaker consequences for failure. When a situation or action is controlled, the character usually has a good position, plenty of time, or relative safety. **Desperate** risk means great or dire consequences for failure. When a character finds themselves in a bad situation or throws themselves into one for a faint hope, that's desperate.

EFFECT

Effect is what we **expect to happen** when the character is successful. Normal effect is just this - what a character expects to happen.

When effect is **weak**, it's less effective than the player expects. For example, a character tries to **tinker** a gemstone loose that's powering a magical trap, but only succeeds in prying it out

half way, making them have to take additional action. When an effect is **powerful**, it's more effective than expected. For example, a character trying to **study** or **sense** a way out of a maze with powerful effect may figure the whole thing out and gets the party out in one roll.

NO EFFECT AND SUPERPOWERED

Sometimes the GM can judge an action can have no effect at all. For example, the GM might decide trying to **charm** monsters to persuade them that your actions are just may not have any effect. Trying to **traverse** by leaping up a 50 foot wall probably doesn't have any effect unless it's already been established your character can jump that high (see the section on chapter shortly).

Sometimes an action has extraordinary effect, is heroic or outsized in scale, or pushes beyond mortal limits. This level of effect is called **superpowered**. Characters can get a superpowered effect by pushing their effect beyond powerful through their abilities or getting a critical hit on a powerful action. A superpowered effect can accomplish feats that are far beyond the character's current abilities - like **traversing** that 50 foot wall in a single leap, **smashing** a tower to rubble with a blow of your sword, or **sneaking** through a whole army.

SETTING RISK AND EFFECT

Risk and effect are set before making a roll. This can take a little practice to get used to, but it's important - we set these *before* the roll so the consequences and effect of a character's actions are clear before they make the roll. Think of it like a negotiation between the GM and the player - if all goes smoothly, then the roll should feel fair, even if the player fails - after all, we know what the consequences should be. Conversely, if the player succeeds, they can expect what will happen, since we know what their effect will be.

JUDGING RISK, EFFECT AND SETTING TONE

These two tools together - risk and effect - are kept slightly loose for a reason. They let you set the tone of the game you want to play, and also give the GM tools to judge situations based on the story.

The power of all actions generally is guided by Chapter (pg XX), but you can change this depending on the tone of your game.

How much can a powerful or super powered action do in your game? Can a superpowered **smash** destroy a boulder or a whole tower? Does changing the mind of the enchantress take a powerful **charm** or a normal charm? Can a character **command** a whole army by themselves with normal effect or is that effect weak without aid?

Which actions end up being more or less risky and the consequences of character action also sets the tone. If a character attempts to leap across a wide chasm, is that a **desperate** action, or merely **risky**? Can a character even jump across a chasm that wide unaided, or will they have no effect without a superpowered action?

CHANGING DICE POOLS

The GM never changes the number of dice a character can roll in ICON, but a character can themselves affect how many dice they get by aiding their allies or pushing themselves past their limits.

GAINING DICE

All characters have a pool of **Effort**, representing their inner reserves of willpower, strength, and the will to push on.

- Characters can spend 1 effort to to improve their rolls by **pushing**. Pushing gives **+1 boon** on any action.
- Characters can also spend 1 effort to **aid** an ally, giving them **+1 die**. Push and aid can both stack on the same action
- Characters can also make an action roll to **set up** another character - for example by distracting the merchant while your ally sneaks up behind them, studying a monster for a weak point, or charming a mercenary your ally wants to hire. Your roll has *reduced effect* by itself, and you can still take consequences, but your ally gets **+1 boon** or **increased effect** on the action you set up if your roll is successful. This counts as aiding a character, so you can't do both.

LOSING DICE

During the course of a journey, a character might gain **Burdens**. These represent long term injuries, trauma, or problems that a character is trying to work through.

When you take a burden, a character picks an action of their choice. These actions gain **-1 die** while the character has that burden. The same action can be picked twice, but actions that are already at 0d, including as part of a burden, can't be picked again.

When the burden is healed or lifted, those actions return to normal.

TEMPT FATE

There's one more way to get bonus dice without spending any effort or making any rolls.

At any time when you roll, you can **tempt fate** by suggesting a negative consequence of your actions. If the GM agrees this is a fitting outcome, take **+1 die** on your roll as if you had **pushed** the roll, but the consequence becomes true no matter the outcome.

For example:

"Can I get a bonus die if my fireball accidentally sets the whole forest on fire?"

"Can I get a bonus die if we wake the sleeping wyrm up?"

"Can I get a bonus die if I accidentally leave my sword with the caravan and enter the cave unarmed?"

Max dice

Just as a reminder: **characters can never get more than -2 or +2 dice on any roll**. That means the maximum a character can roll is 6 dice, and the least they can roll is 0 (two and pick the lowest).

FORTUNE

When a character is trying to accomplish a task that isn't particularly dangerous or doesn't have

obvious consequences, but the action is difficult or the outcome is unclear, they can make a fortune roll. This a roll that uses **actions** as normal, but the outcome is slightly different, based on what the character is trying to do:

- **1-3:** Poor result or outcome
- **4-5:** Expected or average result or outcome
- **6:** Good result or outcome
- **6,6:** Excellent result or outcome

By themselves, fortune rolls usually don't change a situation, but can change the risk and effect of future rolls given the circumstance or the quality of information that characters have about that situation.

The most common application of these rolls is when **gathering information** about a situation, or during interludes. For example, a character **studies** a group of monsters from a distance. The GM judges that it's too far for there to be any danger, so the player makes a fortune roll and gets a 4, getting average information.

Researching and **working on long term projects** are usually all fortune rolls. Pursuing ambitions during downtime (page XX) is by default a fortune roll.

Tests of ability can be a fortune roll - a character can roll **traverse** to see how fast they show up at a scene, for example, **endure** to win a drinking contest, or **excel** to perform a coin trick to impress someone.

RECALL

Tests of knowledge are also usually fortune rolls. When a character wants to dredge up useful lore, history, rumor, or memory about a topic, they can recall that info by making a **fortune roll** using the most appropriate action they can think of. The information the GM gives them will vary depending on the action, and there may be some overlap.

A character could, for example, try to **recall** their familiarity with arkentech devices by making a **tinker** roll, remember the social etiquette of a ball with a **charm** roll, or try to assess the odds of survival of jumping over a lava chasm with an **endure** roll.

GM FORTUNE ROLLS

The GM can also make a fortune roll if they want to leave a situation up to chance. How's the weather? Is the town elder busy today? How rocky *are* the river rapids up ahead? Give a situation 0-4 dice depending on how likely you think the parameters are. Most situations should have just 0, 1, or 2 dice.

This is the only time a GM should roll dice in narrative play.

MIGHT AND MAGIC

You might notice that there are no explicitly magical effects in the actions. The outcome of the actions and the type of action is what's important. Whether in the story your character is using their skill, physical strength, or magical forces to perform the action makes no difference - all heroes are ICONs, after all, and all equally capable of great feats. However you flavor the action is up to you - you choose which action rating you think best fits your activity in the story. **Sense** could be your character using magically enhanced eyesight to scout a situation, or just your character's keen senses. You could **sneak** on your own two feet or with a magical cloaking spell, or you can **study** by using a spell to speed read.

The limits of player abilities are based on **Chapter** (pg XX) no matter what.

PLAYER INITIATIVE

In ICON narrative play, the **Game Master never rolls** (except maybe to make a fortune roll here and there, as stated above), and players always have the initiative. Non-player characters, traps, hazards, etc are not treated like individual entities with their own 'turns' or action ratings, but rather like a part of the scene or story, with the story itself being the most important thing! Characters take action, and the GM responds by narrating what happens next.

The only way players can take consequences is through their own actions. The extent of those consequences are up to the GM, however, which could include them 'losing' the initiative by forcing them to react to a situation. In tense

situations, a GM can always turn things back on the players and force them to react, even when players have a successful roll. Always look to ask the question "What do you do?"

ONE ROLL

Most tasks can be accomplished in **one roll**, but you can decide how far one roll goes in your game.

- Will one roll let you sneak into the castle, or will you need to take a series of actions?
- Will one roll let you convince the knight of your worthiness, or will you need to prove your mettle to them with further actions?
- Will one roll let you fight your way out of the monster infested flooded passage, or will you play out tactical combat to get out instead?

Stretching the value of a single roll can let you control the tone of the game and how it's framed - how much time and action is covered - and you can vary it from scene to scene.

All these concepts above - tone, risk, effect, how much can be accomplished in one roll - can also be adjudicated by **Chapter**.

CHAPTER

Chapter is a rough approximation of power level in ICON, from I-IV. It also applies in tactical combat, but is equally as important in narrative play. Characters themselves only advance from chapters I to III.

Chapter decides both the **scale of the adventures** that characters are expected to have, and those characters' own **abilities and capabilities**.

Chapter can be adjusted for your game, but this game is designed with the following scales in mind:

- **Chapter 1** is for threats, challenges, and stories at the **local** scale, things characters could be expected to handle as **beginning adventurers**. They might save a local town or village. Things like crossing a river, scaling a cliff, bargaining for supplies, etc might still be a challenge for them.

- **Chapter 2** is for adventures at the **regional** scale. Characters are **established adventurers**, and might be capable of heroic, outsize feats. They might smash boulders with a single blow, or lead their own organization, or sneak into a guarded fortress in broad daylight.
- **Chapter 3** is for adventures at the **world** scale. Characters are expected to be very powerful, **heroic adventurers**, capable of legendary or mythical feats like diverting a river, crossing into the afterlife, or flying across the continent in a day.

Chapter 4 is a special chapter used to represent power on the **metaphysical** scale, a **level of power that characters can never attain while being adventurers** - demigods, divine beings, etc. Characters might achieve chapter 4 some day - but if they do, they're certainly no longer on the scale where they care about adventuring, and instead are probably one of the powers of the world.

USING CHAPTER

Chapter both decides the scale of the game and also characters' **expected capabilities**.

Many narrative abilities that characters have scale with chapter automatically. In addition, GMs can use Chapter to adjudicate **risk, effect, and tone** for their game. Typically, characters are **unable to tackle challenges or tasks above their chapter** without taking **multiple steps, bringing in help**, or having **reduced effect** (or no effect at all). Conversely, characters tackling threats and challenges under their chapter probably **don't even have to roll**.

Characters can attempt to bypass chapter by pushing themselves beyond their limits, usually by gaining **superpowered** effect. However, the limits of Superpowered effect can be adjudicated by the GM depending on the tone of the game, and typically shouldn't reach more than one chapter up.

What constitutes chapter appropriate depends on the tone of your game. Here's some examples of challenges for a group **I** (the author) would run going by the 'default' chapter design, however, based on ICON's default 'mythic fantasy' tone:

Chapter 1

- Fighting a small band of bandits or an average monster
- Scaling a high manor wall
- Swimming across a river
- Surviving in the wilderness
- Sneaking into a camp undetected
- Charming a merchant into better prices
- Commanding a few lackeys
- Deciphering odd runes from a ruin

Chapter 2

- Fighting a large group of well trained soldiers or a tough, intelligent, or powerful monster
- Scaling a huge castle wall
- Sneaking into a guarded castle
- Riding a monster without a saddle
- Forging a new set of armor in just a few days
- Creating a new powerful alchemical formula
- Enduring a fall off a high peak
- Splitting a boulder in half with a single blow
- Riling up a crowd into revolution

Chapter 3

- Fighting or commanding an entire army
- Building a castle in a single night, or destroying it with all your might
- Traveling across the entire continent in a few hours
- Battling an ancient or legendary monster
- Scaling an epic peak with your bare hands
- Swimming across an ocean channel
- Stealing the crown off the king's head while he holds court
- Surviving being hurled into a hostile dimension for a few weeks
- Charming an ancient sorcerer into aiding you
- Making ground-breaking discoveries in magic. Forging new spells

Anything in **Chapter 4** or beyond is by definition beyond the capabilities of characters without significant preparation, aid, or extra power - something that characters will never be on level with. These are actions that can be story defining for legendary heroes.

Examples would be:

- Facing down a demigod, titan, or divine being
- Diving into the weave of magic itself
- Bargaining with Death
- Stealing a thread of life from the underworld

You can absolutely adjust this up or down. Decide with your group and for your table what a chapter 1, 2, or 3 challenge looks like.

MOVING UP A CHAPTER

Though it's ultimately up to the GM when to move the game up a chapter, it should feel natural for the flow of your game. Move up a chapter when it seems like the characters have outpaced their current challenges, or their strength or the scale of threats they are facing is growing. This should typically be done during an interlude.

Moving up a chapter increases the narrative capabilities of all the player characters, and also allows them to level up past the chapter cap.

SPECIFIC ACTION EXAMPLES

Here's some examples of risk, effect, and chapter using each action for what a characters' expected capabilities and limits are in each chapter. This can be adjusted by a GM depending on the tone of the game. These are all just examples and by no means an exhaustive list.

SNEAK

The risk and effect of Sneak actions is usually dependent on how alert the target of the action is, and what the scale of the task is.

Here are the rough capabilities of a character's actions, depending on chapter:

- **Chapter I:** Sneak into a camp or building. Fish an item out of someone's pocket, or plant something there. Use sleight of hand to fool someone. Spring an ambush on a single person.
- **Chapter II:** Sneak into a large or guarded location like a castle. Pickpocket or ambush a whole group of people.
- **Chapter III:** Sneak past a guarded location in broad daylight. Stealth by a monster with unusual senses. Steal something someone is actively holding while they're looking at you.

A lower chapters, a character needs some cover or distraction to effectively do something sneaky,

such as darkness or misdirection. They can probably only do it slowly. At higher chapters, they need less cover and can do it faster.

Sneaking can represent using your natural skill or magical abilities that turn you invisible or unseen to the eye.

TRAVERSE

Traverse is usually about how far and how safely a character can move in a given amount of time. It not only includes running, jumping, climbing, etc, but also teleporting and flying, something most characters can do a little of.

Adding extra complications on to a traverse roll can change the risk and effect. For example:

I want to move:

- Without touching the ground
- ...and take someone with me
- Up a vertical surface
- Through thick mud, water, heavy snow, etc

Might all adjust risk and effect.

Here are the rough capabilities of a characters' actions, depending on chapter:

- **Chapter I:** Climb over a manor wall, swim a river, or cross a gap. Ride an animal or pilot a vehicle. Move a short distance quickly (a few dozen paces).
- **Chapter II:** Climb over a castle wall, swim a lake, cross a chasm. Ride a monster. Move a long distance (a field's length) very quickly (by climbing, sprinting, jumping, teleporting, flying, etc).
- **Chapter III:** Run up a massive cliffside, swim a channel, cross a canyon. Ride a huge monster. Arrive in a nearby town almost instantly. Keep up or even outrun a horse or riding animal.

Overland travel might be a single roll, or might take a project or ritual (see the section below) to do something like teleport instantly using a ritual, book safe passage on an airship etc.

SENSE

When you sense, you broadly survey or take in an area. You don't get a lot of detail or specifics, but you might notice things like traps, hidden doors, magical constructs, hidden ambushes, people etc.

You might notice smoke from a campfire, or dust kicked up from a caravan over the horizon.

Usually the risk and effect of sense actions is determined by how tense the situation is and also factors such as darkness, obscurity (from weather, dust, etc), and distance.

Sense can also be used to detect the presence of magic or people. Powerful magic might be more risky or harder to detect. Creatures or people from higher chapters might also be much harder or even impossible to detect, depending on their skill level.

Here are the rough capabilities of a character's actions, depending on chapter:

- **Chapter I:** Spot or detect traps, hidden doors, or hidden objects. Look for entrances into an ancient ruin. Sense an ambush. Track or hunt over ground. Detect magic or the presence of nearby mundane beings.
- **Chapter II:** Sense a master assassin. Track someone through new snow or in days-old mud. Detect subtle or hidden magic. Spy a moving caravan hours before it arrives. Predict the weather days in advance.
- **Chapter III:** Determine the exact location of an invisible creature. Track someone in a busy town by the smell of their tobacco. Visualize the ambient connections of magic around you.

STUDY

Study is looking at something with a more focused lens, in detail. You might not notice a hidden door well with study, but once you find it, you may be able to determine how to open it. Studying situations can help you untangle clues about what happened, and study can be used for research or academic pursuits, such as deciphering text, recalling ancient monster lore, or transcribing an ancient spell.

Usually it's the qualities of what you're studying that determine the risk and effect of studying something - as well as what's going on at the time. Studying a monster for weaknesses while it's chasing you might be a *little* risky for example.

You can also study living creatures to determine their emotions and intent - perhaps to see if you

are being deceived. If that's the case, *their* chapter usually determines

Here are the rough capabilities of a character's actions, depending on chapter:

- **Chapter I:** Figure out how to open a door. Decipher a text in a foreign language. Find a path through a maze. Solve a riddle. Untangle a puzzle. Do light detective work. Determine whether the local barkeep is charging too much money.
- **Chapter II:** Decipher an ancient text. Research forbidden lore. Find the weak heart scale on a wyrm. Figure out where someone has been by looking at their clothing. Determine whether the master thief is going to let you leave her den alive.
- **Chapter III:** Surmise exactly what happened in a room last week from two hairs and a splotch of blood. Decipher an ancient inscription by intuition alone. Solve a mystery right away that would have stumped an entire team of local heroes. Guess the archwyrms' riddle in one go.

CHARM

Charm can be used when you're trying to sway with direct appeals, charisma, diplomacy, connections, or deception. Like many other actions, Charm's effectiveness and risk is highly depending on scale and the person or group of people you are trying to Charm.

You probably won't be able to talk your way out of every situation, but that's something that is depending on the tone of your game. Some people just won't listen to reason.

Here are the rough capabilities of a character's actions, depending on chapter:

- **Chapter I:** Sway a person into aiding you. Get the caravan owner to apologize to his daughter. Lie to a town militia person. Assume a made-up identity. Talk down a bandit.
- **Chapter II:** Sway a small crowd into aiding you or taking some action. Convince the king to let you out of the dungeon. Pretend to be someone well-known. Talk down an assassin.
- **Chapter III:** Sway an entire town of people into helping you. Convince the king to step down from his throne, then pretend to be the king for a week.

Doing something that takes long term effort with Charm such as brokering peace, or a courtly romance, might be a project.

COMMAND

Command is when you use force of will, leadership, personality, threats, or intimidation to force someone into action. It's more blunt than Charm and may work better or worse on different kinds of people. As with charm, the scale of the target of your action, the situation, and their nature will all affect risk and effect. Scaring off a few people trying to rob you will probably be a lot easier than scaring off a hungry monster the size of a draft horse.

You can also use command to lead a group of people or run an organization.

Here are the rough capabilities of a character's actions, depending on chapter:

- **Chapter I:** Effectively lead a few people into battle. Intimidate someone. Organize a defense. Force surrender from a fleeing thief. Run a small organization, such as shop or business.
- **Chapter II:** Effectively lead a platoon into battle. Intimidate a small group of people. Organize a group of peasants into a rebellion. Force an outnumbered army to retreat. Make a hardened killer hesitate. Run a large organization.
- **Chapter III:** Effectively lead an army into battle. Start a revolution. Force a large number of soldiers to surrender. Run or rule a small city.

Actions like doing battle, running a city, etc may be a project.

TINKER

Tinker allows you to create, alter, or disassemble devices and constructs, whether magical or mundane.

Usually the risk and effect of a tinker action are highly dependent on the size and goal of the creation, the availability of tools, devices, workshop spaces, etc. You can often think about what 'chapter' a tinkering device would be from and extrapolate from there.

Tinker also allows alteration of existing devices, which could involve something like picking a lock.

Here are the rough capabilities of a character's actions, depending on chapter:

Create, alter, or disassemble:

- **Chapter I:** Uncomplicated or relatively simple devices and constructs. A simple lock. A spell that sets off an alarm. A clockwork automata. A pair of magnification goggles. A clock. A small bomb.
- **Chapter II:** Complicated magical or mundane devices and constructs. A magically sealed door. An arkentech automata. Aetherically powered lights. An airship. A power gauntlet. A spell that produces toxic gas
- **Chapter III:** Very complicated or legendary devices or constructs. A suit of arkentech power armor. An ancient arkentech golem. A force-shield. A sealed habitat.

Many tinker actions take the form of a project or ritual.

EXCEL

Excel is the counterpart to tinker and allows you to use your manual dexterity and agility to perform feats of skill and precision.

Excel is most often affected by the potential risks. Balancing on a wire may be hard, but not risky unless there's a fifty foot drop underneath.

Excel can also be used to perform feats with or simply shoot ranged weaponry such as gun, bows, or bolts of energy from your staff - whatever your character has on hand.

Here are the rough capabilities of a character's actions, depending on chapter:

- **Chapter I:** Make a tough shot. Squeeze into a tight space. Balance on a wire. Do a backflip. Disarm someone. Cut someone's purse strings.
- **Chapter II:** Shoot a coin out of someone's hand at fifty paces. Balance on a moving wagon while juggling. Throw a knife through an arrow slit.
- **Chapter III:** Make a nearly impossible shot. Balance on the tip of a sword. Hit the eye of a wyrm with an arrow while it's flying at you and

you're hanging off the side of an airship, upside down.

SMASH

Smash is when you use violence or direct force to accomplish your goals. This could be physical strength or magical prowess. Shooting a fireball at a door or kicking it down accomplish pretty much the same thing, after all.

The risk and effect of smash are usually depending on your target and your own capabilities.

You can also use Smash to swing a melee weapon, whether that's a giant hammer or a sword made of fire.

Here are the rough capabilities of a character's actions, depending on chapter:

- **Chapter I:** Break a gate. Kick a bandit in the face. Throw a punch. Blow up a door. Throw a barrel.
- **Chapter II:** Snap a heavy iron chain. Throw back ten people with one blow. Smash a boulder. Blow right through a stone wall.
- **Chapter III:** Blow a hole through a castle wall. Use your knuckles as a battering ram to smash a castle gate. Fight a small platoon by yourself. Split a cliff face. Burn away a small forest.

ENDURE

Endure is the counterpart of smash, for when you use your ability to withstand or exert tremendous forces. It could be not just physical strength, but magical or semi-magical fortitude as well, brought on by training, spells, etc.

Here are the rough capabilities of a character's actions, depending on chapter:

- **Chapter I:** Hold up a portcullis or a push aside a heavy stone. Go for a long time without food or water. Hold your breath. Push on into extreme heat or cold. Run through the night. Win a drinking contest. Withstand pain.
- **Chapter II:** Lift an ox into the air or hold a castle gate open. Eat something poisonous. Go without sleep, food, or rest for a few days. Withstand tremendous pain.
- **Chapter III:** Wade through fire or ice. Lift a three story Leggio Caravan. Carry an entire

ancient tree trunk. Force open a sealed stone door that has been sealed for a thousand years. Out-drink a Jotunn.

ACTION OVERLAP

As mentioned before, there is a lot of intentional overlap between actions. Risk and effect can be used to tease out the differences between actions, depending on your GM and the tone of your game.

For example, Smash and Endure have some overlap. Smashing a door down as opposed to using Endure to merely force it open has a different effect in the fiction, however, which is relevant - especially if you're trying to do something quietly!

Charm and Command have similar outcomes - however Charming a scared soldier looks very different than Commanding one, and also depends heavily on which side the soldier is on!

CLOCKS

Let's think about sneaking into a castle. There may be several discrete tasks or obstacles that need to be cleared as players try to get through this castle - guards, locks, trapped doors, you name it. **One roll** may not feel right for the purposes of this task. If the journey in doesn't particularly matter, a character *could* make a single roll to sneak in and have to figure out how to get out. Or, if this is something we want the story to brush past or montage through without much further consideration or consequence, we could do the whole thing in a single roll (perhaps this is a scene from the character's history, or the task is far below their skill based on the chapter).

Sometimes a task is too complex or daunting to be completed in one roll. Sometimes a task might take more time, or multiple steps, to complete, and doing everything in one roll just doesn't feel right.

In all these cases, it's best to use a **clock!**

When you have a clear challenge or goal, you can set out a clock with an even number of segments (4, 6, 8, 10, 12). You can draw out an actual clock,

split into segments, or use a tracker, or simply tick off check marks if you like. The longer the clock, the more complicated or challenging it will be to fulfill. Name the clock after the challenge or goal, not necessarily the method. For example, you can have a clock that says ‘Guards’, ‘Traps’, and ‘Alarm’.

When characters take action related to a clock that would further it in some way, they will **fill in segments on that clock** with their actions on a successful roll equal to their effect:

- Fill in 2 segments for normal effect
- 1 for weak,
- 3 for powerful,
- and 5 for super powered actions.

When the clock fills up completely, the **task or challenge it represents is complete or surpassed**. No further action is necessary from the characters.

In the previous example, we could set out a single clock (maybe a longer one, such as 10 segments) for the whole castle, called something like ‘The Castle’. Alternately, we could set out a few (shorter) clocks representing each major obstacle as the characters come across them - like ‘Guard in the hallway’, ‘Big complex lock’, ‘Hidden Trapped Room’, judging the characters successful if these smaller clocks are filled in.

Clocks abstract out a whole task, scene, or series of events. It’s certainly possible to just use a series of normal rolls for many complex tasks (and a lot of tables will play that way). However, using clocks to represent complicated tasks ensures you’re only rolling when there’s persistent narrative tension, constrains the number of rolls made for any given task, and creates clear parameters for success. It allows the story to progress and means you don’t have to waste time lingering on tasks that would otherwise require a lot of rolling, all of which we find extremely effective for speeding up play. You can use them to move more quickly and efficiently through narrative scenes. If you’d prefer to keep things looser, then don’t worry over making clocks for every little thing.

PROJECT CLOCKS

You can easily use clocks to track progress on a long term project, especially the kind that characters might try to work on during an interlude.

SLOW CLOCKS

If you want a clock that fills slower, instead set a clock out that only fills up by 1 segment at a time, usually when characters are successful at some other task, or advance a journey or activity in some way. For example, if your characters are tracking a monster, you can tick a segment any time the characters finish a scene where they close distance on the monster, and decide they find it after 3 segments.

There are lots of other examples of this in the Book of Adventure on page XX.

PROGRESS CLOCKS

You can also use clocks to track the status or time pressure of a larger ongoing situation in the world or campaign, such as a war, a spreading Blight, a faction’s political influence, or an assassination plot. These progress clocks tend to move by themselves. Tick segments on these clocks when the story or campaign moves forward. A good time to do this is after an interlude. When ticking these clocks, tick one segment if the situation progressed a little, two if it progressed as normal, and three if there was great progress. For example, if you have a clock tracking the progress of a war and it’s drawing to a close, you might tick three segments on that clock at the end of downtime.

FAILURE STATES

You can also create clocks that fill up as a result of failures, rather than successes, establishing fail states for situations. These clocks get filled in as consequences of failed rolls or complications of Risky or Heroic rolls. For example, if a group of PCs were trying to flee from a band of mercenaries, you might set out two clocks: one that represents the PCs’ safe escape and one that represents the mercenaries catching up to them and forcing a fight. The Escape clock fills up when PCs successfully put some distance between them and their pursuers, while the Capture clock fills up when they either fail those actions or have to

make trade-offs. You might fill in two segments whenever a PC fails a roll and fill in a single segment as a complication if they roll a 4-5.

RITUALS AND PROJECTS

During play, players may want to hold a magic ritual, improvise some technological device, or work on another project that may be more involved than a simple action roll.

Many of these projects are better accomplished as **ambitions** (page XX) during an interlude. However, if the project is something simpler or something that can be accomplished during a normal session, you can use these rules instead.

First, the GM should ask the players what they want to accomplish with their ritual, craft, or project - the *goal* or *function* of their creation.

Here's some examples:

"We want to seal the door with a magic seal so that demons can't pass through it."

"I want to create an improvised grappling hook to climb the cliff."

"I want to transform into an animal for an hour so I can scout out the woods without being seen."

"We want to create a working flamethrower out of parts in this workshop."

This is best used for effects that aren't permanent, or a part of a character that will carry over between sessions. If the player who wanted a grappling hook wanted it to work for more than just its initial use, they'd probably have to set it up as an **ambition** first.

The players' goal should *always work*, but the GM can choose one or more of the following, and must inform the players on the details:

- The ritual or craft can't accomplish exactly what the players want, but a lesser version of it
- The characters will need to create time or space
- The characters will need to gather additional reagents, materials, or supplies
- The craft or ritual will have clear side effects
- The characters will have to sacrifice something to accomplish their goal, such as another piece of gear or an infusion of dust
- The characters will need help from an expert

- The characters will take strain from the task

Then set up a clock or make an action roll to accomplish the goal.

GM PRINCIPLES

Here are some basic principles for the GM to follow when running ICON:

- **Keep away from 'no'.** 'Yes, and...', and 'Yes, but...' keep the story moving and keep things in the player's hands. You can always tell a character an action isn't possible given their approach without denying them completely. Offer alternative approaches or suggestions to problems, and let player creativity be rewarded. "You can't open that door by smashing it down by yourself, it's too heavy. If you could find something strong to use as a battering ram though..."
- **Let players choose how to move the action forward.** Give players choices and let them choose how to proceed. Players should nearly always be the ultimate drivers of action in your story, not your NPCs, plots, or events. You can always force the players to react by throwing something unexpected on at them if you want to mix it up. "Railroading", or taking away player agency, only typically becomes a problem when you deny players the chance to take action or intervene in a situation.
- **Play to find out what happens.** It's perfectly fine to have a plan or outline for a session or expedition. If there's a scene or event you really want to happen, however, and the players totally avoid it, then let it happen! You can find a way to introduce it later. Players will often deviate from the path you lay out for them, and the story is often better for it.
- **Foreshadow consequences and threats.** If you're going to shoot someone with a crossbow, show the players a glint of it from a window first. If the fall off the mountain is going to inflict critical strain, you should probably tell players how steep and dangerous the mountain path looks. The game has a very easy way to foreshadow threats built in with *risk*.
- **Make characters look good.** Characters are heroes. If they fail, they should never fail due to incompetency.

COMPLICATIONS AND CONSEQUENCES

Characters take some sort of consequences or complications for their actions on any final action result except a 6 - something that will happen fairly often!

Consequences are typically narrative in nature and will depend on the nature of the action that the character is taking in the fiction. For example, a character trying to leap a chasm might fall, stumble, or find themselves clinging to the edge if they don't get a full success. The severity of consequences should **depend on the risk** of the action that a character is taking, with **more severe consequences the worse the risk was**. For a controlled action, consequences are minor, for a desperate action major, and for a standard risk action they should be somewhere in the middle. In the previous example, a character might fall completely into the chasm if the action was desperate (probably getting majorly hurt!), find themselves clinging to the edge on a risky action, and maybe drop something on the way over in a controlled action but otherwise make it over safely.

Here's some broad suggestions for the GM when inflicting consequences.

1. **Put someone in a bad spot** - Increase the risk of their next action. Put them in a worse position than before, like teetering on the edge of a cliff, separated from the group, sliding off a rooftop, or in the middle of a crowded guard post.
2. **Start a ticking clock** - Start a ticking clock for a much worse consequence. Perhaps a character knocks a pillar, now the whole room is about to collapse.
3. **Tick an existing clock** - Tick 1-2 segments for a partial success, tick 2-3 for a failure. If the action was desperate or controlled tick more or less.
4. **Offer a hard choice** - Make characters choose between two harder outcomes - do you want to recover the key to the ancient door or let the treasure chest fall into the abyss?
5. **Weigh them down** - Present characters with a sudden obstacle or hindrance - pin them

- under a heavy boulder, give them an annoying hanger-on at the party, blow out all the torches and make the room pitch black
6. **Make them lose initiative** - The character misses a window of opportunity or loses valuable time. They lose sight of the thief they're pursuing, a door slams shut on them, or they are late to the peace summit. Put them on the back foot.
 7. **Reduce effect** - Give characters less effect on a successful action, perhaps making them have to roll again.
 8. **Inflict strain, as established** - Inflict **strain**. There's more on strain below. For a risky action, inflict 2, for a controlled action, 1. For a desperate action, inflict 4 strain, or in rare cases, inflict critical strain.

FORESHADOWING CONSEQUENCES

It's good practice as a GM to foreshadow or hint at the possible consequences behind a character's actions. This is especially important for consequences with hard outcomes, such as strain. *Establish* consequences in the story first. This is pretty easy and intuitive to do:

- "The robber levels their dagger at your chest. It looks pretty sharp."
- "You can take a shortcut to get ahead of the fleeing courier, but you'll lose sight of her - better hope you catch up."
- "You can definitely sneak past the sleeping giant, but he's sleeping lightly and the slightest noise will probably wake him up."

Sometimes players will even suggest possible outcomes or consequences for their own actions - in which case you should run with it. You can also communicate this pretty easily by setting risk for actions. Don't worry too much about doing it every time, just try to remember when you inflict hard or severe outcomes to communicate the possible outcomes before the character takes the action - and allow players to back out of their ideas if they want. This helps the game feel fair.

STRAIN

When a character is physically hurt, mentally drained, or narrowly avoids injury or consequence from a situation, they take **strain**.

In base ICON, **characters are heroic and larger than life. Only the stresses and stakes of tactical combat can truly hurt characters.** Outside of combat, they take **strain**. Taking strain represents the mental and physical effort a character must put into avoid serious bodily injury, taking injury anyway and pushing through the pain, taking mental stresses, or suffering through a difficult situation. Strain can represent everything from actual bodily strain to exhaustion, enervation, tiredness, or exposure to the elements.

Strain taken is 1, 2, or 4, depending on risk. Characters can also take critical strain.

Average strain is 2, usually taken as a result of **risky** actions. This is usually something like getting swiped at by a monster, a short but painful fall, dazed at by a weapon, eating something poisoned, exhausted from a long trek, frozen in the blinding wind, falling over from a lack of sleep, etc.

Minor strain is 1, usually taken as a result of **controlled** actions - still enough to be painful. Bad bumps, scrapes, minor wounds, animal bites, tiredness, sickness, etc.

Major strain is 4, usually taken as a result of **desperate** actions. Major strain is something very painful or hurtful, like a long fall, getting smashed by a boulder, smacked around by a large monster, burned by a fireball, going days without sleep or food, getting badly sick or poisoned, shot in a vital place with an arrow, etc.

Critical strain is something that a normal person probably wouldn't survive, such as falling off a cliff, getting crushed in the jaws of a wyrm, falling into lava, riddled with arrows, etc. You'll survive - you're an ICON after all, but in order to do so, you'll have to push through a lot.

BREAKS AND BURDENS

Characters have a limited number of strain boxes. If they **would tick a box** and their boxes are **already full**, or if they take **critical strain**, they **break** and are too hurt or overwhelmed to continue in the current scene, unable to move or act on their own. A **broken** character may only

take an action by spending 1 Effort to do so beforehand (see more on effort on pg XX). A nearby character can also spend the effort for them.

When a character breaks, they clear their strain boxes and take a **burden**, and at the end of the scene they cease to be broken and can act normally.

A **burden** is more long-term harm to a character and represents the mental and physical ordeal of the adventuring life. How much a burden interferes with a character is up to that character's player. When you take a burden, write the nature of the burden underneath it. It could be a long term injury of some kind that the character ignores, scars, a change in attitude, tiredness, sickness, etc.

Example burdens:

- **Injuries:** broken leg, broken arm, gashed ribs, monster bite, etc
- **Corruption:** Infection, disease, illness, dark magic
- **Negative emotions:** Anger, resentment, jealousy, rage, hatred
- **Exhaustion:** tiredness, ennui, sadness

Then, tick two actions which have more than od. Those actions are at at -1d until the burden is healed. Tick actions that are appropriate to the kind of burden taken if possible. For example:

- You might tick Smash and Tinker for a broken arm
- You might tick Charm and Study for tiredness
- You might tick Endure and Traverse for poisoned
- You might tick Command and Sense for fear.

This can be done up to twice per action.

The GM can always look to burdens for possible consequences for action rolls. Players can also play up their burdens to **invoke** them.

INVOKING BURDENS

If a character has any burdens, they can invoke their burdens in narrative play to **get into trouble** when they make an action roll.

Get into trouble means starting trouble or facing consequences, even on a successful roll. For example, a character with the 'exhausted' burden decides to get into trouble when making a roll to navigate a monster infested tunnel. The GM decides this character wanders off, not aware of their surroundings, while the party moves on without them. A character with the 'anger' burden decides to get into trouble while negotiating a peace settlement - the GM decides that the character acts out at an inopportune moment.

When getting into trouble or invoking a burden means changing a character's behavior or making them act out-of-character, the GM can say broadly what happens but it can be up to the player to act it out.

Other players are free to suggest consequences for invoking burdens (including the player who invoked them), but it's ultimately up to the GM what to choose.

If you invoked at least one burden **at least once** during a session **get 1 xp** at the end of that session.

HEALING BURDENS AND STRAIN

Characters can heal **all strain** when they **camp** or when they finish an **interlude**.

Burdens can *only* be healed during an interlude, during the special **Heal Burdens** step. Burdens are represented with a filled clock of 4, 6, or 10 segments, and characters can only heal them slowly by *unticking* segments during downtime. Characters can fill in any burden they like when they take one.

3 BURDENS

A character with 3 burdens can still break, clearing all strain, but doesn't mark an extra burden. Instead of recovering and returning to themselves at the end of the scene, however, they remain broken until the expedition is over (they can still expend effort to act normally).

After the expedition is over, any character that broke this way must take their leave from adventuring for a while and **cannot embark on the next expedition**. They can still heal burdens

during the interludes and pursue ambitions normally, then return the following expedition if they so choose.

COMBAT IN ICON

ICON has a tactical combat system, but this system doesn't have to get used to represent every occasion when violence breaks out. You have a couple options, including not playing with tactical combat at all!

USE TACTICAL COMBAT

By default, ICON assumes GMs and other players will be using the tactical combat system in the second half of this book. This system is only for when the *stakes or the tension are high* and must be resolved through combat. In tactical combat, characters can **actually be hurt or killed**, and they are going to use the **full extent of their might** - all their destructive magical and physical power. If the scene doesn't warrant that, or the characters don't have the ability to go all out, it's not worth tactical combat. For most situations involving violence, assess whether it's important enough to dip into tactical combat. If you get into other situations, it might be better to play it out as a narrative scene, using clocks. This is a way you can set the tone and pacing for your game.

- Is a bar brawl a tactical combat, where the stakes are high and characters will use the full extent of their powers and abilities, or is it a narrative scene using Excel, Smash, Endure, and Command to overwhelm and outwit your rowdy opponents?
- If the local militia shows up to arrest the players, is that a tactical combat or a negotiation? Can it degrade into a tactical combat or can players make other rolls to avoid fighting?
- If the characters find a hungry giant guarding the entrance to a dungeon, can they talk to it, or will they have to fight it in tactical combat if they fail to sneak past?

Transitioning into tactical combat is usually done smoothly out of narrative scenes or as a tension break when things go sour: when the characters fail to sneak past the Relict, when they burst into

the baron's hall hell bent on confronting them, or when they stand in defense of the town as the wave of monsters approaches.

NARRATIVE COMBAT

As an alternative or companion to tactical combat, you can play combat scenes out exactly like you'd play out any other narrative scene - using action rolls, clocks to track challenges, etc.

USING ACTIONS IN COMBAT

If using narrative combat, characters can take any actions they can think of to progress the scene, using the actions they already have. The skills **Excel** and **Smash** are obvious contenders (shoot a ranged weapon, swing a melee weapon), but other actions can also be used, to either set up allies or to progress a scene on their own. For example, when fighting a monster:

- **Charm** to distract a monster from attacking your allies
- **Command** to scare the monster and make it hesitate
- **Endure** to wrestle the monster to the ground
- **Sense** to scan your surroundings for hazards you could drive a monster into
- **Study** a monster to find a weak spot
- **Sneak** to spring an ambush against the monster or get out of the situation
- **Tinker** to set a trap for the monster or throw an explosive

The flavoring and theming of a character's action and attacks is up to the player, and any action could potentially be used for physical or magical combat.

SETTING UP A NARRATIVE COMBAT SCENE

In narrative combat, don't treat monsters or foes like you would in a traditional rpg, but instead use **clocks**, **risk**, and **effect** to represent the entire combat scene. The GM can adjudicate or adjust these based on the challenges characters are facing, deciding which actions in the moment would be more or less effective.

Don't think about the setup as just the foes the characters are facing, but the entire scene as a set piece. Defeating foes might be ancillary to running

away, or opening a door, or scaring foes off, or holding out until reinforcements arrive. You can see a big list of suggested combat scenarios on page XX of the book of foes.

You can set up multiple clocks to represent different challenges in a scene, including the foes themselves.

Don't use clocks like you'd use HP. If a clock fills up and the scene would naturally be over, then end the scene and let characters figure out how they drive off, escape from, avoid, or defeat any remaining foes.

QUALITIES

If characters *are* fighting opponents, then it can be helpful to write down 2-3 **strengths** and 1-2 **weaknesses** to refer to when determining the position and effect of actions.

For example, characters are fighting a Wyrms in open combat. The Wyrms itself is a big armored, fire breathing lizard. might be represented with a 10 or 12 segment clock (a pretty powerful foe!) with segments filled in as characters take actions against it.

The GM decides the qualities are **Big**, **Armored**, and **Fire Breathing**. It's weaknesses are its **Weak Scale** and it's **Slow**.

A character wielding a bow tries to attack the Wyrms. Here's how that might play out:

- Because the Wyrms is **armored**, a character shooting arrows at it (probably using **Excel**) might have no effect, or be a weak and desperate action.
- However, the wyrms does have a **weak scale**. Another character using **Sense** might try and spot openings for the bow-wielding player, changing their effect, or a character might use **Smash** to topple a pillar onto the Wyrms to immobilize it, **Endure** to grapple its jaws and hold its attention, **Charm** to distract it, etc. All these actions can key into each other and all of them could potentially fill out the Wyrms's clock to defeat it.
- The Wyrms is also **fire breathing**. Getting close to it sounds pretty risky or desperate, but because it's **slow**, it should be safe to shoot from a distance. The bow player might decide to

clear some distance by **traversing** and sprinting across a rocky cavern, improving their position (and maybe their effect, because they can get multiple shots off).

Foes don't have to be treated like a single clock in narrative play. You could use one clock to represent a whole group of foes, or multiple clocks to represent one foe and the different threats it represents. You could even make individual **strengths** or **weaknesses** their own clock. In the previous example, the heart scale could be armored and have a short clock required to expose it before it becomes vulnerable. The wyrm's fire breath could be overwhelming and require some action to stymie it (or muster up a defense) before the wyrm can even be approached.

To make more interesting combat scenes, treat combats like any other narrative situation and make multiple clocks to track evolving situations. You can get some examples and advice on this on page XX.

PLAYER CHARACTERS IN NARRATIVE PLAY

In ICON, every character has a unique drive - something that represents how they move through and interact with the world. This is called their **Bond**. You can think about it like a character 'class' or archetype, except your character's Bond is **purely for narrative play**. Think about how your character acts around other people, what motivates them, and what ideals they hold near - that's your Bond.

Each Bond gives you bonuses to certain actions and powers that help you play to that archetype or give your own unique spin on it. When you make a character, you'll choose the Bond you'll have for the rest of the game, with some exceptions.

Characters all have action ratings, and bonds all have some variation of the following features:

- Ideals
- Effort
- Bond Powers
- Gear

ACTION RATINGS

All characters have ratings in each of the ten actions, from 0 to 4.

- At level 0, characters start with 6 dots in these ratings (2 from their bond, and 4 more from creating a character)
- No rating at level 0 can be higher than 3
- Characters can only ever have one action at 4 dots.

It can help to choose action ratings that match the concept of your character, even if you're going to be using a tactical combat job. For example, if you want your very strong Demon Slayer character to be good at busting down walls, you should take dots in the Smash action.

IDEALS

These short sentences or activities can be ticked if you performed them during a session at least once. At the end of a session, if you ticked at least

one, get 1 xp. If you ticked two or more of them, get 2 xp.

EFFORT

All Bonds have a certain number of Effort boxes. By default, Effort can be used in the following ways:

- **Push:** Tick 1 effort to add +1 Boon (+1d6) to any action roll
- **Aid:** Tick 1 effort to help another character. They get +1 Boon on their action, but you also share in any consequences of their action (strain, bad situations, etc). A character can only benefit from aid once on an action roll. Aid does not stack with setup.
- **Team Action:** You make an action as a group. Choose a leader, who spends 2 effort. The leader makes an action and the outcome or consequences are decided as if the whole group took that action, without anyone else rolling, since the leader is directing them. For example, a Team Sneak can get a whole group of characters through a difficult situation. A team narrative combat action lets a whole group fight at once. This might also change position and effect for an action.

If a character is maxed out on effort, they're **exhausted**. An exhausted character can't spend any more effort and some Bonds may get bonuses when they're exhausted.

REGAINING EFFORT

Characters **regain all** effort when they finish an **Interlude** or when they **camp**.

1/session, a character may also get a **second wind** and regain all effort outside of camps or interludes when they fulfill their second wind trigger. These are different for each Bond. A character doesn't have to activate this when it occurs, and can wait for a better opportunity.

USING EFFORT WHILE BROKEN

If you're broken in a scene (you maxed out on strain and took a burden), you or a nearby character can spend 1 effort to allow you to act normally for an action.

BOND POWERS

Bond Powers are special abilities that either give you the ability to do something without rolling, or boost your existing actions or abilities. They are very powerful and help distinguish your character. You can further define what your characters' specific powers look like and where they come from.

- **Scene:** Some powers or Bond features apply until the end of the current *scene*, or can only trigger once a scene. A scene is a contiguous series of events where we don't 'cut away' from the action. When we enter a new sequence of action or dialogue (like a new room in a dungeon, a new challenge, a different conversation happening in a different place) the previous scene is over. This is pretty easy to judge naturalistically.
- **Limited Powers:** Certain Bond Powers can only be used by spending Effort, and many can only be used a certain number of times per game session. You get these powers back at the start of a new session.
- **Range:** A few powers have a loose effect range, such as close or far.
- **Chapter scaling:** A few powers gain more explicit power per chapter (I, II, III).

GAMBITS

Normally you can only take powers from your own Bond. However, once you have four powers from your own bond (including your starting power), you can take a Gambit when you would pick a new power, which is a power from any bond. A character can only take a gambit once.

KNACKS

Some powers give you a knack. A knack is a skill or area of expertise or knowledge, usually specific. When you can apply your knack to a roll, get +1 Boon (+1d6) on the roll.

SET UP

Some bond powers give more powerful set ups or key off setups. A setup is an action roll (with normal consequences, etc) that has reduced or no

effect on its own but grants the action that's being set up +1D.

INCREASING EFFECT

Some character abilities can increase effect. Effect can be increased as long as base effect is at least weak (no effect is still no effect), and can normally never be increased past Powerful, even if a character would get increased effect multiple times.

The only way to increase effect further is to use a power that grants you *superpowered* effect, or get a *critical hit* on a roll with *powerful* effect (turning the effect into *superpowered*).

GEAR

The final parts of bonds is Gear.

Icon doesn't care about minutely tracking gear. You are always (unless noted) assumed to have the numerous things an adventurer would have on them - armor, weapons, clothes, traveling boots, currency, food, etc.

However, all bonds have a number of unique items available that could prove useful in certain situations, and are unique to each bond. Gear is organized into **kits**, which are loosely related collections of items.

You always have access to gear items from the basic **adventurer's kit**. However, when you start an expedition, choose a **single kit** from your bond you are carrying with you for the expedition. You reasonably have access to all the gear items from that kit, and can use them as you like, pulling them out as needed. You gain access to the gear from kits every time you embark on an expedition, even if that gear is used up or lost (we can reasonably assume you can restock, repair, or replace it).

If you think the provided kits for your bond are too specific, you can instead choose any three items from your bond kits, in any combination, when you embark as a **custom kit**. This works the same way as other kits.

You might also pick up **loose gear** during an expedition - this is stuff you might just randomly find in a dungeon, haggle for, steal, or purchase. If you pick it up, note it down on your character sheet. Though you can hang on to and store any amount of loose gear outside of an expedition, you have room to take **two pieces** of loose gear with you on any expedition, no matter the size, and always have access to it.

You can share gear with your party any time.

USING GEAR

Gear can be used to improve **position** and **effect** for your rolls. After all:

- climbing a steep cliff wall when you have a rope is probably a lot easier (and less risky) than climbing it bare handed!
- similarly, using a lock pick to open a door is a lot easier than improvising one with a knife.
- having a book of monster lore to flip through might prove helpful when researching monsters

You get the idea.

All gear is assumed to be about the quality as the chapter you're in.

PLAY EXAMPLE

Here's a quick play example.

PLAY EXAMPLE: THE HALL OF DEATH

The GM is playing with two players, Alice and Marco. Alice's character has the Bond of the Mighty, James' character has the bond of the Pathfinder.

The character are exploring a ruin and reach a hallway. The GM knows this hallway is trapped with pressure plates (on the floor) which will cause poison darts to fly out from the far wall. A tough scenario!

The GM can do a couple things here. If characters take action without checking the hallway out, the traps end up being an obvious *consequence* for their actions, and their actions are probably risky, if not desperate! If characters take a moment to

survey the hallway and get good information, the GM can make their actions more effective or more controlled moving forward, since they know about the traps.

The GM can also decide to let the whole thing get covered in *one roll*. Or, if the trap is more dangerous or complicated, they can set up a clock for it.

The GM can use good practices and *foreshadow threats* here by showing the players that the hall might be trapped.

Let's see some permutations of each of these scenarios.

The introduction:

GM: You come to a long stone hallway, chocked with dust, and probably only wide enough for one person at a time to move down. It's pretty long and the far end is too dark to see. Propped against the wall on your side is an old rusty breastplate, a piece of armor long abandoned, as though someone took it off in a hurry. It's pock-marked with small holes.

One roll, players don't gather information:

Alice: I forge ahead, carefully.

GM (taking the initiative): Ok! There's a click as you step on a pressure plate. You hear the soft hiss of air at the other end of the room, and you see a flurry of darts heading your way! What do you do? Your action is probably going to be pretty risky.

Alice: Damn. Ok... I'm going to bring my shield up and try and *endure* the darts.

GM: Great, I'd say that's pretty effective but desperate.

Alice rolls 3 dice for her character's Endure action and rolls a 1,2, and 5, a mixed success. Darts shoot into her character, inflicting 3 strain on her.

Alice's player chooses to spend 1 effort for her Might's special ability to reduce the strain by 1. The darts having activated, the hall is clear and the characters can move on.

One roll, gathering information:

Alice: I'm going to check this hall out.

GM: Ok, give me a fortune roll for that, since you seem safe where you are.

Alice (rolls sense, gets a 4): I'm going to survey the hall for threats. A 4.

GM: Squinting your eyes, you can just make out strange cracks in the floor ahead of you. It's hard to tell, but you're pretty sure this hall is trapped, with pressure plates.

The scenario plays out as above, but the risk for Alice's character's action is now controlled, since she knows about the trap. Now she only takes 1 strain when she's hit by the darts, which she spends resistance to ignore.

Using a Clock, gathering information

The GM decides this trap is a bigger threat, something they want to spend a short scene on. They set out a 6 segment clock to represent the hall.

Marco: I have a bad feeling about this hall. I'm going to get closer to *study* the stonework

GM: Ok, give me a roll. It's a little riskier to study since you have to get close, but I'll say its more effective. I'll say its still controlled.

Marco (rolls study, gets a 1): Ok, I'll take it. I have 0 in sense so I'd rather use study. Ah, a 1.

GM (Inflicting strain): Oh yeah, it's definitely trapped. A flurry of darts shoot out through the darkness right at you. Since your action was more powerful, I'm giving you some progress on this clock (*The GM ticks 2 segments on the clock.*

Normally they'd tick 1 or none on a '1' roll). However, you're still getting shot, for only 1 strain, and you're sure there's more plates in the hall.

Marco: I'll take it.

Alice: Can I boost Marco's character on my shield to get them across the hall and give them a bonus die?

GM: Sure. You can make a roll to set up Marco if you like, or just tick effort to aid him.

Alice: Ok. I'm going to roll for it. Is... *excel* a good action for this?

GM: Probably, or *smash*, I think, since you're using force.

Alice: My smash is better, so I'll use that.

GM: Ok, it's going to be controlled risk for you I think

Alice (rolling a 4): A 4.

GM (putting her in a worse spot): Great, you boost Marco in the air. However, you have to take a couple steps forward, and now you're in the

middle of the hallway. Anything you do from here is going to be way more risky.

Marco: Let's do this. I'm going to traverse by kicking off the walls. I'm also going use my pathfinder power *Windrider* to *push myself* for another die and choose to *not touch the floor*.

GM: Great, that's two bonus dice, one from Alice's character and one from your push, and you have better effect from your cool power. I'll say since you don't have to touch the floor, your action is going to be less risky, so instead of being risky it's going to be controlled.

Marco (Rolling 1,2,2,3): Great. Oh shit, a 3.

GM: No problem. You still get two ticks on the clock from your better effect (The GM ticks two more segments, bringing the clock to 4/6).

Marco: Ok, but I'm a dead man, right?

GM (offering a choice): Your action was controlled thanks to your power, so you don't get riddled with darts, but you've got a tough choice. You don't make it quite down the hall, and you're close enough to see the mechanism. Do you try and leap forward disable it now, and maybe get poisoned for your trouble, or do you try and make another roll? I'll let you finish the clock right now if you want.

Marco: I'm going for it.

GM: Ok! You dive forward and jam your blade into the mechanism. A vaporous cloud of poison pours out from the dart holes as the trap deactivates. You're going to take 2 strain from the poison.

Marco: Ouch. That would give me a burden.

Alice: Can I use my special ability to take the strain instead by pushing Marco aside?

GM: Yeah... but you're not close enough - you were put in a bad position, right?

Alice: Ah, ok. Can I just throw my shield and smash the mechanism before it manages to poison Marco?

GM (Avoiding saying 'no' to this creative solution): Sure, I think that would reduce the strain, but give me a roll. Risky, since you're trying to do it quickly from far away!

Alice: Ok, I'm going to use 1 effort to push this. (Rolls 2, 3, 6). A 6!

GM: Cool. You hurl your shield and crumble the wall, sealing off the vapor. Marco only takes 1 strain.

Marco: Nice.

FLEXIBILITY AND TONE

You can see each of these scenarios changes both the narrative weight of the scene, and the number of actions players need to overtake it. For example, a player with powerful or superpowered effect could take care of the clock in the third example with just one or two rolls!

Think about how this scenario might change depending on the tone of game you want to run. In a more grounded game, maybe getting riddled with darts is more strain, or even critical strain on a desperate action. Maybe diving down the hallway, bouncing off the walls, isn't possible without powerful or superpowered effect (Marco did use an ability there to justify it, so keep that in mind).

If the characters are in a higher chapter than the treat, a hall like this, in the fiction, may not pose much of a threat. The GM can ignore it, make it a single roll, or make it a shorter clock. If the characters are in a lower chapter than the hallway, maybe it poses a huge threat and is super risky, and the character's actions are less effective.



EXPEDITIONS, CAMPS, AND INTERLUDES

EXPEDITIONS

Sessions of ICON are focused around **Expeditions**. Whenever you **leave a place of safety** with a **clear goal in mind**, you're on an **expedition**.

Typically in ICON this involves leaving the safety of a village, town, or city, and setting out into the wilderness to explore some ruin, claim some artifact, or stop some force from causing harm, but it doesn't necessarily have to be that simple.

For example, you could leave a place of safety inside of a city and remain there while you travel to confront the Churn Barons, or solve the mystery of the murders by the docks, or something similar. If you're expecting to encounter opposition, danger, or uncertainty, you're probably heading into an expedition.

All expeditions have a clear goal at the start, even if that goal changes.

REWARDS

Characters are rewarded in ICON with two currencies, **XP** and **dust**. **XP** (experience) is typically gained at the end of each session, and is used to level up your character for both tactical combat and narrative play. **Dust** is the currency of Arden Eld and is used primarily for leveling up your Relics for tactical combat and getting more out of your ambitions and healing during downtime.

CAMPING

During an expedition, you can momentarily pause the action to **camp**. Camping allows everyone in the group to recuperate and eat and drink, healing **all strain, unticking all effort**, and healing **all HP**. It only takes an hour or so and a place of relative safety for characters to be able to camp.

Characters **can only camp a certain number of times per expedition**

THE CAMP SHEET

Characters can **upgrade their camp**, name their group, and set group ambitions when they camp or go into an interlude using the **camp sheet**.

Think of the camp like a character sheet for the whole party - everyone benefits from it.

There's more on the camp sheet on pg. XX

INTERLUDES

When the goal of an expedition is accomplished, abandoned, put on pause, or no longer relevant, and you return to a place of safety, the **expedition is over, and you go into an interlude**. An interlude is a longer period of more narrative time in which characters can rest, relax, and recuperate.

During an interlude, characters can **get rewarded** for their adventures.

Then they can **heal burdens, pursue ambitions, and freely role-play**.

RETURNING TO AN EXPEDITION

Interludes should always aim to come back to an expedition at the end of each interlude, creating a loop of expedition > interlude > expedition.

STARTING EXPEDITIONS

When you set out on an expedition, take the following steps:

1. Define your goal. What are you hoping to accomplish? What are you setting out in search of? Who are you trying to stop? You can pose this as a question if you like, phrased like 'Will the heroes do X?'. We play to **answer this question**. If you're a GM, you don't need to have an answer yet, just an idea of how players might get there.

Example goals: Will the heroes recover the mysterious arkenrelic from the ruins that's rumored to be able to destroy an entire town? Will the heroes discover what is causing monsters to pour out of the oak hill dungeon and put a stop to it? Will the heroes track down and stop the mysterious stranger who has been stealing from the village shrine? Will the heroes put a stop to the brewing fight between the towns of Barrowglade?

2. Choose some custom rules, if applicable. This game has preset frameworks, tools, special actions, and custom expedition rules for running particular expedition types. You can find a list of these rules on page XX. You can always run an expedition without a type if you like and just improvise.

3. Define the number of camps. Before characters embark on an expedition, the GM sets the amount of times characters can camp. Supplies to camp in the wilderness are limited, and time is usually short. Camping lets characters heal and fully recuperate.

- For a short or time limited expedition, characters won't be able to camp.
- For other expeditions, characters should gain the ability to camp **once for every 3 combat encounters** the GM expects them to go through (so once for 1-3 encounters, twice for 4-6, etc), or if there is less tactical combat, about **once for every three major obstacles the GM expects them to go through**. Characters can camp at any time they have an hour or so and enough safety in which to do so.

4. **Set your job and abilities, if you expect tactical combat.** There's more on this in the tactical combat section.

5. **Reset your** character. Your character heals all wounds, all hp, heals all strain, unticks all effort, and chooses a kit for their expedition. Just about the only thing you don't do is heal burdens!

6. **Define rewards.** All expeditions normally reward 6 xp and 3 dust if they're successful. If there are extra rewards possible, define them here. If an expedition's not long enough to prompt rewards, it's probably not an expedition!

7. **Set out!** Don't worry about how you get there, or over-planning. Get your feet on the road and cut to the action.

WHY EXPEDITIONS?

Expeditions are used in ICON so that characters always have goal they are working towards, and they can expect the story to move at a certain pace and with a certain amount of tension. When we're on an expedition, things are probably dangerous or uncertain. There might be combat involved. Certain activities, like healing, can only be done a limited amount inside an expedition (it's not safe enough, or there's not enough time!), and certain actions, like getting rid of burdens, can't be taken in expeditions at all!

Expeditions don't have to take a single session to complete (and might often take multiple).

TIME AND SAFETY

Camping doesn't have to mean staying in a village, town, or city. It could just be a safe and clear spot for the characters to get the time and space to rest and recuperate. There could be a sanctuary in the middle of the wilderness, or a dungeon.

ALTERNATIVE AND EXTRA REWARDS

During play, the GM can always offer additional rewards for going after extra treasure, completing tasks for characters, slaying an especially powerful monster, etc. These rewards can be in the form of additional xp, dust, trophies (limited use but powerful items), or other more intangible rewards like allies or information. You can more

information on these rewards in the book of adventure on page XX.

ABANDONING AN EXPEDITION

Characters can always abandon an expedition if they're too hurt to continue or if the goal has changed. Leaving an expedition unfinished abandons the original goal the characters had in finishing it, which may now be **beyond their grasp**. Whatever the case, if characters return to the expedition, the situation should have changed.

QUESTS

Sometimes you have a longer or more complicated task or goal, like exploring a large dungeon, going on an epic journey, or unseating a despot, in which case you're on a **quest**.

Quests take more than one expedition to complete. You can take interludes in the middle of a quest or take on other expeditions.

Each expedition can represent a small part of the quest (a leg of the journey, a wing of the dungeon, gathering allies to fight the king, etc), and characters can take interludes normally in between. For example, characters could take a quest to explore a large dungeon. The GM decides this will take about three expeditions to complete, with each expedition's goal being to explore one part of the dungeon.

When you complete a quest, not only do you get the xp and rewards for all expeditions in the quest, but you also get 1 additional xp for every expedition you completed as part of the quest, up to 6 extra xp.

This can allow a GM to set more long term goals for the characters. You can work on multiple quests at once.

INTERLUDES

Interludes are the spaces between adventures - the kind of freeform narrative play that most role playing games get into when characters aren't actively pursuing a quest or goal. They are the spaces between expeditions when characters have time to pursue their personal goals, gather information, do more casual roleplaying, shopping, etc. Every adventurer needs a break from the grind of fighting against the encroaching darkness.

When you end an expedition, you go into an interlude right away, and all interludes should end with the aim of launching another expedition. Certain actions can only be taken in an interlude, like healing burdens or pursuing ambitions.

While you're in an interlude, it's typically for couple days but you can decide how much time passes - if you want to play things out in a more strict, granular way, or if you want to 'montage' through events and have time move quickly. Interludes stereotypically take place in a town or city, but don't necessarily have to - characters could take an interlude in the wilderness if they like, as long as they have relatively safety to do so.

Each time you go into an interlude, **fully heal all strain and regain all effort** from narrative play, and all **hit points, and wounds** from tactical combat. If characters were successful during their expedition, they **get rewarded** (xp, dust, or other rewards).

Characters always do this at the **start** of an interlude. All characters then get to do the following activities, in any order or combination:

HEAL BURDENS

Each character can **heal burdens**, unticking a total of 3 segments on any of their burden clocks (4, 6, 10). If a clock is filled out completely, the burden is lifted and no longer bothers the character. If you like, play out a healing scene to describe what characters are doing to heal their burdens (there are prompts for this on the character sheet).

If you like, you can forgo your own healing to **help someone else** heal their burdens, allowing them to tick **1 extra segment** on any burden. Each character can only be helped once.

You may also **spend dust** to tick additional segments on a burden clock, representing spending more time or resources bought. **2 dust** will buy you 1 segment on a clock.

PURSUE AMBITIONS

When you have a clear goal or project in mind, or you want to obtain something (power, allies, dust, access, information), you can write it as an **ambition**. An ambition could be anything from crafting a magic sword, researching into long forgotten civilizations, simply pursuing personal growth goals, or bringing together an alliance to fight a monster invasion.

The GM decides if the ambition is possible, if a reduced version of it is possible instead, or if the ambition will take several steps to complete. If your ambition is to become king, for example, the GM might decide that's too large of a step for now, but you might be able to pursue becoming a knight instead.

Then they decide how hard the ambition will be to accomplish and chooses which of the ambition clocks on your sheet it will take up (short, medium, long), and what filling that clock up will represent. The clocks are 4, 6, and 10 segments long.

During an interlude, each character can **pursue ambitions** by doing a scene or a montage describing how they're pursuing their goals, then making an action roll, filling out 1 segment on a 1-3, 2 segments on a 4-5, 3 segments on a 6, and 5 on a critical roll.

- Characters can work on the same ambition if they like, even if that ambition is another character's
- You may also **spend dust** to tick additional segments on an ambition clock, representing spending more time or resources bought. **2 dust** will buy you 1 segment on a clock.

When you make your characters, and during any camp or interlude, you can also write **group ambitions**, which reward everyone for working

on them. A group ambition can only be worked on once during an interlude, and to work on one a character has to give up working on their own ambitions. Group ambition clocks aren't a default length and must be decided by the GM.

You can write new ambitions any time, but if you change or abandon an ambition, clear any segments on the clock that's representing it. An ambition must be a clear goal or project, and the length of the goal (which clock it represents) is determined by the GM. You only have room for one ambition of each length. If you want to write a new minor ambition (4 segments) and already have one, for example, you have to change your current one.

Clearing ambitions rewards **1, 2, and 3 xp** respectively. **Clearing a group ambition** rewards **1 xp** to the whole group.

Ambitions are typically projects or long-term goals, like gathering information, researching, crafting, or organizing. It could be something like plotting revenge on a rival, learning a new skill, fixing up an old aethership, finding a secure route into a dungeon, deciphering old texts, or learning about your mysterious parentage.

Aside from the xp for clearing ambitions, the GM is free to give you some concrete benefit for completing them, like dust or camp upgrades. They are also free to tick segments on your ambition clocks if they feel like your actions further the goal, even if they weren't taken as a Pursue Ambitions action.

If a goal is complicated or world changing it may take multiple ambitions to complete. Alternately, it may require an expedition or quest to complete, in which case completing the ambition clock represents the preparation for that expedition or quest. When it's full, you're ready to take it on with your group.

FREEPLAY

Play out any scenes or role-playing activities you like! Interludes are meant to accommodate more relaxed role playing.

In general, Interludes are meant to represent an area of relative peace and quiet. However, lot of

groups may get into trouble during an interlude, and the situation might change. Characters might go bargain with the thieves' guild only to try to double cross them, wander a little too far out into the wilderness, or open a dangerous magitech device.

If characters get into trouble, you can play out a narrative scene or tactical combat to resolve the situation. If it's more complicated than a scene or two, you're probably heading into a surprise *expedition!*

If characters took strain during an interlude, they can heal it when an interlude ends. In general, characters are intended to start an expedition with all their resources at their disposal.

BRINGING IT BACK

Interludes should always aim to launch the characters into a new expedition of some sort. The characters **leave a place of safety** with a **clear goal in mind**.

SESSION END

Whenever you end a session of ICON, go around the table and check your xp triggers, then gain xp depending on which you fulfilled them or not. These triggers are on pg. XX but are repeated here for your convenience:

Check at the end of a session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

LEVELING UP

Each time the characters fill the xp bar to 5 or 10 xp, they can unlock an ability or talent at the end of that session or during a camp or interlude.

If a character's xp bar is full (15 xp), they can clear the bar and gain a level up. Any character that has a level up banked at the end of a session can increase their level by 1, but no higher than the current chapter number. A character can only 'save' one banked level up at once.

SPENDING DUST

At the end of a session, characters can also spend any Dust they have unlocking additional features for their camp, or infusing them into their relics.

NARRATIVE CHARACTER CREATION

CHOOSING YOUR BOND

To make the narrative part of your character in ICON:

1. First choose what kind of **Kin** they are, then choose what **Culture** they're from.
2. Pick a **Bond** that you think represents your character narratively. You can choose **one bond power**, and take +2 dots in one of the two **actions** tied to your bond.
3. Then fill in 4 **more dots on actions**, taking none higher than 3 right now. Fill them out the following way:
 - Pick one dot based on your character's culture or background.
 - Pick two dot you think represent your character's personal qualities
 - Pick one dot you think represent your character's life experience so far (work, travels, education, etc).

You're done! You'll make the tactical combat part of your character next. In the first session you can choose something for your **camp** with your group and set out on your first expedition.

PICKING ACTION RATINGS

Players in games with tactical combat might notice that their combat jobs don't give them any narrative capabilities by default. **Pick the actions you want your character to be good at.** Even if your Spellblade can teleport, in narrative play, their teleports are limited by *Chapter* and how good their *Traverse* action is. You don't necessarily have to match the two - you could play a quiet demon slayer who is quite clumsy at *smashing* anything outside combat, but becomes a furious whirlwind when faced with a real challenge.

FOLK OF ARDEN ELD

The collective peoples and folk of ICON are collectively referred to as **Kin**. Kin have lived in Arden Eld since time immemorial.

When you make a character, choose what Kintype you are. There's no statistical or mechanical differences in game terms for whatever Kin you pick. It's true, for example, that Troggs as a whole are larger and stronger than most Thrynn. However, each individual is different, and more importantly **you are a hero.**

Your bond is more important for determining the kind of person you are. If you want to play up the unique attributes of your Kin, you can pick a bond that fits that fantasy, and pick actions that fill out what you want your character to be strong at. A strong, physically powerful Trogg may want to pick the Mighty Bond. An agile Xixo who is an excellent swimmer may pick the Pathfinder bond.

Broadly speaking members of all Kin can be found in every part of the world and every walk of life in ICON, and none have any ancestral nation, 'homeland', or monoculture, especially due to the ancient influence of the Arken Empire.

Narrative Advancement

Every time characters reach 15 xp, clear all xp and mark a level up. Characters can level up at the end of a session, but can't gain more levels than the current chapter.

Lvl	Chapter	Narrative Benefit
0	1	Choose a Culture and Kin type. Then choose a Bond and gets 2 dots in a specific action, a Bond power, then gain 4 extra dots to improve actions. None can be taken past 3 at level 0, and only one can be taken to 4 ever.
1	1	Gain a Bond Power and improve an action
2	1	Gain a Bond Power and improve an action
3	1	Gain a Bond power
4	1	Improve two actions or gain a Bond power
5	2	Improve an action
6	2	Gain a Bond power
7	2	Improve an action
8	2	Improve two actions or gain a Bond power
9	3	Gain a Bond power
10	3	Improve an action
11	3	Improve an action
12	3	Gain a Bond power



THRYNN

The Aethrynn, or Thrynn (most commonly) are found everywhere across Arden Eld. They are an adaptable, diverse people with a strong sensitivity to Aether and a strong connection to arkentech, some say because they are direct descendants of the Arken that survived or fled the Doom and the dark age that followed. They make up a large part of airship crews and captains in the great Guilds due to their potential for aether sensitivity making them excellent pilots.

Thrynn are made up of a dazzling swathe of backgrounds that span the continent. They tend to live in clans that cluster into villages, towns, and city associations. Symbology and culture of the ancient Thrynn clans, called the Seven Families, are present in many modern cultures of Arden Eld, and some draw strength and purpose from their ancient texts and teachings.

Some Thrynn will occasionally have small glowing 'star-marks' on their body, especially when attuned to or channeling strong sources of Aether. These can form constellations of stars or twisting branch-like patterns under their skin. Occasionally these marks are strong enough that even being near to a strong source of Aether is enough to light them up.

Very rarely, Thrynn are born with delicate vestigial insect-like wings, not capable of flight. Children born this way are given special attention, having been divinely marked, and often have roles in the community leadership or priesthood prepared for them. They may grow into these roles or eventually reject them.



TROGG

Troggs, also called Ogres, are horned demi-giants that are few in number but outsize in stature. Legend has it that the Troggs descend from the Titans who originally kept the four pillars of the world stable before they were slain by the Arken, or at least have some titan blood running through their veins. Adult Troggs typically stand anywhere between six and eight feet tall, and never stop growing throughout their very long lifetimes, sometimes living four or five hundred years and growing to truly enormous stature. All have horns of various size and shapes, and some are born with tails. The Troggs reproduce slowly, have few children, and treasure them greatly. Trogg children spend a long time maturing and only reach adulthood around forty years old.

Like other Kin, Troggs are hugely diverse in their backgrounds and cultures but due to their small number tend to be loners or outsiders to the communities they join. In legends, they are supernaturally tolerant of heat and can handle even molten metal with their bare hands, though how much this holds up in real life varies from Trogg to Trogg. Very traditional Troggs worship the Elden Flame, the primal force of creation, and give themselves over to the study of smithing or the etherial arts. Since Trogg artisans live a long time, they can accumulate several lifetimes of knowledge that Kin from a similar background could accumulate.



BEASTFOLK

The variety of animal-like Kin found across Arden Eld can be broadly called Beastfolk. They are the most common Kin and the most diverse physically. There are many clans of beast folk, including:

- *The Lopen* are cat or rabbit-like folk originally from the great plains.
- *The Garou* are wolf or dog-like folk from the deep forest and islands.
- *The Goblins* or *Vodya* are amphibious river-dwelling kin.
- *The Lorito* are feathered, birdlike kin originally hailing from the high steppe.

There are many other beast folk clans, such as the fishlike *Pelagia* and reptilian *Kuroki* from the eastern mountains, and probably still many more that are hidden and spread across the surface of Arden Eld.

Beastfolk tend to be shorter in stature than Thrynn, though some are taller and hardier. They live around the same time as Thrynn and culturally tend to have large families. Beast folk are present in every culture, from desert dwelling nomads, to pastoral farmers, to city guilds.

Traditional Beastfolk have a strong connection to the earth and the forest. They are strong woodsfolk, hearty eaters, and excellent hunters. They have better senses than other Kin and are sensitive to the changes in wind, moisture, and earth that signal the weather, the crops, or the changing of the seasons. Their excellent sense of taste and smell lead a lot of beastfolk to become excellent cooks (or picky eaters).



XIXO

The insectile or crustacean-like Xixo (ZIK-zo) are a group of water-dwelling kin that can traditionally be found as traders up and down the waterways of Arden Eld. Xixo are excellent swimmers and can hold their breath for very long periods of time. They vary widely in physiology, though they are unique in that during spawning season they can change sex, and many Xixo swap around throughout their lives. Though they can have weak eyesight, they are highly sensitive to smell and chemical signals and Xixo can communicate simply emotions or moods to each other through pheromonal markers, leading to the stereotype that they can read each other's minds.

Though individual Xixo live much shorter lives than other Kin, maturing at around 8 and typically living until their mid 40s, they have perfect memories, able to recall everything in their lives with absolute clarity. A common understanding among the Xixo is that other Kin are terribly cursed - living twice as long as the Xixo, but eventually forgetting a large part of their lives.

THE SIX GREAT CULTURES

When you make a character, choose what their cultural background is. Culture is far more important than Kintype for most characters. A Trogg and a Xixo from the same village are far more alike than two Troggs from different parts of the world.

These are the six broad cultures of Arden Eld and don't necessarily represent every culture present in the world. Every type of Kin is present in every culture in varying degrees.

I. YEOKIN

The vast majority of people in Arden Eld live in the Green, the swathes of peaceful farmland, villages, townships, and trading posts in between the arkenruins. Life in the villages is hard work but generally pleasant, and organized around the yearly harvests. Neighboring villages tend to depend on each other for trade, safety, and information, and come together for festivals (of which there are many, especially in the summer months). The villages typically are run by a city elder, or a council of elders and have a strong connection to nature and its cycles. Faithful villagers tend to pay their respects to the local nature spirits or the Titans at shrines or holy sites such as pools or groves.

Villagers tend to be proud of their local traditions, festivals, and gods. Most villages have a regional cooking or craft specialty, and people will often visit from many towns over just to sample them. One village might specialize in iron and smithing work, another might be known for the quality of its steamed buns and its pork, and another might have miles of beautiful grazing pastures and be known for the quality of its milk and dairy products.

Regional village councils sometimes will gather a militia to defend against a surfacing ruin or a blight, and those towns very close to the ruins typically have a wall to keep out roaming monsters. Many villages, especially those deep in the wilderness, will train some or most of their

members in old martial arts techniques unique to each village that can be used to defend the village in times of crisis, recording these techniques on scrolls that are closely kept secrets.

Community, hard work, respect for nature, and family are strong values for Yeokin. Outsiders can sometimes see them as parochial, stubborn, and uneducated.

II. ISLANDER

The islands around Arden Eld are an oddity, in that most of the arkenruins out there are sunken beneath the ocean. Unfortunately, this has only made them more active. The island chains are beautiful, sun-soaked places that seem paradise-like to many Kin, but the people that live there are tough and disciplined, having to constantly defend their idyllic-seeming homes from horrors that rise unendingly from the sea. The weather in between the islands can range from merely stormy to apocalyptic, making travel incredibly difficult.

Islanders are prolific sailors, strong drinkers, and prodigious fighters. They tend to have a dark sense of humor and more than a touch of bravado. Most of their living is made through fishing, carpentry, mercenary work, and through trade and commerce with the mainland. Islanders have strong taboos about going back on promises, and value someone's word very strongly.

Respect for strength, a healthy sense of humor, reliability, and independence are all strong values for Islanders. Outsiders can sometimes see them as foolhardy, rude, or loud.

III. LEGGIO

The villages of the Green rely on a healthy network of trade caravans, peddlers, crafts-kin, menders, and healers of all kinds. Parts of these networks are made up of local farmers and traders, but over time some of the caravans have grown into permanent residences and a quasi-religious way of life for the people that crew them, who have come to be known as the Leggio. Their massive, colorful caravans make seasonal rotations around Arden Eld, stopping in the cities to resupply, and are broadly welcome wherever

they show up, since it means a chance to buy, repair, and indulge in all the necessities and luxuries so sorely missed. The Leggio always eat well and trade fairly with the towns, and will often take on travelers who are seeking safe passage to the next village, post, or city.

Nearly all Leggio have some sort of family trade or skill they are specialized in (sometimes multiple), and many famous or legendary artisans, smiths, and weapon makers come from old Leggio families. Leggio Grand Caravans can be two (or sometimes three!) stories high and are carved with family histories. They are pulled by draft beasts and sometimes captive monsters, who are kept docile by Leggio beast tamers.

Leggio are nearly all armed and trained in fighting since they were young as they often have to pass through dangerous or blighted areas in order to reach a town in need. They regard their duty to keep towns supplied as sacred and pray to the Titan of chance to give them safe passage.

Craft, sociability, discipline, and hospitality are all strong values for Leggio. Outsiders can sometimes see them as insular, overly friendly, or nosy.

IV. CHURNER

A sporadic, nomadic culture, churners live a dangerous and daring existence, especially compared to most people of Arden Eld. In their caravans and camps, they follow around Arkenruins as they surface, and make their living off them in whatever way they can. Sometimes this involves venturing into the ruins themselves (though never too far for most Churners, they leave that up to the adventurers and the foolhardy), and scraping Dust from the ruins, or searching the surface levels for fragments of Arkentech. Most of the time this involves directly servicing the adventurers themselves who venture into the ruins by supplying them with necessary food, supplies, arms and armor, and elixirs. When a new ruin is discovered or surfaces from deep beneath the earth, it is not uncommon for a Churner camp to appear at the edge shortly after, like a spray of brightly blossoming flowers over a grave.

Especially brave Churners will sometimes set up shop within the surface levels of a dungeon, sometimes maintaining large crops of herbs, fungi, or other staples that will only grow in the dust-soaked environment of the arkenruins. The more daring of them will hire themselves out as guides, tinkers, or hirelings for wealthier adventurers. Due to their unique living circumstances, most Churners tend to know more about monsters than any other culture, mostly their spoor, habits, and how to avoid them.

Churners are a highly itinerant culture, and while some travel together, they tend to congregate only when a new dungeon surfaces and the old sites dry up. Many of them are former adventurers who have settled out of obligation or necessity and seek a slightly more respectable existence, but others are skilled merchants, crafts-kin, cooks, smiths, and suppliers that come from old families of Churners and run their tents and wagons with a high respect of the Churner Code (*honesty, safety, convenience*). Recently, due to the increasing ruin activity, the number of Churners has been rapidly increasing, and a lot of the old and more respectable families complain of grifters, swindlers, and ill-intentioned shady merchants sullyng their reputation.

Dependability, hustle, professionalism, and caution are highly valued by Churners. Outsiders can sometimes see them as deceptive, opportunistic, or exploitative.

V. CHRONICLER

The ancient monasteries of the Chroniclers dot Arden Eld, overlooking its deep valleys from mountain perches, or buried deep in the rifts of its canyons. Within is buried ancient knowledge - and sometimes dangerous secrets.

Chroniclers are a unique, isolated culture - a quasi-religious society of monks and acolytes built around the Chambers - the great monasteries of the continent, whose building predates the Arken and survived their fall. There are twelve of these ancient edifices, and they are typically located in extreme or hard to reach locales, requiring them to be self sufficient. Small monastery towns and trading posts grew up around them over time, forming a tight-knit communities that revolved

around and intermeshed with monastery life - moving with their festivals, rituals, and traditions.

The Chambers are part temple, part archive, and part prison. As legend goes, they were built to protect the great secrets of the making of the world. Some of their inner vaults now lie empty, and three of the Chambers are broken and hollow ruins, whatever was contained within long disgorged into the world. The inner passages and halls of the Chambers are rumored to be full of all kinds of secret knowledge, ancient weaponry, and old and powerful evils - though none can say for sure.

As for the Chroniclers themselves, they live in a strict, hierarchical, and somewhat spartan society, but one which values justice, education, equality, and honesty. Ascending up the ranks of the priesthood takes a long time and a lot of ceremony, and only the most senior monks are allowed into the central halls of a Chamber.

It is not uncommon at all for monks to dip and out of the priesthood in order to have families, explore the world, or go on missions of utmost import for the monastery. Junior temple acolytes wishing to become higher members of a Chronicler order are often required to leave the temple for a while to find purpose in the greater world.

Chroniclers highly value knowledge of all kinds, and tend to be highly educated. This drive often pushes traveling chroniclers to explore ruins, challenge authorities, or pry where they don't belong, often getting them into danger.

Truth, justice, discovery, and tradition are important values to Chroniclers. Outsiders can see them as secretive, old-fashioned, or stiff.

VI. GUILDER

There are no nations in Arden Eld, but its cities are growing in both size and influence. Their cobbled streets and teetering towers are expanding and stretching to the sky, and the fires of industry and arkentech burn deep in their bellies.

Those that live in the cities are known as Guilders, and often belong to one of the great Trade Guilds,

loose and oligarchical organizations that regulate the trade and production of certain items between cities and act as informal government associations of sorts. Cities are often ruled by the guilds or their proxies and to most people of Arden Eld are chaotic, overcrowded, wondrous, and very smelly places where the food is greasy, the markets are bright and burgeoning, and the sights are as incredible as they are strange.

Cities are the centers of technology and magic in Arden Eld and are the chief drivers of the hunger for Dust and arkentech, which the technomagic institutes and Guilds use to produce mechanical and magical wonders. Citizens of the great cities of Arden Eld are the most diverse in background and profession, and tend to enjoy a higher standard of living than those in the Green, with access to many conveniences such as rail and airship travel, running water, and arkenlamp lighting. However, they also are the most unequal, with many Kin languishing crammed into hot and overcrowded residences in the increasingly mazelike city depths, while the Guild Barons at the top scrape most of the benefits off for themselves while claiming to be acting for the benefit of all. Some predict the coming of the Churning Age will extend this way of life even out to the Green, and fear what that portends.

Guilders tend to be more educated, more knowledgeable about Aetheric principles and more connected to magic and science than other Kin, who they may see as backwards. They also tend to be very tolerant and welcoming, and the most worldly of Kin.

Tolerance, patience, drive, and friendliness are highly valued by Guilders. Outsiders can sometimes see them as haughty, know-it-all, or pampered.

BONDS

I. THE PATHFINDER

Discover new things, meet new people, learn new things. The Pathfinder is always looking to horizon. They're the first to clamber up the mountain, leap across the river, or dash down the slope. The road is their friend and they can't wait to see what's around the corner.

+2 **Traverse** or **Sense**

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with curiosity, exploration, or understanding
- I expressed my heritage, background, or beliefs through my actions
- I saw, heard, or tasted something truly unique

GEAR

Adventurer's kit (Lantern, pack, bedroll, rope, flint and tinder, journal, rations, cooking pot, knife, canvas tent)

- **Highland kit** (Pitons, climbing harness, hooks, zipline, cold weather outfit, preserved rations, thermos, foldable canvass glider that can carry one person)
- **Lowland kit** (Arkentech compass, warm weather outfit, shovel, local maps, a reliable one or two person mount - horse, dog, arkentech heliobike)
- **Extreme kit** (Uncomfortable but safe hazard gear, blight testing strips and curatives, diving suit, foldable kayak, Arkentech rebreather - 1 hr of clean air for water, gas, etc, two refills for rebreather)
- **Custom Kit:** _____, _____, _____

Loose gear (_____, _____) _____, _____

EFFORT: /3

STRAIN: /5

Second Wind: Regain 1 effort when you enter a new scene. This ability can activate any number of times a session.

Special Ability: Leading a team action only costs 1 effort for you.

BURDENS

 /4 /6 /10

AMBITIONS

 /4 /6 /10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

PATHFINDER POWERS

- **Saddleborn** - Get a **knack** for riding or piloting:
 - Chapter I: Animals or Vehicles
 - Chapter II: Monsters
 - Chapter III: An entire herd of animals or monsters.
- **Windrider** - When you push yourself to take a **traverse** or **sneak** action, you also get increased effect and choose one of the following for the action per chapter: *you don't touch the ground, you don't make a sound, you can't be touched while moving.*
- **Dabblers** - Get +1 point to put in any action rating. At the start of an interlude, you must swap this point around to a new action. It can't take any rating higher than 1+ the chapter number
- **Freesoul** - You can escape from any restraint, grab, shackle, hold, or prison cell without rolling, appropriate to chapter. You can conceal this ability if you wish.
- **Lay Burdens** - 1/session, When you enter a populated location, untick 1 segment on all burdens, and you may push your next action for free.
- **Airfeel** - When you camp or start an expedition, you can ask any of the following questions about the next day or so of travel and get a truthful yes or no answer from the GM. Get *increased effect* when next acting on the answers.
 - Is it a long, dangerous, or arduous journey?
 - Is the journey defended or contested?
 - Are you currently being pursued, tracked, or hunted?
- **Colortongue** - You can understand and speak all languages and read all scripts. When you interact with a living creature that doesn't speak language, you can understand its intents and feelings and get a *knack* to interact with it socially. At chapter II or higher, you can use this to interact with even non-living creatures, such as magical constructs or the undead.
- **Horizon Sweeper** - Your *sense* actions have increased effect and aren't affected by:
 - Chapter I: Darkness or time of day
 - Chapter II: Weather or visibility
 - Chapter III: Distance of any kind
- **Memory of the Sole** - Name a location you last set up camp or spent an interlude. The GM will determine the difficulty of the journey there by answering the questions below. When the next scene starts, you and up to ten other willing people can choose to be safely there if you take 2 strain for each 'yes' answer, which could cause you to break. Work backwards to figure out how you got there (the scene doesn't necessarily have to take place the next hour or day, for example).
 - Is it a long, dangerous, or arduous journey?
 - Is the location defended or contested?
 - Are you currently being pursued, tracked, or hunted?
- **Lightspeed** - 1/session - Your next **traverse** action has superpowered effect
- **Gambit of Gaia (requires 4 powers):** Take a power from another Bond

II. THE SEEKER

Uncover forbidden knowledge, untangle people, teeter on the edge of sanity. The Seeker wants answers - about the world, about magic, about monsters, about themselves - all of it. Their keen wits let them cut through any situation, even if they may not like what they uncover.

+2 Study or Sense

IDEALS

- I addressed challenges with investigation, intuition, or recklessness
- I expressed my heritage, background, or beliefs through my actions
- I questioned my own understanding of the world

GEAR

Adventurer's kit (Lantern, pack, bedroll, rope, flint and tinder, journal, rations, cooking pot, knife, canvas tent)

- **Ritual Kit** (Tightly bound tome of rituals, mysterious occult scroll, candles, chalk, salt, paper for talismans, reagents for burning, holy icon, silver bowl, dead light lantern - pierces supernatural darkness, weather, or obscurement)
- **Archaeologist's Kit** (Thick tome of dungeon lore, pick, shovel, head lantern, extra spool of rope, climbing harness, arkentech ruin sensor - 2 mile effectiveness)
- **Scholar's Kit** (Academic almanac, telescope, star chart, tattered personal notes, magnifying arkentech lenses - 10x zoom, Aether compass - senses, qualifies, and measures ambient aether)
- **Custom Kit:** _____, _____,

Loose gear (_____, _____) _____,
_____, _____

EFFORT: /3

STRAIN: /5

Second Wind: Regain all effort when you discover something hidden, forbidden, or secret.

Special Ability: When *exhausted*, you get +1d on study and sense actions and can aid in those actions without spending effort.

BURDENS

 /4 /6 /10

AMBITIONS

 /4 /6 /10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

SEEKER POWERS

- **Heartsight - 1/session** - Close your eyes. You can view a location for 1 minute, anywhere:

- I: Close by, within shouting distance
- II: Within a few miles
- III: Anywhere in Arden Eld

You view the location as if an invisible observer, hearing and seeing everything. You cannot move your point of vision, and your body is immobile and vulnerable while taking this action. You can end it any time. You don't have to be able to see the location you're trying to view.

- **Library Organ - 1/session** - Get +1d on study and sense for the rest of the scene, but all other actions are at od. At chapter III, also increase all effect from study and sense.
- **Argus** - You get a **knack** for sensing:
 - I: Hidden objects, paths, tracks, or traps
 - II: Hidden people, monsters, or ambushes
 - III: Invisible or metaphysical objects or forces, such as the flow of magic
- **Midnight Eyes** - You can see in the dark, which could make your risk and effect better. Your **study** and **sense** actions get **increased effect** in darkness. At Chapter III or higher, you can see anything close by in good detail without the use of your eyes.
- **Unhinge** - When you push a desperate action, it also gains increased effect.
- **Dark Clarity - 2/session** - You may **study** the ambient emotional state of:
 - I: One person close by
 - II: One person or monster close by
 - III: All people or monsters close by

You get an impression of how they are feeling and what the strongest emotion they are feeling is. Your next action including your target(s) that can act on this information gets +1 boon or increased effect.

- **Possession - 2/session** - Ask a presence inside you for advice. The GM will answer as the presence. Get +1d on the next action that follows that advice.
- **Instinctive - 2/session** - Describe a course of action to the GM you plan to take this session. You will receive an answer that is truthful, if unclear, that comes from a feeling. The GM can choose from the following options: Wheel (good/positive outcomes), Stone (bad/negative outcomes), and Chaos (a mix of good and bad outcomes).
- **Geist** - When you are able to touch someone skin to skin, even if you break contact, you can see through their eyes and experience their sensations and ambient emotional state, though you can do little but observe, and they are not aware of your presence. The effect can be accessed:
 - I: Until the end of the scene
 - II: Until the end of the expedition
 - III: IndefinitelyThe effect is canceled when you use this ability again, and while you're concentrating on it, you cannot do anything yourself except sit in quiet focus, otherwise the effect breaks. A player character must be willing, and you may need a roll to be able to touch a hostile, unaware, or unwilling character.
- **Terrible Truth - 1/session** - Increase the effect of your next **Study** action to Superpowered
- **Gambit of the Outsider (requires 4 powers)**: Take a power from another Bond

III. THE MIGHTY

Use your prodigious physical or magical strength to destroy obstacles and help your friends. The Mighty revels in strength and power, and presents an unbreakable front to the enemy, but uses that power not to oppress and control, but to protect the vulnerable and stand against evil.

+2 Smash or Endure

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with strength, leadership, or force
- I expressed my heritage, background, or beliefs through my actions
- I didn't back down when faced with a challenge

GEAR

Adventurer's kit (Lantern, pack, bedroll, rope, flint and tinder, journal, rations, cooking pot, knife, canvas tent)

- **Soldier's Kit** (Extra rations, whetstone, oil, two pairs of good boots, extra large pack, badge of rank, protection ward)
- **Mercenary's Kit** (Fortifying snack, iron flask, bounty ledger, backup weapon, foldable hand cart, heavy object for hitting someone with)
- **Brawler's Kit** (Healing ointment, copious bandages, splint, thick gauntlets or gloves, foldable stretcher, good luck charm)
- **Custom Kit:** _____, _____,

Loose gear (_____, _____) _____, _____, _____

EFFORT: _/3

STRAIN: _/5

Second Wind: Regain all effort when you take injury or harm while protecting someone else
Special Ability: When an ally close to you suffers strain, you can take the strain for them. In addition, you can spend 1 Effort when you take any strain to reduce it by 1, to a minimum of 1.

BURDENS

_/4 _/6 _/10

AMBITIONS

_/4 _/6 _/10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP _/15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

MIGHTY POWERS

- **True Grit** - When you break, you remain in control of your character for the rest of the scene. If you would remain broken longer than that (you have 3 burdens for example) this effect ends at the end of the scene.
- **Iron jaw** - You can't suffer critical strain (take 4 strain instead)
- **Volcanic - 2/session** - When someone or something harms an ally in your presence, you can trigger this ability to get +1d or increased effect (choose) on all actions against them for the rest of the scene
- **Hammersoul** - Your **Smash** actions have increased effect when you're exhausted.
- **Overpower** - You can push by taking 2 strain instead of spending effort for **Endure** and **Smash** actions
- **The Tower** - While you're at maximum strain, characters can aid you without spending effort. If you break, all characters that witness it recover 1 effort.
- **Force of Will** - 1/session - You can choose to automatically treat your next **Command** action roll against another character as a 6. The GM can decide a character is too strong willed for this to work on them, forcing you to roll normally, but if they do, regain 2 effort after that roll resolves. It always works on foes from a lower chapter than you.
- **Half Light** - When you gather information about violence or possible threats, you can use **Endure, Smash, or Command**
- **The Wall** - 1/session - This scene only, reduce all strain suffered by you or an ally of your choice by 1, to a minimum of 1
- **Make Total Destroy** - 1/session - Increase the effect of your next **Smash** action to superpowered
- **Gambit of The Storm Lord (requires 4 powers):** Take a power from another Bond

IV. THE WOLF

You are a tough exterior covered in scars. Your competency makes you strong, but you also can't let anyone see where you're vulnerable. The wolf stands strong alone, but can't forget that they ultimately rely on the pack.

+2 **Excel** or **Sneak**

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with precision, coldness, or intimidation
- I expressed my heritage, background, or beliefs through my actions
- I let people see a glimpse of who I am beneath my mask

GEAR

Adventurer's kit (Lantern, pack, bedroll, rope, flint and tinder, journal, rations, cooking pot, knife, canvas tent)

- **Solo's Kit** (Shadow cloak, collapsible weapon, spiked gloves and boots for climbing and combat, single use flash bomb, toxin vial - sleep toxin, slow acting poison, paralyzing toxin)
- **Survivor's Kit** (Pick-me-up - something to take the edge off, old bandages, lock picks, change of clothes, concealed weapon(s), faded memento, extensive memory of local street layout and back doors)
- **Wanderer's Kit** (Weatherproof cloak, hardy traveling outfit, extra rope, survival rations, hunting weapon, general knowledge of local fauna and flora - from good and bad experiences)
- **Custom Kit:** _____, _____, _____

Loose gear (_____, _____) _____, _____

EFFORT: /3

STRAIN: /5

Second Wind: Regain all effort when you fix someone else's mistakes, or someone else fixes yours.

Special Ability: You are hardened. Your 4 clock burden gives you no penalties.

BURDENS

 /4* /6 /10

AMBITIONS

 /4 /6 /10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

WOLF POWERS

- **Clarity** - If you **break**, regain all effort, and you can **push** your next action for free
- **Scarcoat** - +1 max strain per Burden you have
- **Blood Scent** - You get a **knack** for tracking or intimidating anyone or anything that's wounded
- **Go for a Walk - 1/session** - When you separate from the group to do something alone, you can trigger this ability to get **+1d and increased effect** on your action. 'Cut to black' and roll the action 'off-screen', then cut back to when you return to the group, describing what happened.
- **Cornered** - When you are outnumbered in a tense or violent situation, leading team actions does not cost effort for you.
- **Lurk - 1/session** - When the GM describes a scene, you can choose to be there, hidden, appropriate to chapter. Don't worry about how you got there.
- **It's Nothing** - During Heal Burdens, heal 2 extra ticks on a burden of your choice if nobody helps you heal burdens. Heal 1 tick on two burdens if someone does help you heal, instead of just one burden. If you do so, you can't help other people heal burdens.
- **Crack Shell** - When you're exhausted, you can take aid actions without spending effort
- **Bishop** - When you **set someone up**, that person gets both +1d *and* increased effect on the set up roll.
- **Wick - 1/session** - Increase the power of your next **Excel** action to superpowered
- **Gambit of Arenheir (requires 4 powers):**
Take a power from another Bond

V. THE HARLEQUIN

Trick, humiliate, and dance around the powerful. The Harlequin despises those who take themselves too seriously, and delights in slipping in and out of conversations, roles, and situations.

+2 **Sneak** or **Charm**

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with cunning, subterfuge, or deceit
- I expressed my heritage, background, or beliefs through my actions
- I talked or slipped my way out of a charged situation

GEAR

Adventurer's kit (Lantern, pack, bedroll, rope, flint and tinder, journal, rations, cooking pot, knife, canvas tent)

- **Entertainer's kit** (Instrument, fancy outfit, three free meals, tome of song lore, tickets to a show, extensive knowledge of local haunts, free entry and lodging for a single inn, tavern, or place to stay)
- **Rake's kit** (Hooded lantern, lock picks, paramour's portrait, concealed weapon, loaded dice, gaming set, three extra outfits, disguise kit - wigs, outfits, fake noses - etc - can be applied to others)
- **Trickster's kit** (Someone else's pocket contents, ball bearings, official looking uniform, fire starter, very convenient key, large pouch of mysterious powder)
- **Custom Kit:** _____, _____,

Loose gear (_____, _____) _____,
_____, _____

EFFORT: /3

STRAIN: /5

Second Wind: Regain all effort when your actions get you in trouble with someone or something powerful

Special Ability: When you're exhausted, get +1d and increased effect on sneak

BURDENS

 /4 /6 /10

AMBITIONS

 /4 /6 /10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

HARLEQUIN POWERS

- **Mirrormask** - You can always tell if someone is lying if you can see their face, though the nature of the lie is unclear. At chapter III, you only need to hear someone's voice or read something they have written.
- **Mercurio** - You can change your appearance completely in only a few moments by spending 1 effort, including height, weight, gender presentation, etc. Anyone in view of you can witness you change. You must appear as Kin (a person), but you could be a different Kintype, and otherwise everything else is up to you. This effect lasts until you camp, or until you eat or drink something, and while active you get a **knack** for impersonating your new form, although if you're trying to impersonate a specific person, people who know them will see through your disguise up close. At chapter III, this effect no longer costs effort if it's only used once a scene.
- **Mockingbird** - You get a **knack** for mimicking sounds or voices.
- **Fast Friends** - 2/session - You can choose to automatically treat your next **charm** action roll as a 6. If you do, its effects only last:
 - I: 1 minute
 - II: an hour
 - III a whole dayAfter the duration expires, its target(s) realize they were manipulated.
- **The Big Show** - Critical hits on **excel**, **charm**, or **sneak** actions regain 2 effort for all party members who witness your feats
- **Habitual Line Stepper** - 2/session - You instantly disappear from sight and re-appear somewhere:
 - I: Nearby
 - II: Within two or three hundred paces
 - III: Within a mileYou don't have to see your destination, but you are shunted back to your starting point if it's occupied or obstructed (like trying to hop into solid rock, for example).
- **Quickfingers** - 1/session - Name a number of objects nearby equal to the chapter number that you can see that could fit or carry in one or both hands. By the start of the next scene, you have possession of them. If you stole them, the person you stole it from will find out within the hour
- **Ridi Pagliacci** - You can invoke each of your burdens instead of spending 1 effort, once a session for each burden
- **Exuent** - When you lead an action to flee or escape trouble, don't spend effort.
- **Step of the Smiling Few** - 1/session - Increase the power of your next **Sneak** action to superpowered
- **Gambit of the Laughing God (requires 4 powers)**: Take a power from another Bond

VI. THE Highborn

You were born into a sheltered existence, both protected and constrained by wealth, walls, or rules, a curse as much as it is a blessing. You have privileges, power, and knowledge that others envy, but have so much else to learn about the world.

+2 Charm or Study

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with poise, passion, or social status
- I challenged or acted *against* my heritage, background, or standing beliefs with my actions
- I learned something new about my companions

GEAR

You do *not* have an **adventurer's kit**, but can pick a combo of two basic kits instead, or five items for your custom kit.

- **Noble's kit** (Two changes of fancy clothes, dueling weapon, personal reference, traveling trunk, expensive jewelry, general knowledge of city politics, noble pedigree or family reputation)
 - **Academic kit** (Thick-bound almanac, late night snacks, massive sheathes of rambling but extensive notes, hobby journal, sample kit, extra large pack, expensive arkentech contraption - compass, scope, etc - top of the line but breakable and can only be used once)
 - **Cloister kit** (Simple ritual gear - candles, bowl, talismans, protective ward, traveling staff or walking stick, good hat, badge of a scholarly, wright, or religious order - proving membership, old arkentech relic of unknown use)
 - **Custom Kit:** _____, _____, _____, _____, _____
- Loose gear** (_____, _____) _____, _____

EFFORT: /3

STRAIN: /5

Second Wind: You may regain all effort when someone else relieves all effort

Special Ability: When you're *exhausted*, characters that aid you spend no effort

BURDENS

 /4 /6 /10

AMBITIONS

 /4 /6 /10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

HIGHBORN POWERS

- **Rarefied** - You have a **knack** for actions involving people considered highborn or high class. However, if you use this knack, all actions involving people considered low class or lowborn are **od** at best until the end of the session.
- **Private Tutor** - You've had specialized training. Choose any action. You can re-roll any '1's you roll as part of that action, keeping the new result. However, choose one other action that you neglected - you must re-roll any '6's as part of this action, keeping the new result.
- **Silver Spoon** - You can never be accused of trespassing except by someone considered high rank or high class (a manager, a noble, a military officer, etc), appropriate to chapter. This effect does not extend to anyone else with you, but get **+1d** on rolls to cover for them. At chapter II, you can cover for one extra person without question, and at chapter III you can cover for anyone you like within reason.
- **Trust the Fund** - You always have enough in your pockets to sway someone when you try to gain access, assets, or information. If you do, gain **+1d** or **increased effect**, but it's incredibly obvious that you're bribing them.
- **Special reserve** - Get **+1d** or increased effect when you gather information or recall info on something rare, expensive, or hard to find.
- **Ivory Tower - 2/session** - When the GM describes a location, monster, person, or historical event, you can ask the GM for an additional detail only an expert would know and get a truthful answer. Get **+1d** the next time you act on the answer.
- **Honor Student** - If you forgo healing burdens, you can tick an extra segment on an ambition. If you take one other character along with you to observe, they can also tick a segment on their own ambitions.
- **Passionate** - You always have a secret passion ambition you can work on, something you've wanted to try but never been able to. It's a 12 segment ambition clock that gives 3 xp for completing it, and can be worked on for free each interlude. If you complete your passion, you can pursue a new one.
- **Unflappable** - Leading actions to Command or Charm a large group costs no effort for you
- **Perfect Grace (1/session)** - Increase the effect of your next **Charm** action to **superpowered**.
- **Gambit of the Bronze Queen (requires 4 powers)**: Take a power from another Bond

VII. THE MENDER

You gather your group with cheer and good attitude. You use your power to fix, heal, and mend. You can be quiet, but when you're loud, people listen.

+2 **Tinker** or **Charm**

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with diplomacy, positivity, or empathy
- I expressed my heritage, background, or beliefs through my actions
- I learned how someone or something was broken.

GEAR

Adventurer's kit (Lantern, pack, bedroll, rope, flint and tinder, journal, rations, cooking pot, knife, canvas tent)

- **Mending Kit** (Healing ointment, light reading, snacks, bandages, blanket, splint, salve, blight remedies, apron, clean gloves, holy icon, copious sweets)
- **Hearth Kit** (Great cooking pot, oversized coat, bright lantern, extra ingredients, seasoning, firewood, spacious tent, large pack, arkentech hot plate and igniter that can start a fire anywhere, even underwater)
- **Work Kit** (Goggles, sandwich, vials for storage, weak acid, metal augur, heavy toolbox - pliers, spanners, tools, wire, etc, repurposed arkentech doodad - single use)
- **Custom Kit:** _____, _____,

Loose gear (_____, _____) _____,
_____, _____

EFFORT: /6

STRAIN: /5

Second Wind: You only regain effort from bond powers, camping, or interludes.

Special Ability: You can allow someone else to regain 1 effort by spending 1 effort.

BURDENS

 /4 /6 /10

AMBITIONS

 /4 /6 /10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

MENDER POWERS

- **Push through** - You can take 1 strain instead of spending effort to take aid actions, which cannot be reduced or ignored.
- **Divine Luck** - When you take strain as a consequence, roll a 1d6 fortune roll. On 6, reduce the strain suffered to 0 (even critical strain).
- **Illuminate** - Your actions have +1 boon or increased effect (choose) with or against characters or creatures that trust you.
- **Untangle** - When you help someone else lift burdens, you increase their segments healed by +1, and heal 1 segment yourself
- **Pangloss** - When you fail a desperate action, your next action can be **pushed** without spending effort.
- **A Better Way** - When you **study** to understand how something or someone is hurt or broken, or **tinker** to fix something, get +1d or increased effect. This ability works without effect loss on:
 - I: One person or a small object
 - II: A whole group of people or a large object
 - III: A whole town, or a massive object such as a train, huge machine, etc
- **Mender** - 2/session - You can **charm** or **tinker** to heal someone's strain. Check the final result:
 - 0-3 - Characters can spend 1 effort to heal 1 strain
 - 4-5 - Character heals 1 strain
 - 6 - Character heals 2 strain
 - 6,6 - Character heals 4 strain
- **Encourage** - 2/session - Spend a use of this ability to use aid without spending effort or exposing yourself to consequences
- **Iron Cutting** - At the end of each interlude, you can tick 2 segments total, split between any ambition, project clock, or ritual clock of your choice, even those belonging to another character.
- **Heart Forge** - 1/session - Increase the effect of your next **Tinker** action to superpowered
- **Gambit of the Forge Titan (requires 4 powers)**: Take a power from another Bond

VIII. THE BRAVE

Use your courage, luck, and wits to smash head on into problems. The Brave is always at the front line, hurling themselves at problems, and hoping their allies will pick up the pieces. They're at their best when relying on fate, teamwork, and the power of perseverance.

+2 **Endure** or **Command**

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with perseverance, friendship, and courage
- I expressed my heritage, background, or beliefs through my actions
- I used my heart rather than my head to solve a problem

GEAR

Adventurer's kit (Lantern, pack, bedroll, rope, flint and tinder, journal, rations, cooking pot, knife, canvas tent)

- **Brave Kit** (Signature outfit, 3 arkentech light gems, map to a mysterious place, northstone - always tells north and time of day, even underground, trinket from home, arkentech power gauntlet - single use,)
- **Explorer kit** (Waterproof cloak, extendable walking pole - 3 to 10 ft , compass, flask, three empty bottles, chalk, 6 depth stones - toss to check depth of pits, abyss stone - glows when monsters are nearby)
- **Inherited Kit** (Hexagonal key, oddly fitting clothing, antique armor piece, broken arkenrelic, heirloom weapon, memories of a prophecy)
- **Custom Kit:** _____, _____,

Loose gear (_____, _____) _____,
_____, _____

EFFORT: /3

STRAIN: /5

Second Wind: Regain all effort when you charge forth without a plan

Special Ability: When you lead a team action, get +1d on the action or increased effect

BURDENS

 /4 /6 /10

AMBITIONS

 /4 /6 /10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

BRAVE POWERS

- **Strike the road** - The first **team action** you lead in a session costs you 0 effort
- **Crush Limiter** - 1/session, you can give your next action *superpowered* effect, but take a burden at the end of the scene.
- **Luck as a Constant** - When you critical hit, regain all effort, heal all strain, and mark 1 xp
- **All in** - Using **Aid** to help a character taking a desperate action costs 0 effort for you
- **Joyluck Wind Thrower** - When you take a desperate action, you can take +1d on the action. If you do, treat any die less than a 6 as a 1.
- **The Sun**- 1/session - Gain increased effect on all actions for the rest of the scene
- **Coordinate** - Aiding you on team actions costs 0 effort
- **Heart of Hearts**: 1/session - You can flash back to a scene from your past or hometown and describe how your memory of that time inspires you in the current moment. You can treat your next roll as though you rolled a critical hit (6,6). You can only use this ability three times ever, and when you expend its third use, replace this power with another one.
- **Team Player** - When any ally **sets you up**, you have **increased effect** on the roll
- **Brave Destiny (1/session)** - Increase the effect of the next team action you take to *superpowered*.
- **Gambit of the Hundred Sword God (requires 4 powers)**: Take a power from another Bond

IX. THE BROKER

Use your superior skills, class, intellect, or delicate touch to handle situations with elegance. You've been there before, and you have a plan for everything under the sun. Some may call you stuck up, but they don't see how the strings you pull save their sorry hides again and again.

+2 **Command** or **Tinker**

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with manipulation, influence, or planning
- I expressed my heritage, background, or beliefs through my actions
- Despite my best efforts, we went wildly off plan

GEAR

Adventurer's kit (Lantern, pack, bedroll, rope, flint and tinder, journal, rations, cooking pot, knife, canvas tent)

- **Shady Kit** (False identity papers, tilted hat, quick disguise, coat with six hidden pockets, lock picks, forgery tools, convenient bribe, arkentech skeleton key - opens or activates most arkentech devices)
- **Socialite's Kit** (Two fancy outfits, one *very* fancy outfit, one inconspicuous outfit, one servant's outfit, really nice pair of shoes, jewelry, tailoring supplies, address of anyone in a city or town, single invite to any party)
- **Boss's Kit** (Ledger, gambling kit, crowbar, flask of something strong - coffee, tea, or alcohol, guild membership badge, key to a warehouse, scuffed pair of arkentech radios - not effective over distance)
- **Custom Kit:** _____, _____,

Loose gear (_____, _____) _____,
_____, _____

EFFORT: /3

STRAIN: /5

Second Wind: You can regain all effort when another team mate becomes *exhausted* or breaks.
Special Ability: When you become exhausted or break, all team mates regain 1 effort

BURDENS

 /4 /6 /10

AMBITIONS

 /4 /6 /10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

BROKER POWERS

- **Contingency (2/session)** - You can use this power to 'flash back' in time to tell the GM how you prepared for a situation. You can use this ability before or after any action roll to do one of the following: **Set up** a character for the next action (even yourself), **resist** consequences of something that just happened by taking strain, even for another character, increase **effect** or **lower risk**. To do so, however, you need to be able to tell the GM how you prepared and also make fortune roll using one of your actions to see how well your preparation went. On a 4+ gain the expected effect, on a 6 choose an extra effect, and on a 1-3 you had to abandon the plan (this ability has no effect this scene and regain 1 use).
- **Swoon (1/session)** - When you would take consequences as a result of your actions, you have may another willing character nearby take the consequences instead of you after you learn what they are. If they do, they take 1 xp.
- **Immaculate** - Get a **knack** for situations where being dressed appropriately would help you (disguises, uniforms, outfits, formalwear, etc), appropriate to chapter.
- **Beg, Borrow, or Steal** - When you need the right tool for the job (a disguise, a tool, a weapon, a portable boat, a ladder) you can choose to have it right now. The tool's power, type, and rarity depends on chapter, and it lasts until the end of the session, or until you use this ability again. Gain +1d on actions using the tool, but the GM chooses one:
 - It was stolen from someone, who will track you down by next interlude
 - It's poor quality and breaks after the scene is over
 - It gets you into trouble after the scene is over (it attracts attention, there's an unwanted side effect, it leads you somewhere you weren't expecting to go)
- **Fruitful**- You have a contact or family member in every populated location. Define this person with the GM and pick one (choose carefully): *not in trouble with the law, reliable, won't need a favor*. Roll +1d on actions where your contact could help you.
- **Faust (1/session)** - The next time you roll, treat all 1s as 6s. The next time you roll after that, treat all 6s as 1s.
- **Make it work (1/session)** - You may use your highest rated action for any single action with normal effectiveness (*charming* a door to open for example). Explain to the GM how you're doing this. At chapter III, you don't need to explain.
- **Coordinator** - You get 2 xp for pursuing a group ambition instead of 1, and gain +1d when working on a group ambition.
- **Ladder Climber** - You can pursue ambitions twice during an interlude, but only if you pursue different ambitions.
- **Golden Hand (1/session)**- Increase the effect of your next **Command** action to *superpowered*.
- **Gambit of the Weeper (requires 4 powers)**: Take a power from another Bond

X. THE ELDER

You've been around a long time - maybe too long. You've seen a lot of what Arden Eld has to offer - the good and the bad. The adventuring life, with its threats, its challenges, and its wandering lifestyle, are something you would perhaps want put behind you, but you have a little more work to do before you can put your gear away for good. There are people out there who need you.

+2 **Endure** or **Excel**

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with patience, wisdom, or experience
- I expressed my heritage, background, or beliefs through my actions
- I defused a potentially violent situation

GEAR

Weathered adventurer's kit (Rusted lantern, well-worn pack, flat bedroll, three loops of sturdy rope, flint and tinder, arkentech firestarter, thick journal, extra rations, sturdy cooking pot, nicked utility knife, sleeping bag)

- **Veteran's kit** (Broken famous weapon, old badge of rank, weapon care kit, painful memento, the most solid boots in the world, thick and warm cloak, good knowledge of wound care)
- **Hermit's kit** (Herbal medicine, icon of a magic or religious order, heavy and sturdy walking staff, light pack, excellent hat, good knowledge of local foraging - food, medicine, poisonous plants, etc)
- **Nostalgic kit** (Memories of the local area from a long time ago, a useful story you heard once, a safe place you know about nearby, an excellent sense of direction)
- **Custom Kit:** _____, _____,

Loose gear (_____, _____) _____,
_____, _____

EFFORT: /3

STRAIN: /5

Second Wind: You can regain all effort when you manage to avoid confrontation or violence through your actions.

Special Ability: At the start of a session, choose another character to watch over. The first time in the session that character would take a burden, you can intervene and choose to take that burden instead if you have one free. If you do, regain all effort and clear all strain, and mark +1 xp.

BURDENS

 /4

 /6

 /10

AMBITIONS

 /4

 /6

 /10

ACTIONS

SNEAK 0 0 0 0

TRAVERSE 0 0 0 0

SENSE 0 0 0 0

STUDY 0 0 0 0

CHARM 0 0 0 0

COMMAND 0 0 0 0

TINKER 0 0 0 0

EXCEL 0 0 0 0

SMASH 0 0 0 0

ENDURE 0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

ELDER POWERS

- **Parable** - Twice a session, you can ask the GM about any path of action ahead of you. The GM will answer as truthfully as possible with the phrase “This is the path of _____”, with the blank part being an animal, plant, or natural element (fire/water/earth/wind) that the GM feels best fits the situation. Gain +1d when next acting on the answer.
- **Pacifist** - If you leave a scene of violence without harming anyone, heal 1 strain and regain 1 effort.
- **Long Memory** - Gain +1d on rolls to gather information about any event that happened more than ten years ago. At chapter III, if it happened in your lifetime, you can also tell the GM you remember it clearly or were actually there and can't fail the roll (treat a 1-3 as a 4+).
- **Been Around** - Unless they draw a weapon, nobody younger than you can harm, restrain, or touch you in any way unless you let them. This effect ignores chapter.
- **Spinner of Tales** - You get a 12 segment ambition clock that you can work on for free each interlude, to tell a story from your past. When the clock is complete, a character of your choice that listened to you can improve an action by 1. A character can only gain this benefit once.
- **Pillar of Rock** - Until you use violence or coerce someone or something in a session, reduce all strain taken from other people by 1, to a minimum of 1.
- **Saltbelly** - Gain +1d for the rest of the session against anyone that shares a meal, shares a drink, or plays a game of skill against you.
- **Mentor** - You can forgo working on your own ambitions to come along and help someone else with theirs. If you do, they tick 1 more segment and gain +1d.
- **Reputation** - When you enter a populated area you haven't visited before, you can decide that people there have heard of you. This gives you +1d to interact with them socially for the rest of the session, but anyone who wants to find or track you can find you easily. This works on:
 - I. Any town
 - II. Any city or small village
 - III. Anywhere
- **The Mountain (1/session)** - Increase the effect of your next **Endure** action to *superpowered*.

- **Gambit of Tsumi (requires 4 powers):**
Take a power from another Bond

XI. THE OUTSIDER

You're not from around here. You're a little strange or unique in appearance, customs, or culture, and it can make people cautious or uneasy, but also curious. You may have come from a chronicler monastery, or a hermit village at the edge of the world, or you might literally be a fish out of water, from a town on the sea floor. Your perspective on things can be refreshing and you have powerful talents you can bring to bear.

+2 Sense or Traverse

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with my unique perspective, talents, or culture
- I expressed heritage, background, or beliefs through my actions
- I made a new friend, or deepened an existing friendship.

GEAR

You only have the **outsider's kit**. However, you can take *four* pieces of loose gear with you on an expedition, at the end of an interlude can take **any other piece of gear** from any other bond used by player character in your party and add it to your loose gear list.

Outsider's kit (Strangely shaped lantern, pack, bedroll, 5 fire stones - hot!, food from home, foreign clothes, local clothes, icon from a distant land, unique weapon or tool, script in a foreign language)

Loose gear (_____, _____, _____, _____) _____, _____, _____

EFFORT: /3

STRAIN: /5

Second Wind: Regain all effort when you spend a scene trying *not* to use your unique talents or abilities

Special Ability: You gain +1d to set characters up.

BURDENS

 /4 /6 /10

AMBITIONS

 /4 /6 /10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

OUTSIDER POWERS

- **Xenoclash** - Choose two actions. Once a session, you can push each of these actions without spending effort. Describe the unique talents or abilities that allow you to do this.
- **Gaia Compass** - You have a *knack* for navigation. You always know the distance and direction of the nearest (I) village (II) town (III) settlement of any kind. You can sense dungeons within a few miles, and get a bad feeling when one is about to surface.
- **Open Up** - You can spend time with one other character during an interlude trying to understand each other. If you do, you can each aid each other once without spending effort during the next expedition.
- **Bloom** - Any character can set out a unique ambition clock once with 4 segments to try and learn a little of your language and customs. If they finish the clock, they gain 1 xp and they can understand your language, allowing you to communicate with them privately. You can decide whether an NPC speaks your language or not.
- **Earth Glide** - You have an unusual way of moving due to skills, magical talent, or anatomy. You gain a *knack* for movement through certain terrain and don't suffer reduced effect moving through it. Pick one per chapter: Forests, Oceans, Mountains, Snow, Swamps, Deserts.
- **Tour Guide** - When a character works on ambitions or a project, they can bring you along. Roll a 1d6 fortune roll. On a 1, despite your best efforts you don't help, giving -1d on the roll. On a 2-5, your unique insights help, giving +1d on the roll. On a 6, you offer a perspective that both gives +1d and allows them to tick 1 more segment.
- **Earth Speech** - You can speak and understand something unusual, and have normal effect while doing so. Your conversation partners might not speak language, or be particularly eloquent. Whether they are actually talking back or not is up to the tone of your game. Pick one per chapter: *Animals, Plants, Rocks, Weapons, Tools, Vehicles*
- **Centered (1/session)** - You have a unique cuisine, or a unique eating or drinking stricture or habit. When you share it with someone or explain it to them, they gain +1d to set you up for the rest of the session, and you get +1d on the next roll involving them.
- **Resourceful** - You can bring one more piece of loose gear with you on an expedition.
- **The Wave (1/session)** - Increase the effect of your next **sense** action to *superpowered*.
- **Gambit of the Formless (requires 4 powers)**: Take a power from another Bond

XII. THE DREAMER

You are optimistic, perhaps to a fault. You might be new to the adventuring life, young, or a little green around the ears - or perhaps you are simply too wise to be cynical. Not everything goes right when you try it, but try it you must.

+2 **Sneak** or **Smash**

NAME:

KIN:

CULTURE:

IDEALS

- I addressed challenges with creativity, cheer, or trust in my allies
- I expressed my heritage, background, or beliefs through my actions
- I failed miserably

GEAR

Adventurer's kit (Lantern, pack, bedroll, rope, flint and tinder, journal, rations, cooking pot, knife, canvas tent)

- **Improved Kit** (Fistful of sand, convenient rock, makeshift key, homemade tool, pocket snacks, slingshot)
- **Unlucky Kit** (A sudden fall, an untied knot, a slip, a broken pot or cup, a flying object)
- **Lucky Kit** (A single useful clue, a sudden change in lighting, a shift in the weather, a convenient noise, a useful crack in a wall or door)
- **Custom Kit:** _____, _____,

Loose gear (_____, _____) _____,

_____, _____

EFFORT: /3

STRAIN: /5

Second Wind: You can regain all effort when someone helps you out of a bad situation. Your rescuer can also recover 1 effort.

Special Ability: Characters that successfully aid you or set you up can recover 1 effort, but no more than once a session.

BURDENS

 /4 /6 /10

AMBITIONS

 /4 /6 /10

ACTIONS

SNEAK	0 0 0 0
TRAVERSE	0 0 0 0
SENSE	0 0 0 0
STUDY	0 0 0 0
CHARM	0 0 0 0
COMMAND	0 0 0 0
TINKER	0 0 0 0
EXCEL	0 0 0 0
SMASH	0 0 0 0
ENDURE	0 0 0 0

XP /15

End of Session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Was your character **challenged** or **tested**, through combat or otherwise? 1 xp. Multiple times? 2 xp
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

DREAMER POWERS

- **Improvise (2/session)** - You can push a *smash* roll for free if you can somehow use something that's not a weapon from your environment. This could also increase or decrease effect, depending on the item. You can use something:
 - I: Small, like a vase or stool
 - II: Large, like a piece of furniture or a door
 - III: Massive, like a horse cart or boulder
- **Punching Bag** - If you take strain from *anything*, everyone else gets increased effect against that thing for the rest of the scene.
- **Best efforts** - If you fail a set-up roll, you can take 1 strain to re-roll it, taking the second result. You can do this any number of times.
- **Bright Eyed** - At the start of each session, you may choose another character to look up to. You can aid that character without spending effort this session (you still share in any consequences), but aiding other characters costs 2 effort.
- **Follow the Leader (1/session)** - Make an action roll using *any* character's action rating for that action. Describe how that character taught or inspired you.
- **Lost cat** - If you invoked your burdens to get into trouble during a session, you can choose a character that came to your aid and let them mark 1 xp at the end of a session.
- **Rash (1/session)**- Once a session, if you boast about your success on a roll before you roll, you can force yourself to roll at a max of Od, but you regain 1 effort after the roll. If you actually succeed (4+), everyone else can regain 1 effort as well.
- **Underdog** - When you become exhausted, your next action gains +1d and increased effect.
- **Heart Held Dream** - You gain +1d to work on any ambition clock that's 10 segments or longer. When you finish such a clock, you can lift a burden, or allow an ally to lift a burden.
- **The Lobster** - If you break, your next action can be made normally, even while broken, and gains *superpowered* effect.
- **Gambit of The Wanderers (requires 4 powers)** - Take a power from another bond.

II. THE BOOK OF BATTLE

TACTICAL COMBAT

When you go into a situation in ICON where high-stakes violence is about to break out, it's probably time to go into tactical combat. **Tactical combat is ICON is for answering the tensions or questions that words alone can't solve** - when the outcomes are important, and true mettle is tested. Typically heroes fight against the monsters and horrors that clamber within and without the sunken chambers of the arkenruins, but sometimes you may find yourself fighting against other people when an argument can't be solved any other way.

In combat, the non player characters, including the foes, are controlled by the game master, and there is usually (but not always) an objective of some kind.

WHEN TO GO INTO COMBAT

Go into tactical combat **when the tension and the stakes of the story can't be resolved except through battle**.

If there's a question about whether to go into combat or not, establish the stakes - what each side wants out of the combat. This can be as simple as survival. If you can't get a clear answer, then there's probably no reason to play out tactical combat!

COMBAT IN ICON

Tactical combat in ICON is a **game** that is **intentionally an abstraction**. It's a different mode of play to narrative play, and has more tightly constrained rules.

Tactical combat in ICON is **grid based** (a square grid is used, with each square representing 1 space on each side) and **turn based**. On your turn, you can **move** and have two actions to spend on **abilities**. You may also use **interrupts** before,

after, or in the middle of any action, even off your turn, if you have them.

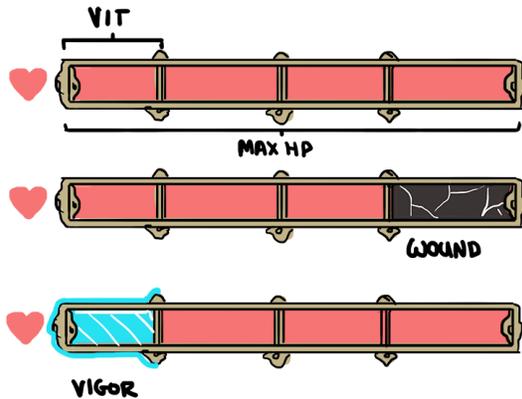
Allies and enemies alternate taking turns. When everyone (allies and foes alike) have taken their turn, a **round** passes, and a new round begins.

YOUR CHARACTER

Like your Bond, your character has a **Job**, chosen at level 1. Your **job** has a red, yellow, blue, or green **class**, and gives you your basic game **statistics** and **abilities** which you can use in combat. Let's go through them quickly.

- **Vitality (VIT):** Determines how healthy your character is. Multiply VIT four times to get your **Hit Points (HP)**. Other effects can heal or damage you you equal to a multiple of your VIT value (25% of your maximum HP), so it's a quick shorthand.
- **Hit Points (HP):** 4x your VIT, representing your character's physical state, energy, and ability to avoid damage. Once you run out and go to 0, you are **defeated**. You're **incapacitated** (can't do anything, need help to get up) and take a **wound**. Certain abilities care about if a character is **bloodied**, which is at or below 50% your base maximum hp. Characters always heal to *bloodied* after combat is over.
- **Wound:** When you take a wound, fill in 25% of your HP (a value equal to your VIT value) from the right side of your hp bar, temporarily reducing your **maximum HP**. You normally get wounds from being defeated. You can't typically recover or heal a wound until you finish an interlude. If you ever accumulate 4 wounds, you suffer total defeat and are *fallen*.
- **Vigor:** Vigor is temporary health that goes over your maximum hp, like a shield. Any damage suffered goes to vigor before hit points, and all vigor disappears at the end of combat. When you gain vigor, it stacks up, but you can never have more vigor than 25% of your maximum hp

(equal to your VIT value). Sometimes you are granted a **vigor surge**, which fills your vigor up to full.



- **Defense:** How hard it is to land a blow on you in combat. A hostile character must beat or match your defense with a to-hit roll to **hit** you with an attack (and you have to do the same to them). Anything lower is a **miss**.
- **Speed:** Affects how far you may move when you take a standard move action (full speed) or dash action (half speed).
- **Size:** How many spaces square you take up on the battlefield. Player character are all size 1, and take up a 1x1 area.
- **Damage:** Damage in ICON depends on your job. Every class has a damage die (d6, d8, etc) which is often written as **[D]**, and a **fray** damage value (a fixed amount).
- **Saves:** When you make a save against a hostile effect, roll 1d20, and **save** against the effect on an 10+, usually resisting or ending it.
- **Resolve:** Resolve is a resource you build up slowly over combat and you must spend to use your most powerful abilities, called **Limit Breaks**.
- **Traits:** Abilities based on your job, class, or relics, that always apply to your character. These are usually passive and are unique to your job and class.
- **Abilities:** The powers you can call on in combat, based on the jobs you have taken. All characters have basic abilities, plus up to six special abilities from their jobs. You can have six special abilities active on any expedition, and one Limit Break. All abilities have **talents** which are un-lockable improvements to each

ability. All abilities, even Limit Breaks, have a **Mastery** which further improves the ability.

STRENGTH OF SPIRIT

You may notice that unlike other RPGs, in ICON, your health, defense, armor, and even damage are **determined by your current job**, not your gear. You're a hero, after all - it's the *person* that makes the legend and not their tools. The armor, weapons, and look of your character is up to you.

You might want to play out a scenario in which characters are weakened or disarmed in some way - in which case don't go into tactical combat!

That isn't to say there isn't power to be found in gear and weapons, but ICON only cares about the truly legendary stuff. During your adventures, you will recover temporary items of power, called **Trophies**, and unlock powerful **Relics**, aspects of ancient heroes or legends that empower your armor, items, or weapons. These relics must be leveled up alongside your character by infusing them with **Dust**, which you can recover as a reward from your exploits. Dust can also be used to empower your group as a whole by investing it into your **Camp**.

BOON AND CURSE

During combat, you'll often make use of *Boons* and *Curses*. Here's a refresher: for each boon, roll 1d6, pick the highest total result, then add it to your d20 roll total. For each curse, roll 1d6, pick the highest, and subtract it from your d20 total. Boons and curses cancel out each other, 1 to 1.

USING THIS SECTION

This section is split into three parts. Each part explains the tactical combat rules with increasing detail and complexity, in the order they appear. If you're a player that wants the quick summary, just skim through the **Quick Combat** section. If you're a player who is more tactically minded, or a GM, you may want to read through the **Combat, Step by Step** section that follows. If you want much tighter, marginal, or very specific explanations of specific rules language, you can check out **Advanced Combat** at the very end. **Feel free to skip or skim sections** and come

back to them later if you need - you won't usually even need the Advanced Combat rulings unless they come up during a game, for example.

Each class and subclass has the combat rules, statuses, and effects most relevant to it explained at the start of its section so **don't worry about memorizing every special rule.**

QUICK COMBAT

Tactical combat starts **when the tension and the stakes of the story can't be resolved except through battle**. The GM gets ultimate say on when to go into a tactical combat.

THE GRID

Combat is between player characters and their foes (non-player characters, or NPCs) on a **square grid**, with each square 1 space on each side. Place NPCs on the grid, then place player characters. There may also be **terrain** or **objects** on the grid.

Terrain and objects have a **height**, usually from 1-3. Moving up in height costs extra movement, and gives you advantages. There is other special terrain such as pits, dangerous, or difficult terrain that may have more specific rules, or affect how you move or fight.

TURNS AND THE ROUND

Starting with a **player character**, each character on the grid takes a turn, alternating between a player character and an NPC. When **all characters have taken a turn**, that constitutes a **round** of combat and combat moves on to the next round, starting with an NPC or a player character depending on who went last. Combat always starts on round 1.

If you haven't taken a turn in a round, when you *would* take a turn, you can elect to skip and take a **slow** turn instead, letting another player go instead. This means you go after all other characters have taken a turn, along with all other slow characters (alternating PC/NPC as normal if possible).

ON YOUR TURN

On your turn, you get a **standard move**, then **two actions**, which you can spend to use **abilities**. Then, **end your turn** and pass it to the next character.

Moving

- Your standard move ability allows you to move up to your **speed** as a free action.
- When you move in ICON, you can only move in orthogonal directions (compass directions, no diagonals!) unless specified.
- You might be slowed down by **difficult terrain**, moving up a level of **height**, by **engagement** (moving through spaces adjacent to foes). Each costs +1 more space, and you always take the highest penalty (they don't stack).
- You also can't move through **obstructions** (foes and terrain) but can move through allies as long as you don't end your turn in their space.
- **Dashing** allows you to move past enemies without being slowed down. You can **dash half your speed** for 1 action.
- Your job might allow you take special movement as part of abilities, such as flying or teleporting.

Abilities:

- You get two actions on your turn.
- Actions allow you to perform **abilities**.
- Some abilities take both your actions to perform.
- You can always perform **basic abilities** (see the following).
- You **cannot repeat** any actions or abilities
- You may also get any number of **free actions**. Free actions don't take an action to perform, but can't be repeated and must be performed on your turn.

Attacks

- When you use an **attack** ability on a character, you usually make an **attack roll**, rolling 1d20 and adding any boons (+1d6 for each boon, picking the highest) or curses (-1d6 for each curse, picking the lowest).
- If you match or beat your target's **defense**, you hit. If it's lower, you **miss**, and if the total roll is 20 or higher, you **critical hit** and do extra damage (+[D])
- You can only make one **attack** per turn

Effects

- Attacks and other abilities have **effects**. Effects simply happen and don't take an action or interrupt to activate.

- Some might be triggered off certain conditions, like *charge* (triggers on a slow turn) or *exceed* (triggers on a high attack roll)
- Effects resolve in the order they are listed.

Area abilities

- Some abilities or attacks affect a whole area. The size and shape of this area, and which space is an attack, depend on the ability.

Damage

- When attacks or abilities deal damage, they deal your job's damage die, which is written as **[D]**, or **fray damage**, which is a flat number
- For example, if you're a **Freelancer**, **[D]** is **1d10**, and fray damage is **2**. An attack that deals **[D]+fray** would deal **1d10+2** damage.
- You might also gain bonus damage or critical hit. **Bonus damage** means roll one more die than normal, then pick the highest. This can stack. **Critical hit** adds one more die to the total.
- You might also deal **half damage** from cover or resistance, or reduce it with **armor**.

BASIC ABILITIES

- **Standard move (free action)**: Move your speed.
- **Dash** (1 action): *Dash* half your speed, rounded up, ignoring engagement.
- **Interact** (1 action): Interact with something on the map that takes more than a few moments, such as pulling a lever, opening a heavy door, picking up a heavy object, etc.
- **Rescue** (1 action): Help an adjacent *defeated* ally and *rescue* them. When *rescued*, a character ends the incapacitated state on themselves and heals to full hit points, minus any wounds they've taken.
- **Basic attack** (1 or 2 actions): Make a basic attack.
 - **Light attack (1 action)**: Make an attack roll. *On hit*: [D] + fray. *Miss*: fray
 - **Heavy Attack (2 actions)**: Make an attack roll. *On hit*: 2[D] + fray *Miss*: fray
- **Recover** (2 actions): *Cure* yourself. When a character is cured, they gain 4 vigor, or if they are bloodied, they gain a *vigor* surge. Then they may save against all statuses, ending them on a success.

OFF YOUR TURN

Some abilities give you **interrupts**, which are abilities that trigger under certain circumstances and 'interrupt' whatever is going on. Each interrupt can only be used a certain number of times a round, and you can only use **one interrupt** on any turn (either your own or another characters).

LIMIT BREAK

Each job gets a powerful ability called a limit break. Each character only limit break **once per combat**. Using a limit break takes **resolve**, a special resource which builds up each round you remain in combat, and which you gain on your own after each fight.

INJURY AND DEFEAT

When you take damage, it reduces your **Hit Points** by the same amount. If you have **Armor**, it reduces all incoming damage by a fixed amount, and it might also be **halved** by resistance, cover, or something similar.

When a character is at or under 50% hp, they are considered **bloodied**. Some abilities are stronger against bloody characters.

When a character is reduced to 0 hp, they are **defeated**. Defeated characters are **incapacitated** (can't do anything).

A player character that's defeated can be **rescued** by another character, returning them to the action.

A player character that's defeated also takes a **wound**, which reduces their maximum hp by 25%. If they take 4 wounds, they instead are **fallen** and can no longer be a player character (they are dead or irrevocably changed).

Healing

Most healing in ICON happens outside of combat, by **camping** (full heal).

Your character heals to the next 25% hp segment of your hp bar after combat, or to the 50% mark if you are at 25% hp or lower.

Otherwise, in combat, you gain **vigor**, which is a shield that goes over your hit points. Damage goes to vigor first, and you can never gain more vigor than 25% of your maximum hp.

VICTORY

By default, when all characters of one side have been **defeated**, the other side can claim victory.

There are many different victory scenarios for combat, however, such as holding zones, escorting objectives, escaping off a side of the map, fighting off a fleeing force, etc. When the **stakes** of the battle are resolved, combat can also be ended, or it can be called early any time by the GM.

EXITING COMBAT

When you go out of combat, all active effects such as **statuses** or **marks** and anything created, such as **terrain effects**, **objects** or **summons**, end and disappear.

COMBAT, STEP BY STEP

THE GOLDEN RULE(S)

There are two general rules that apply to this section

1. Specific beats general. Armor usually reduces all damage, however the pierce tag, which says it ignores armor, takes precedent, because it's more specific.
2. Round up to the nearest whole number.

ENTERING COMBAT

Do the following when entering combat:

1. Place all player characters on the map, then all NPCs. The GM might decide to switch this order based on the circumstances (for example, if the characters are ambushed). Characters also might only be able to deploy in certain zones of the map.
2. Point out any features of the map that have special rules (like levers, bridges, etc)
3. Establish the **stakes** of the battle. How will the battle end? With everyone defeated or fled? Will it end the characters can escape from one edge of the map? Will it end if the characters can rescue or defeat a specific NPC? For examples of this you can see page XX in the Book of Adventure.

TURN ORDER

A player character always takes the first turn in any combat in ICON (players can decide which). Once their turn is finished, the game master will choose a hostile character to take their turn. Players then choose another player character or allied npc to go, then the game master chooses a hostile character, then so on and so forth, alternating. Once there is only characters of one side left, they take their turns one after the other in any order. The round then starts with a character from the opposite side that ended the last round (so if the round ends with a player character turn, it will start with an npc turn).

SLOW TURNS

When a player character *would* take a turn, they can skip their turn and elect to take a **slow** turn

instead this round. If a player does elect to take a slow turn, they can pass their regular turn slot off to another player instead if any players can still act.

Slow characters take their turns **after all other non-slow characters have acted** (imagine it like its own mini-round). Most enemies cannot take a slow turn, so very often it might be only player characters acting. However, if there are slow foes, then slow turns follow the same rules for every other turn (they alternate ally-enemy-ally-enemy).

Some abilities get powered up when used on a slow turn, or you may choose to take one for a tactical advantage.

THE GRID

Combat in ICON is fought on a square grid, with each square being 1 space on each side. The grid is an abstract of the battlefield, so it's not necessary to translate everything perfectly. When measuring distances and range, measure from the edge of the origin space (or character). To be in range, something must have at least 1 space *inside* a listed range.

CHARACTER

Any entity that's controlled by a player or GM is called a **character**.

ON YOUR TURN

Anything you can do on your turn is called an **ability**. On your turn, you can use your **standard move** ability, and have **two other actions** to spend on abilities, in any order. Some abilities cost both your actions to perform, or no actions. You can only use one ability with the **attack** tag per turn, no matter what, and you can **only use each ability once** on your turn (no duplicates).

MOVEMENT

All characters can make a single **standard move** on their turn at any point during their turn, **moving spaces up to their speed**. All

characters get this ability on each of their turns as a *free action* basic ability.

MOVEMENT RESTRICTIONS

Movement has the following restrictions:

Orthogonal Only

- All movement in ICON, whether granted by an ability or effect, must be taken **orthogonally** (in compass directions, no diagonal movement), unless specified. You can change directions during movements without issue.

Movement can't be broken up

- You can stop at any point during a movement to use an ability, but if you do, the movement ends.

Obstructions:

- You can't move through **obstructions**, unless an ability allows you to do so. You can move through allied characters but not end your turn in their space. **Foes** (hostile characters), **impassable** terrain, and **objects** are obstructions by default.

MOVEMENT IS OPTIONAL

All movement taken is optional, so if an ability says 'dash 3', you may dash 1, 2, or 3 spaces. When you finish a movement though, it ends - you can't 'save' movement for later!

MOVEMENT PENALTIES

Some effects slow you down, causing your movement to cost more.

- If you try to **exit** a space adjacent to a hostile character, it costs **+1 more space**. This is called **engagement**.
- Moving through certain terrain on the battlefield can also slow your movement. **Difficult terrain**, like mud, snow, or swamp, increases the cost to **exit** a space by **+1 space**.
- Moving up elevation costs **+1 space** to **enter** per difference in elevation, up to a maximum of +3. Spaces 4 or more spaces higher cannot be entered with normal movement.

In general, when moving, take the highest penalty only (they don't stack). For example, if you're trying to move up 2 levels of elevation (+2 movement) out of difficult terrain (+1 movement),

your movement costs +2 more spaces rather than +3.

If movement would cost too much to even make a move (you have 1 space of movement left and want to move out of difficult terrain for example), then the movement can't be taken.

DASH, RUSH, FLY, AND TELEPORT

There are four special types of movement in the game that your abilities might allow you to take. Here's a quick summary of them:

- **Dash:** When you dash, your movement ignores *engagement*, so you can move past other characters normally.

Everyone can dash. The other three are a little more uncommon:

- **Rush:** Rush is an armored dash. When you rush, you are *unstoppable* and *immune* to all damage, meaning other characters can't stop, slow, or damage you at all while you are moving.
- **Fly:** You fly, jump, or leap over characters and terrain during your movement, ignoring all engagement, terrain, and obstruction from objects or characters while moving.
- **Teleport:** You instantly move to a space in range of the teleport, ignoring all terrain, obstruction, and characters in between.

REMOVING AND PLACING CHARACTERS

Some abilities require removing or placing characters on the battlefield. The most common form is summoning a new character.

Characters that are picked up or placed on the battlefield do not count as moving and don't trigger effects, interrupts, or abilities that trigger off movement, such as the powerful vigilance or rampart effects of some characters that would normally stop or hinder such movement.

While a character is removed from the battlefield, they don't take turns until they return.

SHARING SPACES

Characters can never end their movement sharing space with an obstruction or with another character, even an allied one, unless specified. If

this situation would ever occur as a result of a move, the movement can't be made.

THE BATTLEFIELD

Each space on the battlefield grid has a type of terrain. Different types of terrain can overlap. All terrain is *basic terrain* by default.

Basic Terrain - No special effects. Part of the map. Terrain can represent hills, small cliffs, walkways, buildings etc - it can be very abstracted.

- Each space has elevation (suggested from 0-3, with 0 being ground level, but could be any elevation).
- It costs +1 movement per difference in height to move up elevation, to a max of +3. Spaces 4 or more spaces higher cannot be entered with normal movement.
- Characters might be able to take cover behind terrain, and it might block line of sight (see more in the section below).

Difficult Terrain - Costs +1 space of movement to exit. Could be mud, snow, water, etc.

Dangerous Terrain - Entering or exiting a dangerous terrain space causes a character to take 2 piercing damage, (ignoring armor and vigor). Characters can only take this damage once a turn, even if they enter new dangerous terrain spaces.

Impassable - Provides obstruction and cover, and blocks line of sight. Could be something like a pillar, cliff, or a solid wall that goes to the ceiling.

Slope - Slopes count as the same height as their base space, but exiting a slope space allows you to ignore the movement cost of one level of elevation. Could also be something like a staircase or ramp.

Pit - A pit space is just what it sounds like, but could also be deep water, mud, etc. Pits count as **one level lower of elevation** than their base space.

Object - Characters can often summon or create objects and they can be used to represent boulders, piles of barrels, a cart, a wall, etc. They otherwise function as terrain. Categorized by height, 1-3. Provides obstruction. Characters can stand on objects and take cover behind them. Objects are immune to damage and effects unless specified. They can be removed from the battlefield by some abilities and effects.

Destroying objects - The GM can make objects destructible. Destructible objects are targetable by anything that targets characters, but don't count as a character. They have 10 hp, can be targeted as if they were a character, are automatically hit by attacks and effects, and fail all saves. Once an object is destroyed, remove it.

Difficult and **dangerous** terrain can overlap other terrain types - ie a space can be a height 1 terrain space and difficult, like a snow covered hill, or **dangerous** and a **pit**, like an acid pit.

MEASURING

When measuring range up and down terrain, measure it flat even if the terrain is elevated (don't worry about doing Pythagorean math!).

BATTLEFIELD SIZE:

Battlefields should be around 10x10 or 12x12 spaces. Smaller maps can be around 8x8. Larger maps should be 15x15 at absolute largest. Battlefields that are too large will slow the game down significantly.

TERRAIN ADVANTAGE

There's more on this shortly, but to summarize:

- **Cover:** Characters gain **resistance** to damage from ranged abilities while they are in cover, halving damage.
- **Height advantage: +1 boon** on any attack against a target on lower elevation than you per level of height difference, and you ignore cover for lower elevation.
- **Height disadvantage:** If you attack a character in higher elevation than you, get +1 **curse** per level of height difference.

CHARACTERIZING TERRAIN

Difficult terrain represents mud, snow, swamp, or water. It could also be something like a river, deep water, or rubble. **Dangerous terrain** can represent lava, acid, or spiked rocks. **Pits** can represent a hole in the ground or a pool of deep water, mud, etc. You can use your imagination for whatever suits your battlefield.

INTERACTABLES

You can rule that certain terrain objects or spaces are interactable, like levers, switches, heavy doors, force fields, traps, etc. Interacting with them (as

an action) changes some part of the map or has some effect, such as dealing damage in an area, creating cover, creating new terrain, or summoning foes or allies.

THE EDGE

Normally characters can't move or be moved off the edge of a battlefield unless they flee. Sometimes the GM wants to put a cliff, bottomless pit, open portal to another dimension, or some other kind of massive hazard on the map. In that case, the GM can rule that characters that are shoved off the edge or into that hazard are removed from play. They may choose to make flying characters exempt from this rule if the edge is a cliff or hole. Since having a hazard of this type greatly effects combat flow, it's always an optional rule.

MODIFYING TERRAIN

Characters can often create or modify terrain, or place objects with their abilities. For more detail on this, see the Effects part of the Abilities section just below.

ABILITIES

On their turn, every character in ICON has **two actions**. They can spend these actions to use **abilities** available to them. NPCs have a pre-set list of abilities, and player characters have a set of basic abilities plus the abilities that they can learn from their job as they increase in power.

Each ability has a cost: (1 action, 2 actions, free action, interrupt), can only be taken **once per turn**, and **only attack** can be made per turn.

Abilities usually have tags, indicating range targets, whether they are an attack or not, or special properties such as inflicting a status, effects, or dealing damage.

A player character has access to all the basic abilities, plus up to **six abilities** from the jobs they have learned.

FREE ACTIONS

Some abilities take **Free Actions**. These abilities don't take an action to use and must be used on your turn, but still follow the No Repeats rule.

The most basic Free Action is a **standard move**, which all characters have by default.

INTERRUPTS

Some abilities are called **interrupts** and can be used off your turn. You can use each interrupt a number of times indicated by the tag (Interrupt 1, Interrupt 2, for example) between your turns, only **one interrupt during any turn**, (yours or another character's) and get them all back at the start of any of your turns. Imagine them like a card that you play and can draw again at the start of your turn.

Like they sound, interrupts have a **trigger** which *interrupts* any action currently being taken, and then immediately apply **effects**.

NO REPEATS

When you use any ability with a cost, **you can't repeat it in the same turn**. This includes free

actions or abilities you can use off your turn, such as interrupts.

BASIC ABILITIES

Tactical combat is a highly structured game in ICON. Activities that are not specified here or covered by the rules here can't be taken by character in tactical combat, the same as in any board game or video game you might enjoy. If you want to improvise, be creative, or add a flourish to your abilities, you can do it within the constraints of your character's abilities- there are plenty to choose from!

All player characters have these **basic abilities**:

- **Standard move (free action):** Move your speed
- **Dash (1 action):** *Dash* half your speed, rounded up.
- **Interact (1 action):** Interact with something on the map that takes more than a few moments, such as pulling a lever, opening a heavy door, picking up a heavy object, etc.
- **Rescue (1 action):** *Rescue* an adjacent *defeated* ally. An ally that is rescued ends the incapacitated state on themselves and heals to full hit points, minus any wounds they've taken.
- **Basic attack (1 or 2 actions):** Make a basic attack (see section below).
- **Recover (2 actions):** *Cure* yourself. When a character is cured, they gain 4 vigor, or if they are bloodied, they gain a *vigor* surge. Then they may save against all statuses, ending them on a success.

That's it! These actions seem rather limited because all characters in ICON, including the foes you will face, also have powerful **abilities** they can use. If you do want to improvise, use the constraints of the rules offered here or in your abilities. For example, if you want to knock over a heavy boulder so it smashes into your enemy, the GM might rule that it's a **2 action basic melee attack**.

TARGETING

Abilities may specify targets: Self, Ally, Foe, Characters, Others, Object, Space, or any combination of these.

- **Self:** You! Abilities can't target yourself unless specified.
- **Ally:** An allied character other than you
- **Foe:** A hostile character
- **Summon:** A summon. Summons don't count as foes or allies and can only be targeted if an ability can target all characters, or if specifically mentioned.
- **Characters:** All of the above
- **Others:** All of the above except you.
- **Space:** Any space in range, and any characters or objects occupying it.
- **Object:** Any object in range

RANGE

You can only use abilities against characters in **range** and **line of sight**, unless specified.

Line of sight means you can both see and interact with the character. Usually the only way line of sight is blocked is with terrain.

Range is a number (usually from 2 or up) that can be measured in **any direction**, including diagonally. To be **in range**, a target must have at least 1 space of its area *within* the listed range of the ability to be a valid target.

If an ability has no listed range, it can only be used on **adjacent** characters or spaces. *Adjacent* means within 1 space in any direction, even diagonal, and even if that space is higher or lower. The space under a character is also considered adjacent to it.

COVER

Abilities deal half damage to characters in **cover**. These characters are hiding behind objects, walls, terrain, etc and are harder to hit. Cover follows the following rules:

- Characters in cover take **half damage**.
- Cover is always determined when and where damage is applied, and not when the ability is actually used. For example a character might be able to fly or dash a short distance before attacking, or a character might throw a bomb that damages adjacent foes.
- Characters don't grant cover by default.
- A character can take cover by moving adjacent to an object or terrain space that is 1 or more

height higher than the elevation they are currently standing on. If they do, they gain cover against all characters past the row of spaces on that battlefield that their cover is currently occupying. They must be adjacent to that object or terrain to gain the effects of cover.

- Characters on a higher elevation ignore cover against all characters on a lower elevation.
- Characters cannot benefit from cover against **adjacent** foes.

LINE OF SIGHT

Line of sight means being able to see and interact with a character. Some effects like clouds of poison or smog can block lines of sight, or impassable terrain, like a dungeon wall. By default, objects, characters, and all terrain other than impassable terrain do not block line of sight.

Line of sight operates by two rules:

- If there's any ambiguity about line of sight, draw a straight line from the any edge of your character's space to the edge of another character's space. If the line does not intersect with impassable terrain or an effect that explicitly blocks line of sight, then you have line of sight to that character.
- If there's any further ambiguity about line of sight, the GM can arbitrate according to their table.

DAMAGE

Many abilities in ICON deal damage. Damage mostly comes from attacks and directly reduces hp. When HP is reduced to 0, a character is **defeated**.

Damage in ICON is based on job and typically has two values: **fray damage** and a **damage die [D]**

- Damage dice depend on class, such as 1d6, 1d8, or 1d10, and are written as **[D]**. When that symbol shows up, roll the die to see how much damage you do. When this is written, like 2[D] or 3[D], roll that many dice (so 2 for 2D and 3 for 3D)
- **Fray damage** is a fixed value based on job. When you deal fray damage, deal the damage listed, (you don't need to roll anything!), or add

it to the total. **All attacks usually deal fray damage, hit or miss.**

- Some damage is listed as **X, Y times**. For example: [D], 3 times. In this case, roll [D] once, then apply the total damage three separate times.
- Some damage is just listed as a flat, fixed value, like 2, 6 or 10. If that's the case, just apply it as normal.

INCREASING DAMAGE

Damage can be increased three ways in ICON, bonus damage, critical hits, and the vulnerable status.

Bonus Damage

- If an ability lets you increased damage, it will usually grant you **bonus damage**. If you deal bonus damage, roll 1 more die than normal and pick the highest total result. For example, an attack that deals [D] normally, you would roll 2 dice (1 base, 1 from bonus damage) and pick the highest 1. For an attack that deals 2[D], you would roll 3 dice and pick the highest 2, etc.

Critical Hits

- Attacks that roll a 20+ increase their total base damage by +[D]. There's more on this in the attack section.

Vulnerable

- A character that is vulnerable takes 1 more damage each time they take damage.

REDUCING DAMAGE

Damage can be reduced in three ways: from **armor**, from **halving damage**, and from the **weakened** status.

Armor

- **Armor reduces all incoming damage by a fixed amount**, each time that damage is applied. Usually this amount is 2. For example, an ability that deals 6 damage would only deal 4 against armor. An ability that deals 4 damage twice would deal 2 twice instead. Armor does not stack, but instead take the **highest amount**.

Half Damage

- Halving damage reduces the total damage by half, *after* any other reductions. The most

common way to do this is **resistance** or **cover**. **Damage can only be halved once**, even if halved by multiple effects. For example, a character that deals half damage attacking a character in cover with a ranged attack would still deal half damage, not a quarter damage.

Weakened

- The Weakened status decreases all damage dealt by 2, each time a character deals damage. This stacks with armor.

Applying damage reduction

- You always apply reduction **before** halving damage. For example, if an attack would do 10 damage, it would be reduced to 8 first (by armor, for example), then halved to 4.

ATTACKS

Attacks are strong abilities that allow you to strike out with your martial and magical might, dealing damage to your foes.

Characters can only make **one ability with the attack tag per turn** in ICON, no matter what the action cost is. Every character can perform **basic attacks**.

Attacks have a (1 or 2) action cost like any other ability, and may have a range. Attacks can only target foes.

To use any attack ability, including basic attacks, choose a foe in **range** and **line of sight**. Roll **1d20 plus any boon or curse**. This is called an **attack roll**. If your total equals or surpasses your target's defense, you **hit**. If not, you **miss**. If your *total roll* is 20 or higher, you **critical hit**. Attacks have different effects depending on hit, miss, or critical hit.

All attacks roll a die for damage, depending on job, which is written as [D], and either deal or add flat damage as well, which is called Fray damage.

BASIC ATTACKS

- **Light attack (1 action):** Make an attack roll. *On hit:* [D] + fray. *Miss:* fray
- **Heavy Attack (2 actions):** Make an attack roll. *On hit:* 2[D] + fray *Miss:* fray

You'll notice that **most attacks always do fray damage, hit or miss**. This is because characters in ICON are heroes - their blows usually strike their mark.

Let's break down attacks a little more:

ATTACK TARGETING

Attacks can normally only target **foes**.

- To make an **attack**, a foe needs to be within the listed range, or adjacent.
- Making an attack against a character in cover from you grants **resistance** to that character, halving the attack's damage. Attacks against **adjacent** characters always ignore cover.
- Attacking characters get **terrain advantage and disadvantage**: +1 **boon** against targets standing on lower terrain per height difference, and ignore cover against those characters. If a character attacks a target on higher terrain, get +1 **curse** per height difference instead.

CRITICAL HIT

A **critical hit** is an especially nasty or powerful strike from an attack. Critical hits trigger on any **total attack roll of 20+**. Only attacks can critical hit, and they trigger on a *total* roll of 20+.

- If you *critical hit*, deal +[D]. This is added base damage.
- A critical hit still counts as a hit for the purposes of abilities and effects

EFFECTS

Many abilities apply **effects**, including most attacks. Effects simply take place when specified and don't require a to-hit roll. Even if effects deal damage, they don't count as attacks unless they have the attack tag.

Some effects can take place **out of turn**, and don't have a cost, making them quite powerful.

SAVES

Many abilities require a **save** from the character they target to avoid some nasty effect, like extra damage or a status. **To make a save, roll 1d20.**

On an 10 or higher, you save successfully, usually ignoring or reducing the effect.

STATUS

Many effects apply a **status** or force a save to avoid gaining a status. Statuses apply ongoing negative effects to a character. At the end of their own turn, characters can save to clear each **status** they are affected by, ending each one on a successful save.

ONGOING (+)

A status or effect with a '+' next to it is **ongoing** (example: weakened+, slashed+). Ongoing statuses or effects cannot be saved against, removed, or ignored until whatever is causing them is lifted (sometimes a mark or ability) and are sometimes caused by an ability you used yourself.

SPECIAL STATES

There are three **special states** that abilities may care about.

- **Bloodied** - When a character is at or under 50% maximum HP, they are bloodied.
- **Immobile** - An immobile character or object can't move or be moved or removed from the battlefield in any way
- **Incapacitated** - When a character is reduced to 0 hp, they are *incapacitated* and can't do anything. Any effects or statuses on them end or turn off, and they don't take a turn. Any summons, objects, or other effects they have created disappear.

TRIGGERED EFFECTS

Some effects trigger off certain conditions, like *charge* (when you use this ability on a slow turn), *slay* (when you reduce a character to 0 hp with this ability), or *critical hit* (when you score a critical hit).

These effects can only trigger once per ability, even if you gain another way to trigger them. For example:

- An ability might allow you to trigger the *exceed* effects of the next attack you make automatically. Exceed normally triggers on an

attack roll of 15+. If you roll a 17, triggering the effect anyway, it only triggers once, not twice.

- If you *collide* a character as part of an ability, then collide them again with the same ability, the effect would only trigger on them once.

Here's a list of all triggered effects:

- **Chain Reaction:** Wright only. Triggers when a character damages two or more foes with this ability
- **Charge:** Triggers when used on a slow turn
- **Collide:** Triggers on any character that is shoved into an obstruction as part of this ability
- **Comeback:** Triggers if the character using this ability is *bloodied*.
- **Heroic:** Stalwart only. Triggers when its special condition is fulfilled, depending on job (shove a character, sacrifice health, etc).
- **Infuse:** Wright only. Triggers when Aether is spent on an ability.
- **Exceed:** Triggers when a character makes a total attack roll of 15+.
- **Finishing Blow:** Vagabond only. Triggers if this ability targets a *bloodied* foe.
- **Slay:** Triggers when this ability reduces at least one character to 0 hp

PASSIVE ABILITIES

Many characters have passive abilities. The most common of these are **traits**, but they can also be gained from relics.

Passive abilities are **always active** effects. For player characters, they are unique to your job and class and depend on the current job you have equipped. For NPCs, traits are usually listed in their stat block.

MARKS

Some abilities apply a **mark** instead. A **mark** is a more powerful ongoing effect that is unique to each job, which can only be removed under certain conditions, usually listed in the mark. Each ability typically places only one mark, and a character can only mark another character with one mark at a time, choosing which gets replaced if they mark that character again. Marks also end if the character placing them is defeated.

GAMBLE

Some abilities ask you to roll a random d6 to see if an effect occurs. If that's the case, it occurs on the listed number or higher (4+ effects would happen on a 4, 5, or 6 for example).

DELAY EFFECTS

Some effects are very powerful but slow. When you use a delay effect, your next turn must be a slow turn. At the start of that turn, before any other abilities or effects take place, the delay effect activates.

SUMMONS

Many abilities create summons. Summons are **characters** that are by default size 1 and *intangible*, so they can't be affected by foes and don't cause obstruction or engagement. Summons do not count as foes or allies for abilities or effects that count foes and allies, though abilities that specify *summons* or *characters* can target or count them normally.

Unless specified, summons can only be placed in free space in line of sight and range.

Summons may have have a **summon action** which they can take during their summoner's turn, or a passive **summon effect** which can take place any time, or both.

Summons are removed if their controller is defeated.

OBJECTS

Many abilities place objects. Objects are from size 1-3, provide obstruction, cover, and can block line of side. Unless specified, objects can only be placed in free space in line of sight, although they can also be stacked or created on other objects as long as the total height of stacked objects isn't past 3.

Objects are not removed when you are defeated.

TERRAIN EFFECTS

Some abilities create or place terrain effects. These are passive effects that modify the terrain

spaces of the battlefield and can overlap with each other.

Terrain effects are not removed if you are defeated.

AREA ABILITIES

Some abilities are able to affect multiple characters at once. These abilities apply an **area effect** to all specified characters in the area. For example, they might inflict a status to all foes, heal all allies, or deal some damage.

COVER AND AOES

Area of effect abilities always count *cover* and line of sight and count it from the *origin* point of the abilities.

PLACING AOES

If an AoE ability has a listed range, the pattern can be placed **anywhere in that range** and in any configuration as long as at least one of its spaces is inside the range. The ability can affect the user, so be careful!

Abilities **without** a listed range must be placed so at least one of its spaces is adjacent to the ability user.

AOE ATTACKS

Area of effect *attacks* additionally have an **attack space**. For a character in the attack space, make an attack, with a to-hit roll, and apply the **attack** part of your ability **instead** of the area effect.

This might mean that if targeted on an empty space, an AoE attack ability may not end actually end up having an attack component at all, so choose your targets carefully!

Some AoE attacks have additional **effects** that apply to **all characters** (in both the attack space and all other spaces).

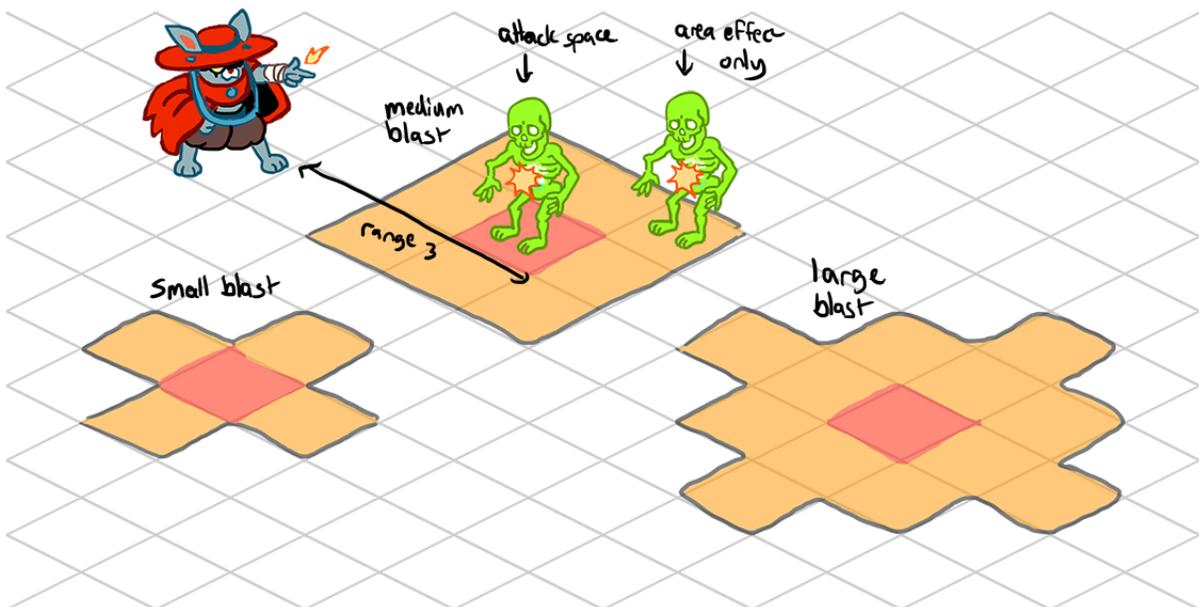
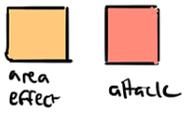
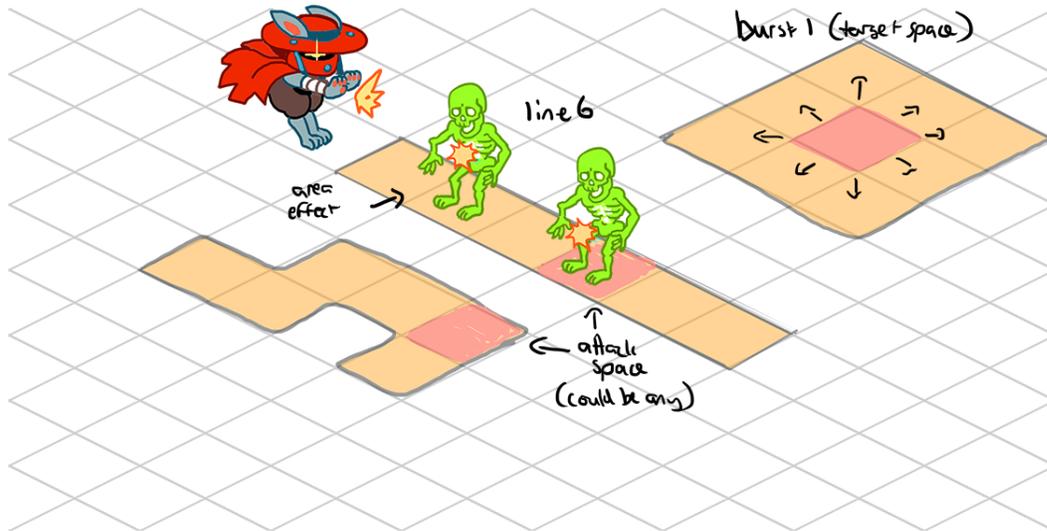
AOE PATTERNS

Most AoEs have a listed pattern, sometimes combining the two. Unless specified, the origin space is the ability owner.

- **Line X:** A line of X spaces long. Lines must be drawn orthogonally (no diagonals), and each space of a line must be drawn further away from its origin point than the previous space. The

origin space is the ability user if no range is specified, or the first space of the line if it has a range. If the ability is an attack, the attack space is **any character** in the area. Lines are 1 space wide by default, but can gain width, adding it on either side.

- **Arc X:** X contiguous spaces, with its first space drawn in range. Spaces must be drawn sequentially, in orthogonal directions (no diagonals), and cannot overlap themselves or the ability user, but otherwise can twist and turn and be placed in any pattern. The origin space is the ability user. If the ability is an attack, the attack space is **any character** in the area.
- **Blast:** A large area in range. There are three blast templates, small, medium, and large. The origin space and the attack space (if there is one) is the **central space**.
- **Burst X:** Affects a targeted space or character in range, and all spaces in range X and line of sight from that space. Often written as Burst X (target) or burst X (self). Unlike other area patterns, **does not affect the ability user** unless specified. The origin space and attack space is the **central space**.



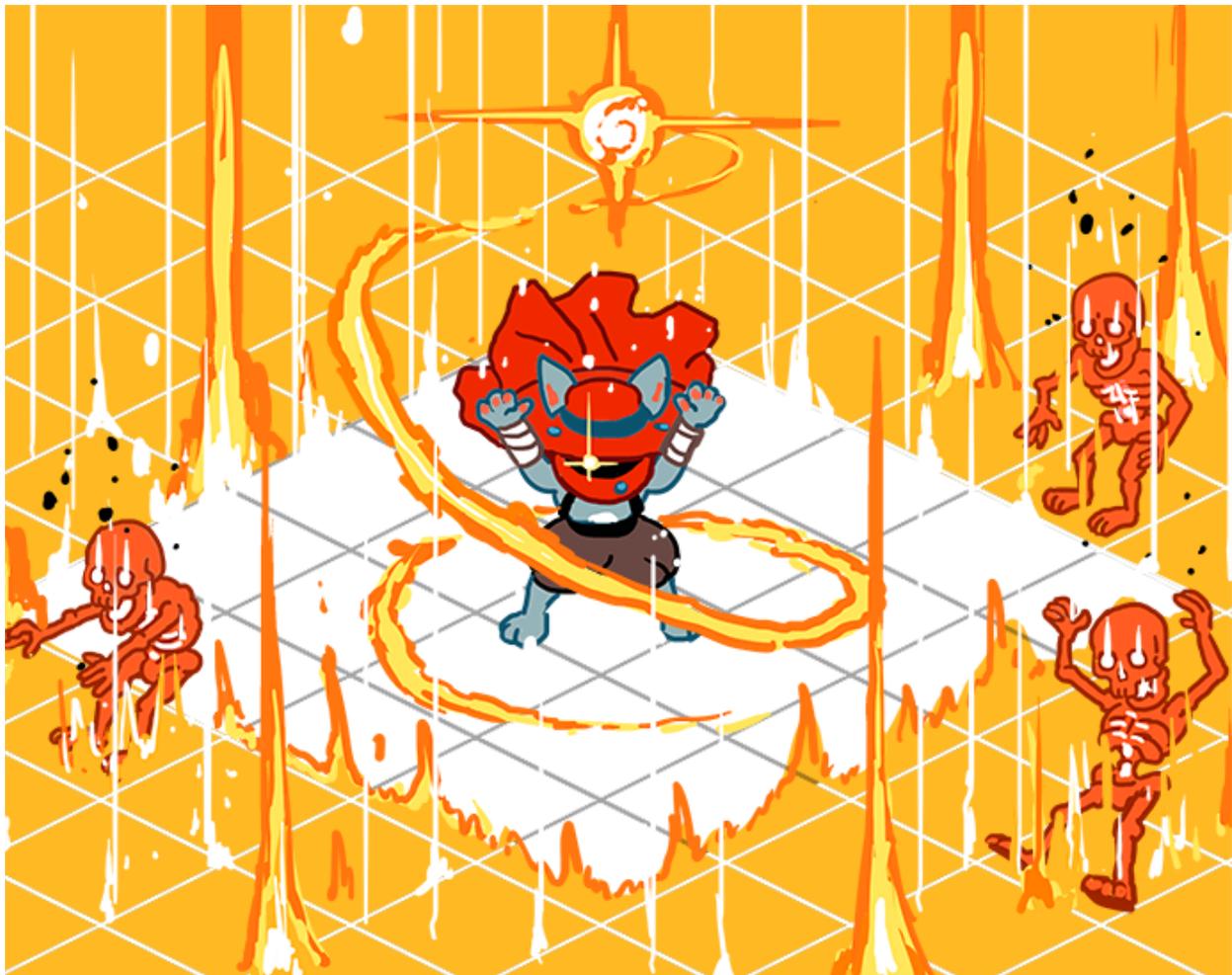
RESOLVE AND LIMIT BREAK

Limit breaks are the most powerful abilities in ICON. Every character unlocks limit break at level 2.

Limit breaks are special abilities (with an action cost, etc) that do not count against the max number of abilities taken. All Limit Breaks depend on a unique resource, called **Resolve**, to use, and a character can only use a limit break **once per combat** unless specified.

Resolve is split into two pools, **party** and **personal** resolve.

- Party Resolve goes up by 1 at the start of each round in combat, and depletes to 0 after combat ends. You can use a die to track it.
- Personal resolve is gained the following ways:
 - All characters gain 1 personal resolve after every combat
 - When you limit break, you may give 1 personal resolve to another character who has not used a limit break this expedition.
 - Personal resolve resets to 0 after you **camp**, meaning you might want to push on instead of resting in order to get the most out of your abilities.
- When you spend Resolve to use a limit break, you can use any combination of party or personal resolve, but party resolve is shared between all members of the group, so any use of it must be used with the **consent of your team members**. Resolve is always spent at the beginning of the action.



VIGOR, CAMPING, AND HEALING

In ICON, it's rare to heal in combat. Instead, characters that heal (for example, from the Cure ability) often gain **Vigor**, which is a temporary shield that goes over your hit points. Damage goes to vigor first when you take it, and you can never gain more vigor than 25% of your maximum hp. If you gain a **vigor surge**, gain full vigor (25% of your max hp). You lost all vigor at the end of every combat.

Between combats, characters heal to the next 25% segment of their hp, unless they are at 25% or lower, in which case they heal to the 50% mark. Characters can't heal higher than their wounds.

Characters can also **camp** to regain all of their hp, but camping is limited. Some camp upgrades or abilities allow you to heal **wounds**, but generally wounds are only fully healed when you end an expedition and enter an interlude.

VICTORY AND DEFEAT

When any character (hostile or player character) is reduced to 0 hit points, they are **defeated**. Defeated characters clear all statuses, marks, stances, vigor, and other effects on them. Any summons or effects created or placed by them disappear, other than terrain effects and objects. A defeated character doesn't take a turn.

Defeated player characters are **incapacitated** (can't do anything), don't cause engagement, are immune to damage and effects, gain a **wound**, and remain that way until someone uses the rescue action or effect to bring them back to their feet. If a player character with 3 wounds would become defeated and gain a 4th wound, they instead are **fallen** (see below).

Defeated NPCs are **incapacitated**, don't cause engagement or obstruction, and are immune to damage and effects.

DEFEATED DOESN'T MEAN DEAD

By default, defeated in ICON means **defeated**, including for foes. Decide what this means for the tone of your game. Whether foes are subdued, get up and run away at the end of combat, or are slain outright depends on the tone of your table - but by default, battles are never to the death in ICON. You can set the stakes.

FLEEING

Characters can **flee the battlefield** by spending 1 space of movement at the edge of the grid, as long as there aren't any foes adjacent to them. Doing so removes them from the battlefield for the rest of combat.

FALLEN

A character that takes 4 wounds is *fallen*. This could be mean dead, but it could also mean gravely injured, corrupted, emotionally scarred, etc. Either way, a *fallen* character cannot continue as a player character any more and must exit the expedition in a way that's narratively appropriate.

ICON offers a few ways to bring back a fallen character with some trophies and camp fixtures, but generally they remain that way.

Depending on the tone of your game, you could decide that a character that goes to 4 wounds is simply dead. You could also decide a character that maxes out on wounds and is *fallen* becomes permanently altered (loses an arm, an eye, is scarred, etc), cursed, or changed in some way. Such a character can return during the next camp or interlude.

A quest to recover a *fallen* character such as saving their soul from the underworld, finding a way to redeem their corruption or curse, or finding a successor to carry on their legacy, can be a powerful campaign moment.

ENDING COMBAT

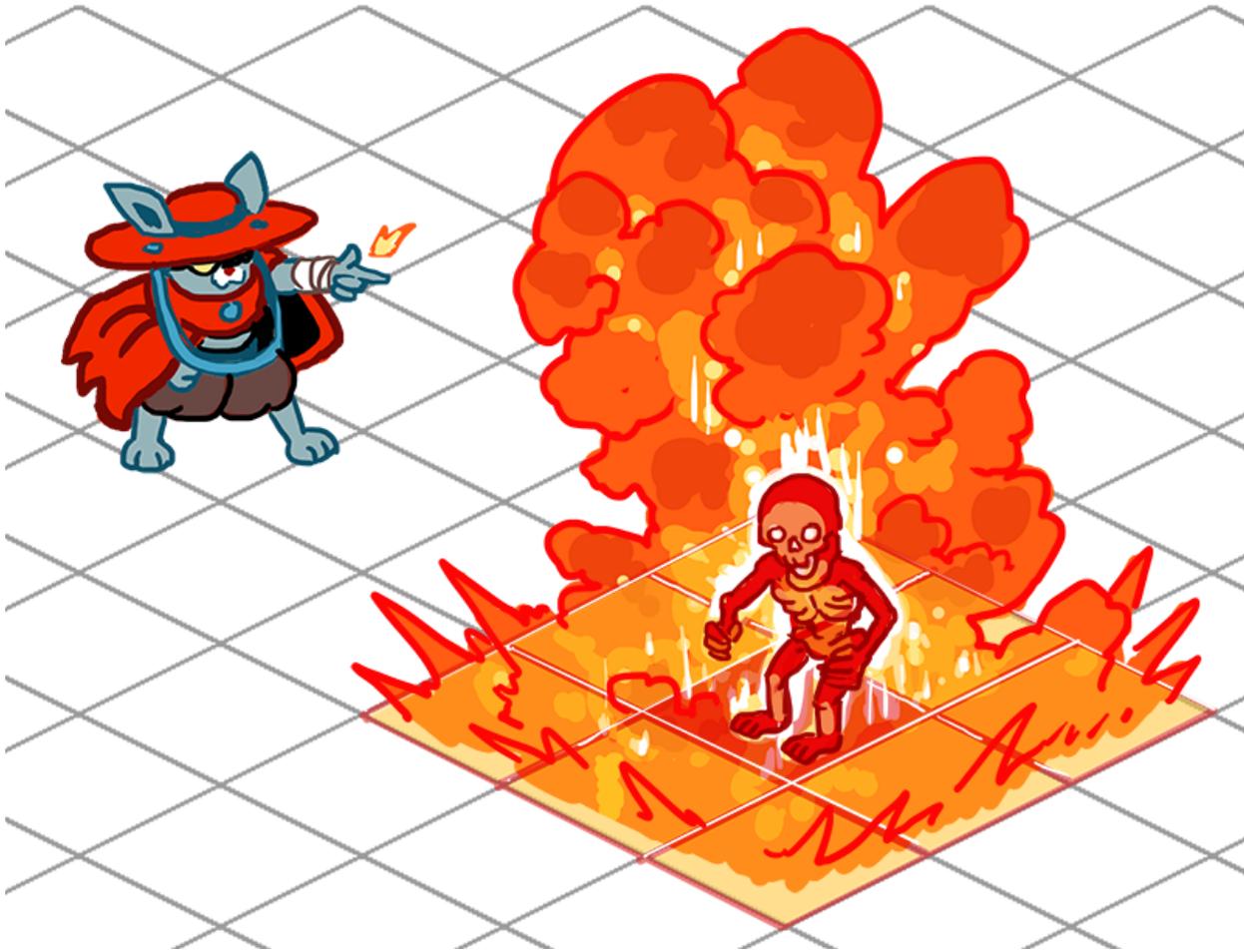
Combat ends when the stakes of the combat have been decided. That could mean every character of one side is defeated, dead, or has fled the battlefield, or simply the players or NPCs have accomplished their objective.

CALLING COMBAT EARLY

The GM can also choose to call a combat early any time if it seems like one side is going to overwhelm the other and things are going to play out as expected. There's no reason to continue combat when the tension and stakes are gone!

TOTAL DEFEAT

If all player characters are defeated, they are **totally defeated** as a party. The outcome of this will depend on your GM, the tone of your game, and the situation, but if you're totally defeated, **you're at the mercy of your foes**. It's up to the GM whether your foes use the opportunity to escape, accomplish a goal, capture you, leave you tied up, or dump you in a pit somewhere.



COMBAT GLOSSARY

There are more details on combat in the advanced combat section, including detailed explanations of action order.

You don't need to memorize all these specific rules - they are placed here for your convenience (**these rules are all the keywords in the game!**). The most relevant rules are summarized with each class..

GLOSSARY

- **Armor X** - Reduce all damage taken by X. Always reduce by the highest value.
- **Area Ability** - An ability that applies *area effects* in a large, fixed pattern.
- **Aura X:** This ability is a continuous, *ongoing* (+) effect that affects all characters specified within range X of an origin point, usually a character. Characters are only affected by an aura while inside
- **Auto-hit** - This attack doesn't make an attack roll but always scores a hit (not critical hit or miss).
- **Blessing** - Certain abilities give yourself or allies a Blessing token, and ways to spend those tokens for powerful effects. By default a character can use a blessing token to gain +1 boon when they make a save. All blessings are discarded at the end of combat.
- **Bonus damage** - When an ability gains bonus damage, roll one more [D] for each instance of bonus damage and pick the highest result.
- **Chain Reaction:** Wright-only *triggered effect*. Triggers when a character damages two or more foes with this ability
- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Cure** - A character that's cured gains 4 vigor, or a *vigor surge* if they're bloodied. Then, they may *save* against all statuses.
- **Collide** - A *triggered effect* that occurs on any character shoved into an obstruction by this ability.
- **Combo** - Actions with Combo have two versions, a base version and combo version.

When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token. You can only have one combo token at once, and discard all tokens at the end of combat.

- **Comeback** - A triggered effect that turns on if the character using this ability is bloodied
- **Cover** - If a character has cover from an ability, it halves all damage from that ability.
- **Critical Hit** - Increase total attack damage by + [D]. Can only apply to an attack, can only apply once, and can trigger normally on a total attack roll of 20+.
- **Dangerous Terrain** - Entering or exiting a dangerous terrain space causes a character to take 2 piercing damage. Characters can only take this damage once a turn.
- **Difficult Terrain** - Costs +1 space of movement to exit.
- **[D]** - Your class damage die. Roll that die when you see this symbol.
- **Dash** - Special movement that ignores engagement.
- **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
- **End turn** - This ability ends your turn. If multiple abilities or effects would end your turn at the same time, you can only choose one.
- **Effect** - A part of an ability that simply happens and is applied to all targets, no roll or save required.
- **Engagement** - A character must spend +1 space of movement to exit a space adjacent to a foe.
- **Exceed**: A triggered effect that takes place on a total attack roll of 15+.
- **Finishing Blow** - Vagabond only. Vagabond only. *Triggered effect* that triggers if this ability targets a *bloodied* foe.
- **Fray damage** - Fixed damage. Usually added to all attacks on hit or miss.
- **Gamble** - Roll 1d6, then trigger an effect on a certain result or higher
- **Heroic**: Stalwart only triggered effect. Triggers when its special condition is fulfilled, depending on job (shove a character, sacrifice health, etc).
- **Immune to X** - Not affected by X in any way. A character that's immune to damage or effects doesn't even count as taking them.

- **Mark** - Places a mark, an *ongoing* effect, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character that placed the mark is defeated, or under other listed conditions.
- **Obstruction** - A character can't normally enter a space occupied by an obstruction. By default this means foes, terrain, and objects.
- **Ongoing (+)** - A status or effect that is *ongoing* can't be ended until the thing causing it (a mark, a stance) is ended. Indicated by a + symbol.
- **Power Die** - A die set out and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.
- **Rebound** - An ability that is rebounded can be bounced off a character in range. The ability has no effect, but is instead redirected from that character's space as the origin space, taking into account cover, line of sight, and other similar effects from their space. Any effects that apply to the original user of the ability still apply to them (such as sacrificing hp, or moving). Rebound does not stack.
- **Resistance** - Take half damage, rounded up.
- **Rush X** - Move X spaces. You are *unstoppable* and *immune* to all damage while moving.
- **Sacrifice X** - Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.
- **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Slow Turn** - Go after all other characters. If multiple characters take slow turns, it takes the same order as regular turns (ally/enemy/ally)
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their

turn. When a stance **refreshes**, regain its effects.

- **Standard move** - An ability all characters can take as a free action to move their speed
- **Status** - A negative effect.
- **Summon** - A character controlled by its Summoner. Summons are *intangible*, and cannot be marked, and do not count as allies or foes for the purposes of abilities. Summons do not take turns. Instead, they have a **summon action** that they use on their summoner's turn, or a **summon effect** that is always active, and otherwise don't take actions or move on their own. Summons are removed from the battlefield when their summoner is defeated.
- **Teleport** - Special movement that allows you to instantly move to unoccupied space within range X.
- **Terrain effect** - Something that creates or modifies the terrain spaces on the battlefield.
- **Triggered effect** - An effect that activates under a certain condition. Common effects are *critical hit, slay, collide, finishing blow, and charge*. Each unique effect can only trigger once per ability, and once per trigger.

STATUSES

- **Slashed** - Take 4 damage after you or an ally uses an ability that moves you, but no more than once a turn.
- **Blind** - Max range of all abilities is 2
- **Dazed** - +1 *curse* on attacks
- **Hatred of X** - Deal half damage to all foes other than foe X. End this status at the end of your turn, or if foe X becomes immune to damage or un-targetable.
- **Pacified** - Character deals half damage. Breaks when damaged by a foe's ability.
- **Sealed** - Character cannot inflict statuses.
- **Shattered** - Character cannot gain or benefit from vigor.
- **Stunned** - Can't take interrupts. Your next ability used ends your turn, then end this status.
- **Weakened** - All damage dealt reduced by 2.
- **Vulnerable** - All damage taken increased by 1

SPECIAL STATES

- **Bloodied** - At or under 50% hp
- **Immobile** - Can't move, be moved, or be removed from the battlefield in any way.
- **Incapacitated** - An incapacitated character doesn't take turns, doesn't provide obstruction

or engagement, can't move, take actions, or use abilities or traits. All effects on that character end. All effects, marks and summons created by that character are removed. Objects and terrain effects remain.

ONGOING STATUSES (+)

Ongoing statuses cannot be purged, removed, or avoided (for example, by becoming sturdy or unstoppable).

POSITIVE EFFECTS

- **Counter** - When damaged by an ability, deal 2 damage back, each time damage is applied.
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Divine** - Damage from this ability cannot be reduced, mitigated, or negated in any way except *immunity* (ignores armor, weak, resistance, defiance, and bypasses vigor).
- **Dodge** - Immune to all damage from misses, successful saves, and area effects.
- **Evasion** - Roll a d6 when attacked. On a 4+, the attack automatically misses. Check before the attack roll.
- **Flying** - A flying character ignores terrain damage and movement penalties, height movement penalties, obstruction, and engagement.
- **Intangible** - Immune to damage and effects from foes. Does not provide obstruction or engagement.
- **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.
- **Pierce** - Damage cannot be reduced by *armor* or *weakened*.
- **Rampart** - Foes cannot enter or exit a space affected by a *rampart* effect by dashing, flying, or teleporting.
- **Regeneration** - If bloodied, gain 4 vigor at the end of your turn.
- **Skirmisher** - Can move diagonally, and dash is full speed
- **Stealth** - Cannot be directly targeted except from an adjacent space. Breaks on using any ability other than dash or standard move.
- **Sturdy** - When moved or removed and placed by a foe, can only be moved max 1 space a turn.
- **True strike** - Ignores dodge, blind, evasion, and stealth

- **Unerring** - Ignores cover and aetherwall
- **Unstoppable** - Immune to all statuses. Cannot be moved by foes, and movement ignores *engagement* and *rampart*.
- **Vigilance X** - A special effect with X charges, each represented by a d6. Like triggered effects, vigilance can only be used once per trigger. Vigilance charges stack if a character gains more than one. A character can spend any number of charges of Vigilance for one of the following effects, rolling 1d6 per charge spent and picking the highest result:
 - When an ally in range 2 is damaged by a foe's ability, reduce the damage by the amount rolled as if with *armor*
 - When a foe breaks adjacency with you, deal that much damage to them.
- **Vigor** - Gain a shield that goes over your hit points, equal to your VIT value. Damage goes to Vigor before Hit Points, and it benefits from armor and resistance. Vigor stacks, but cannot go past 25% of your hp. If you gain a **vigor surge**, gain maximum vigor. Lose all vigor at the end of combat.

ADVANCED COMBAT

These are some of the more unique or tighter combat rule explanations for ICON.

THE 'ASK YOUR GM RULE'

The final point of balance in this game is always your game master.

If you find a combination of abilities or effects that seems like it allows you to totally break the game and deal infinite damage or something similar, ask yourself if the designer actually intended this reading of the rules and if bringing this up with your GM as something you actually intend to do in the game would make them roll their eyes. It's a good gut check, just try it, trust me.

% HEALTH

Any ability that costs or damages a certain percent of health always considers maximum base hp, and not max hp based on wounds, etc. For example, an ability that costs a sacrifice of 50% hp to use with a max hp of 40 would cost 20 hp to use, even if your hp max was reduced to 30 by a wound.

You can use VIT (25% HP) as a quick shorthand for these abilities.

ABILITY STACKING

Any abilities or effects of the same name do not stack. For example, if a character is already affected by the Harvester's Death Sentence, they can't be affected again. This comes up most often with marks.

ON HIT, ON MISS, ON CRIT

Effects that improve the 'on hit', 'on miss', or 'on crit' portion of an ability only improve the attack portion (that requires an attack roll). Effects that empower the whole ability apply to everything. Effects never trigger or inherit effects meant for hits, misses, or critical hits (unless specified). Critical hits may always trigger 'hit' effects.

ADJACENT CHARACTERS

Characters that are in adjacent spaces are considered adjacent, even if they are on higher or lower elevation. For example, a character on a height 3 space could be attacked by a melee attacker, even if that melee attacker is at ground level or doesn't have enough movement to move up. They still get +1 curse to attack. We assume they climb or scabble up a little ways to take a swipe. A character on height 3 with an adjacency aura would still affect a character on height 1.

Characters do not typically count as adjacent to themselves for the purposes of abilities that check for an 'adjacent character'.

DAMAGE ORDER

When taking damage, apply any multiplications or additions on the attacker's end first (such as bonus damage), then the defender applies armor or other reductions, then any multiplications or divisions on their end, such as from resistance. For an example, an incoming attack that deals 5 damage against a character with 2 armor and resistance would do $5 - 2 = 3$ damage from the armor, halved to 1.5 then rounded up to 2.

Vigor takes damage before hit points, and armor and resistance apply normally to it.

HEIGHT IN ICON

In ICON, you can't move straight up, just along the ground. Even flying characters are always treated as reachable by melee characters - we just don't track vertical space. If something is too high to be reached in tactical combat, either don't include it, or make it a flying object or character. It's a little abstract - but it's a *game*.

INTERRUPTS

Interrupts that have the same trigger resolve in the same order as turns (player character/npc, alternating).

EFFECT AND INTERRUPT ORDER

Unless specified, effects happen in the order they are listed. If a character owns multiple effects, and

there's ambiguity in the order in which they trigger, they can determine the order.

Interrupts resolve with the most recently triggered interrupt first. For example, if a character's effect deals damage to an enemy, and the enemy has an interrupt that reads 'when this enemy takes damage', the enemy's interrupt would trigger first (even if they are killed by the damage), then the damage would be applied.

Interrupts that have the same trigger and trigger at the same time resolve in the same order as turns (player character/npc, alternating).

'CAN/MAY' EFFECTS

Unless an effect says you *may* or *can* do something, the effect is not optional. For example, an effect that says 'dash 1 and repeat the attack area', you must dash and repeat the attack area unless it says 'you *may* dash 1 and repeat the attack area'

RANGE INCREASES

Some abilities allow you to increase range. Range can only be increased if an ability already has a listed range.

SHARING SPACE

Certain abilities and effects allow characters to share space. Attacks and abilities that target characters must choose between either of them. Abilities that affect or target a space, such as the area effect of an AoE or an aura, hit both characters, but attack spaces of an area effect must choose which character to attack.

SHOVES

Shoves are not optional, and also cannot shove characters off the edge of the map unless you're using the optional edge rule.

Characters must be shoved in straight lines. If shoved on a diagonal, you can choose which line they follow as long as it moves them further away from you.

TRIGGERED EFFECTS

Triggered effects, such as charge, only trigger once per ability. For example, if an ability can trigger on *finishing blow* or *critical hit*, it would only take effect once even if you scored a critical hit on a bloodied character (triggering both finishing blow and critical hit). If an ability would cause a *collide* multiple times, it only triggers the *collide* effect of that ability once.

STACKING OR REMOVING OBJECTS

In general, object height isn't intended to go past 3 in this game, as it creates problems with movement. You can stack objects as long as the total height isn't past 3.

You can still summon objects on map terrain of any height, giving you a pretty lofty perch if you summon a height 3 object tower on top of height 3 terrain.

When objects are removed, characters standing on them are placed back on the terrain space under them.

LINE OF SIGHT.

For all targeting there must be line of sight (you have to be able to see your target) and line of effect (your ability has to be able to trace a clear path to your target). For example, if you can see a character through a transparent magical forcefield or a window, that forcefield or window still blocks your line of effect, so they can't be targeted.

IMMUNITY AND INTANGIBILITY

Intangible characters can be targeted, but aren't affected by damage or statuses from foes.

Characters that are immune (to damage, effects, a condition, etc) completely ignore that thing. If an effect relies on dealing damage, or hitting with an attack, for example, unless specified it won't trigger off immune or intangible characters since they can't take damage or effects.

Intangible characters don't cause obstruction or engagement, though characters still can't end their turn sharing their space.

VALID SPACES FOR SUMMONING, TELEPORTING, OR PLACING OBJECTS OR CHARACTERS

For a space to be valid for summoning, teleporting, or creating objects, unless specified it must be free and unobstructed, and you also need line of sight.

TURN BREAKDOWN

A character's turn goes by the following order of operations, and goes by the following rules:

- When resolving effects that resolve at the same time:
 - Effects that do not belong to the character who's turn it is resolve first, then that character's effects resolve.
 - Hostile effects (from foes, etc) resolve before beneficial effects (from allies or self, etc)
 - If effects are owned by the same character, they can choose the order they resolve. For example, if a character has two effects that expire at the end of their turn, they can choose which ends first.

ORDER OF OPERATIONS:

1. End any effects that end at the start of the turn.
2. Then, activate any delay effects. If there are multiple delay effects, they can be activated in order.
3. Then a character gains their actions and takes their turn.
4. The effects of abilities resolve in the order they are listed *or* in the order that is explicitly mentioned in the ability (such as some effects taking place before attacks despite being listed after for ease of formatting).
5. After any ability resolves, any effects that trigger off an ability resolving activate in order.
6. After all abilities are resolved, that character may make saves against effects or statuses that can be saved against, ending them on a success.
7. Then, any effects that trigger at the end of a character's turn trigger in order.

Interrupts activate when triggered, interrupting the normal flow of action until resolved, and always take priority.

SPECIFIC TAG RULES

BLESSING

Blessing tokens are not unique to a character. As long as a character has blessing tokens, they can spend them on any effect granted to them by the presence of a mendicant job.

COUNTER

Counter deals damage as an effect and triggers even on ranged attacks or if the character with counter can't see their target.

EVASION AND DODGE

Evasion only applies to the attack component of an ability, turning it into a miss. Effects that don't require a hit or happen automatically go through evasion.

Dodge is a potent combo with Evasion because it allows a character with Evasion to ignore missed attacks completely and also take no damage from AoE spaces which can go through evasion.

HATRED

Hatred doesn't apply if a character is un-targetable (for example, they have stealth or are intangible), or immune to damage. Characters additionally cannot *gain* hatred of a character that is un-targetable or immune.

IMMOBILE

Any immobile character can't move or be removed from the battlefield. That includes regular movement, dash, fly, or teleport, being moved by other characters, or being removed and placed by other characters.

MARKS

Any number of marks from different characters can be on one character, but each character can only mark another character once, and only one mark per ability causing it. For example, if I use an ability which marks an enemy, the next time I use that ability on a different character, the mark

on the first character will fade. If I use a different mark ability on my target, my first mark will end.

The same applies for marks on allies (using a mark on an ally will override any existing mark placed by you).

PACIFIED

Pacified only breaks on taking damage from a foe's ability or action, ie taking damage from self or from dangerous terrain won't break it.

STEALTH

Characters with stealth cannot be targeted directly except from an adjacent space, but could still be hit by an area effect, or effects that hit a certain range from a character. It's a good combo with dodge, since dodge allows characters to ignore area effects.

The abilities *dash* and *standard move* do not break stealth.

If a stealthed character would be targeted by the attack space of an area ability, they take the area effect instead.

UNSTOPPABLE

Unstoppable characters are immune to all statuses, ignore *engagement* and *rampart*, and cannot be moved, *immobilized*, or have their movement halted by foes. Unstoppable characters can still be moved and placed on the battlefield.

VIGILANCE

Use a counter to indicate when a character has vigilance charges remaining (if playing in person, a number of d6s or a coin could be used).

- Vigilance is an effect, so it doesn't take an interrupt to use and bypasses evasion or dodge.
- Only one vigilance charge can be spent per trigger, like a triggered effect.
- Vigilance works if a character attempts to break adjacency for any reason. A character that is granted off-turn movement (like a dash or teleport) by another ability, or granted movement by another character still triggers vigilance.

VULNERABLE AND WEAK

Vulnerable and weak apply or reduce damage each time a character takes or deals damage, respectively.

For example, vulnerable applies +1 damage for each separate instance of damage. If as part of an action character takes 3 damage twice, they would take $3+1$ and $3+1 = 8$ damage, not $3+3+1=7$ damage.

Vulnerable itself is not a separate instance of damage, but increases the damage dealt with each instance. It is applied when damage is applied, after all damage is calculated on the attacker's end.

JOBS

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CHOOSING YOUR JOB

To make the tactical combat part of your character at level 0, pick a **Job** and two **abilities** from your job. You get all the **traits** or actions from your **class** (basically a meta-job, of which there are 4), plus the traits from your **job** itself.

If you're unsure about which abilities to pick, pick the first two abilities listed, you'll have plenty of opportunities to choose others.

IMPROVING

After you play your first session, you'll level up to level 1, unlock your **limit break**, and gain +2 ap to choose new abilities, or unlock the talents of your existing ones.

At level 1 and higher, once you hit 7 xp, you gain an ability point. You can use this point during a **camp**, **interlude**, or **at the end of any session** to gain a **new ability** from one of your

jobs or unlock a **talent** for an existing ability, choosing either the first or second choice.

At other levels you will also gain additional bonus ability points, which can be spent along the way.

At level 4 and 8 you will get the opportunity to pick up a **new job** and two bonus ap, or keep the same job and get an extra **mastery**. You can choose to train broadly or deeply - choose wisely!

ABILITY LIMITS

You can only take at most **6 abilities** into any expedition, though you can change these out every expedition. At least half these abilities must be the same class (color) as your job.

TRAITS AND LIMIT BREAKS

Your **traits** are unique passive or active abilities that you get from both your *job* and *class*. Your traits and **Limit Break** are unique to your active job only, so think carefully when selecting your jobs.

TALENTS AND MASTERIES

All abilities have 2 **talents** that can be unlocked by spending an ability point. When you choose a talent, pick either talent I or talent II - you can't pick both!

Abilities also have **Masteries**, which can only be unlocked by getting a mastery point. You get a few from leveling up, and even more by choosing not to take additional jobs at level 4 and 8.

ULTIMATE

Upon entering chapter 3, you unlock the Ultimate limit break for your job, which improves it.

CHAPTER

Like narrative play, tactical combat is limited by Chapter. When you gain an ability, it must be from the **same chapter** you're currently in or **lower**. All jobs have some abilities that are only available in chapter 2 or chapter 3 and also get a **new trait** at chapter 3

Some **foes** are also limited by chapter, with more complex or powerful foes limited to later chapters.

NEW JOBS

When you level up, you will eventually get the opportunity at level 4 and 8 to **pick up another job**. This allows you to swap from Expedition to Expedition to different jobs as needed.

If you choose a new job, you gain +2 ap, to help you diversify your abilities.

When you embark on an expedition, you must decide which job is your **primary job**. You only get the **traits** and **limit break** from your primary job (both class and job traits).

You can mix and match abilities from your other jobs as you wish, as long as you take at most **6 abilities**, and at least **half of your abilities** match the **same class** as your primary job. You can use the color as an easy reference.

For example, if your jobs are Bastion, Demon Slayer, and Spellblade, and your primary job is Bastion, you can take up to 6 abilities, but at least 3 of them must be Stalwart (red) abilities (Bastion and Demon Slayer).

CHOOSING THE SAME JOB

At level 4 and 8, it's possible to forgo unlocking a new job entirely. If you choose one of the same jobs you already have, you gain a **mastery point**, allowing you to focus more on specializing in one or two jobs.

REFOCUS

If you feel like your character isn't working for you, at level 1 or higher, during an interlude, you can **refocus**. Do the following in order:

- Refund all your ability points, and lose all associated abilities and talents, including your starting abilities you should have at level 1 (each refunds 1 AP as normal). Refund all masteries.
- Lose any jobs you have
- Then, re-pick the same number of jobs.
- Then, spend AP on abilities and talents as normal, and re-pick your masteries.

Refocusing costs 8 *dust*, to represent time spent training. If you didn't change any of your jobs, it just costs 4 *dust*.

RELICS

At level 2, then at levels 6 and 9, characters pick up a **Relic**.

Relics represent ordinary weapons or armor that become legendary and powerful over time simply by being picked up by an Icon. Over time, these relics take on particular aspects of heroes or legends of old, and can be infused with power, tempered, and refined as their wielder also gains power.

Relics can be enchanted weapons, armor, jewelry, cloaks, figurines - something cool and significant to your character. There's a suggestion for each Relic as to the form it takes, but this can be loose.

It's up to the player to decide what piece of their gear turns into a relic. It could be something they

found on the last expedition, something they pulled from a ruin, something they've had since childhood, or something they are working on creating themselves. They don't have to take any action to receive the relic, but will have to work on it by infusing Dust into it to unlock its benefits.

You can find the **full list of relics** on pg. XX, in the Book of Adventure. Characters can take any relic they like when they acquire one.

Relics have three ranks of power. They start with one rank unlocked and provide powerful bonuses to a character in combat, no matter what job they currently have. Each further level gives increasing benefits.

INVOKING RELICS

In combat, some relics have abilities that can be **invoked** for a powerful effect. Invokes have three types:

- **Attack Invoke:** When you make an attack, if the die used for the attack roll is a certain number or higher, you can invoke the relic. This only counts the d20, and not the total attack roll. For example, in an **(Attack, 15+)** invoke, you could invoke the relic's power when you make any attack roll and the die is 15 or higher. If you wouldn't make an attack roll, such as an auto hit attack, roll a d20 anyway to check.
- **Gambit Invoke:** An invoke that can be triggered under the listed conditions, but only once per combat. For example (**Gambit:** Free action: *fly 3*)

- **Round Invoke:** Activates automatically at a certain round of combat or later. These effects are always active. For example **(Round 5+)** relics have effects that are always active at round 5 or later.

INFUSING RELICS

Relics can be leveled up by infusing them with Dust, which is the magical essence sought after by the powerful factions of Arden Eld. You get a little Dust in each relic for fighting in tactical combat, but the rest you'll have to do yourself.

ASPECTS

The fourth level of a Relic is called an Aspect, and provides more powerful benefits. Aspects can be unlocked either by spending 12 Dust or by completing an **aspect quest** and undertaking some kind of legendary task. The **quest can be determined by the GM** as fitting for your table and the tale you want to tell, but there are suggested aspect quests in each relic description.

If the aspect quest is completed once by any character, aspecting the same relic costs only 4 dust from that point onwards.

CHANGING RELICS

A character can swap any or all relics around at level 4 and level 8 when they choose a new job. If they do so, however, any new relics start uninfused and reset to rank I.

Tactical Combat Advancement

Lvl	Chapter	Combat Benefit	Total AP*
0	1	Choose a job and two abilities.	2
1	1	Gain +2 ap and unlock Limit Break	5
2	1	Gain your first relic	6
3	1	Gain a Mastery Point	7
4	1	Choose a second job and gain +2 ap OR the same job and gain a mastery point.	8
5	2	Gain +1ap	10
6	2	Get your second relic	11
7	2	Gain a Mastery Point	12
8	2	Choose a third job and gain +2 ap OR the same job and gain a mastery point.	13
9	3	Get your third relic	14
10	3	Gain a Mastery Point	15
11	3	Gain +1ap	17
12	3	Gain a Mastery Point	18

*Does not include bonus ap from choosing new jobs

STALWART

Weapon master and unparalleled soldier

Strengths: Tough, good at punishing foes, protecting allies, and controlling the battlefield.

Weaknesses: Lower mobility and weak to ranged attackers

Complexity: Low

Stalwarts are **tough and vigorous warriors**, with heavy armor and abilities that let them stand their ground, protect their allies, and control space. They largely eschew the use of ranged attacks but are mythic soldiers and gods of the battlefield, able to perform incredible feats of physical prowess and resilience.

Stalwarts boast **Slashed** and **Weakened**, which allow them to slow down speedy foes and lower their damage, and have access to **Rampart** and **Vigilance**, which makes it much more risky for characters to move around them. They also easily gain **Sturdy**, making them resistant to being moved, and can in turn **Shove** their foes, knocking them around the battlefield.

Stalwarts are **strong** against **skirmisher** foes and **weaker** against **artillery** foes.

CLASS TRAITS

ARMOR 2

Reduce all damage taken by 2

FORTIFY

Spaces adjacent to you have *Rampart*.
Gain *Vigilance +1* at the end of your turn.

RUSH X

Stalwarts can *rush* as part of their abilities. When you *rush*, you move *X* spaces and are *unstoppable* and *immune* to all damage during that move.

CLASS STATISTICS

VIT: 10

HP: 40

Defense: 6

Speed: 4 (Dash 2)

Fray damage: 4

Damage die: D6

Basic Attack: Range 3

SPECIAL MECHANIC: HEROICS

Stalwarts can push themselves beyond their normal limits, performing **heroics** and activating any **heroic** triggered effects of an ability. Each job has different ways of performing heroics.

STALWART GAMBIT.

If you take a Stalwart ability as a non-Stalwart class, you get Heroics, and the ability to trigger a Heroic ability for free once a combat.

MOST RELEVANT RULES

STATUSES

Stalwarts specialize in the **Slashed** and **Weakened** statuses:

SLASHED

Take 4 damage after you or an ally uses an ability that moves you, but no more than once a turn.

Slash causes damage to characters that move a lot, making them choose between staying close to you, or taking a lot of damage.

Weakened

All damage dealt reduced by 2

Weak is very potent against characters that like to deal lots of small hits, and stacks with armor to make it very hard to hurt you.

They also have a lot of ways to **stun** characters.

STUNNED

Can't take interrupts. Your next ability used ends your turn, then end this status.

Stunned is very potent because it reduces a character's options. Consequently, it always clears after it triggers (it can also be saved against normally).

OTHER EFFECTS

Stalwarts use **Rampart**, **Rush** and **Vigilance**. They have easy ways to access **Shove**, **Sturdy** and **True Strike**.

RAMPART

Foes cannot enter or exit any space affected by a character's Rampart by dashing, flying, or teleporting.

Rampart is like a super-engagement. Foes can't use any special movement in adjacent spaces to you, so good positioning will let you slow them down.

RUSH X

Move X spaces. You are *unstoppable* and *immune* to all damage while moving.

Rush is like an armored dash. You ignore engagement, and can't be damaged by effects like Vigilance or interrupts while moving. It allows to you maneuver around other red characters.

VIGILANCE

Vigilance X - A special effect with X charges, each represented by a d6. Like a triggered effect, can only be activated once per trigger. Vigilance charges stack up to 6, and last until the end of combat. A character can spend any number of charges of Vigilance for one of the following effects, rolling 1d6 per charge spent and picking the highest result:

- When an ally in range 2 is damaged by a foe's ability, reduce the damage by the amount rolled as if with *armor*
- When a foe breaks adjacency with you, deal that much damage to them.

Vigilance allows you to control space very well. You can protect allies that stick close to you, or damage foes who attempt to pass by you to get at your weaker allies. Good positioning will get you the most out of it.

SHOVE X

Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.

Shove allows you to move foes around against their will. Use it to put them in tough situations - inside pits, terrain effects, or next to allies - or alternately slam them into walls.

STURDY

When moved or removed and placed by a foe, can only be moved max 1 space a turn.

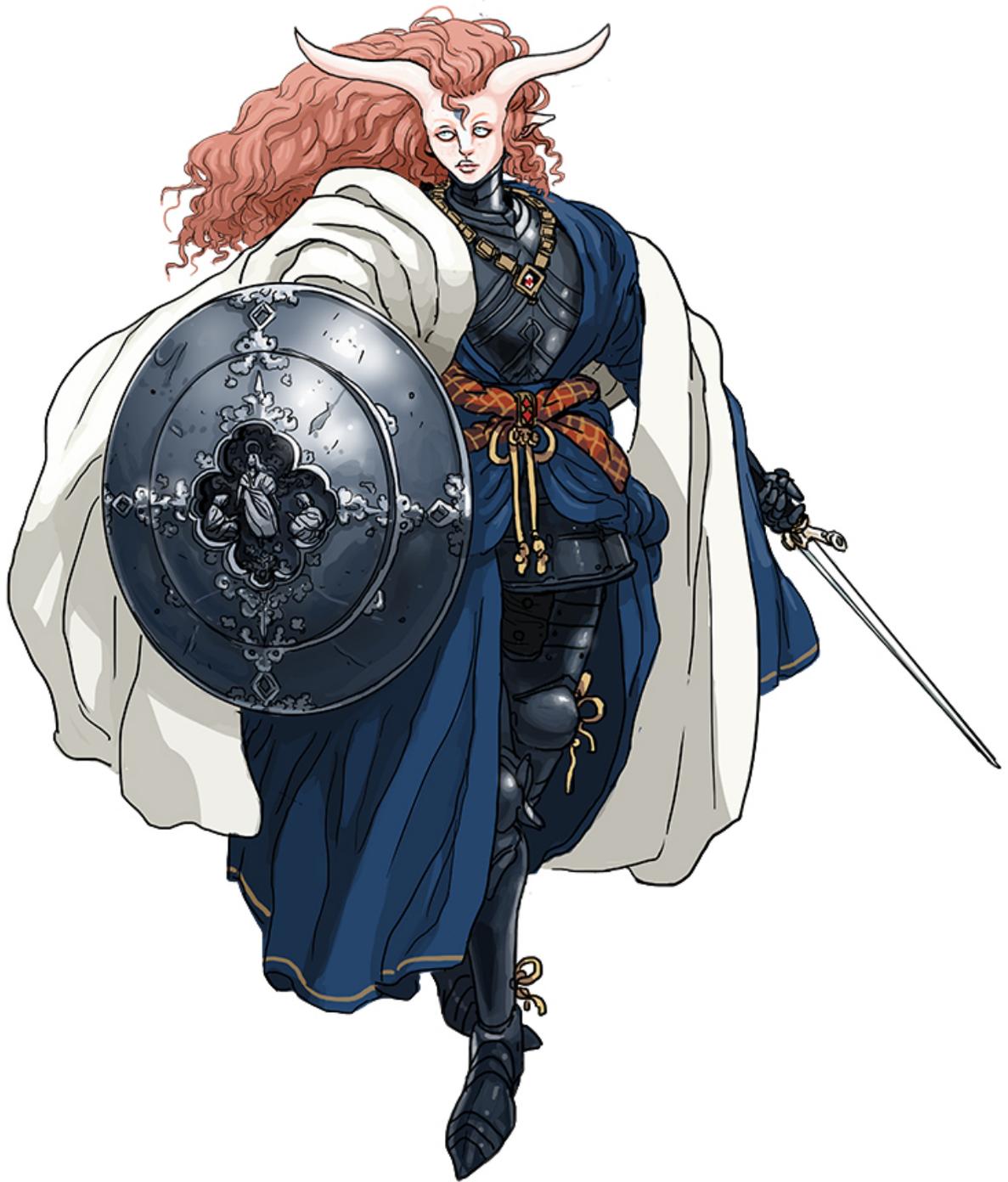
Sturdy allows you to hold your ground and stops you from getting shoved around by foes and pushed away from allies or objectives.

TRUE STRIKE

Ignores *dodge*, *evasion*, *blind*, and *stealth*.

These effects are all common ways for foes to avoid damage. True strike avoids all of this and

allows to you to hit when you need to. It's especially good against Skirmisher foes who often rely on dodge, stealth, and evasion to avoid damage.



BASTION

Unbreakable Knight

The Bastions are the shield lords of Arden Eld, larger than life figures that tread the ancient imperial roads with their heads held high and armor gleaming. From town to town they act as errant knights and mercenaries, protecting the weak and vulnerable, and driving back the Blights with hammer-like blows from their greatshields, which they throw like a discus with incredible force. The imperious and mighty presence of a Bastion in town is a stabilizing force and can become an event for a whole village. All Bastions follow an ancient and long-forgotten hero's code, an old oath to stand against chaos in all its forms.

PLAYSTYLE

Bastions are powerful knights and tacticians and focus on **shoving** their enemies and moving their allies into position with their *Press the Advantage* trait. Almost everything they do changes the shape of the battlefield in some way, and they get extra benefits for smashing foes into obstacles or other characters with **collide**. They benefit from good positioning, since shoves typically have to be away from you.

Bastions also have a fair number of **interrupts** and can react off their turn to enemy actions, and also benefit from **auras**.

Their Limit Break, **Helion**, is relatively cheap, but can rearrange everyone's position and can potentially stun and daze a huge number of foes.

RELEVANT RULES

- **Rebound** - An ability that is rebounded can be bounced off a character in range. The ability has no effect, but is instead redirected from that character's space as the origin space, taking into account cover, line of sight, and other similar effects from their space. Any effects that apply to the original user of the ability still apply to them (such as sacrificing hp, or moving). Rebound does not stack.
 - **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.
- **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.
 - **Collide** - A *triggered effect* that occurs on any character shoved into an obstruction by this ability.
 - **Aura X**: This ability is a continuous, *ongoing* effect that affects all characters specified within range X of an origin point, usually a character. Characters are only affected by an aura while inside
 - **End turn** - This ability ends your turn. If multiple abilities or effects would end your turn at the same time, you can only choose one.
 - **Hatred of X** - Deal half damage to all foes other than foe X. End this status at the end of your turn, or if foe X becomes immune to damage or un-targetable.
 - **Mark** - Places a mark, an *ongoing* effect, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character that placed the mark is defeated, or under other listed conditions.

TRAITS:

Strive: You may cause any ability to trigger its *heroic* effects when you use it, and increase the distance of any *shoves* by +1. If you do, after that ability resolves, you can't use heroics until the end of your next turn, and deal *half damage* during that turn.

Press the Advantage: Once a round, when you shove a character, you and an ally of your choice anywhere can each *rush 1*.

Bull's Strength: All your abilities gain *collide*: deal 2 damage. Characters can't take this damage more than once a turn.

Shieldmaster: You have aura 1. If you end your turn with an ally in the aura, gain vigilance +1 and become *sturdy* until the start of your turn.

LIMIT BREAK: HELION

2 resolve
1 action

Your shield becomes the sun: a discus of light and motion, shattering enemy ranks and spurring allies forth.

Effect: You hurl your shield, and every character on the battlefield is shoved 1 space in a direction of your choice. You may shove in any order, and may choose different directions for each character.

Effect: Bloodied foes are *weakened*. Foes at 25% hp or lower are *stunned*.

ULTIMATE: PERFECT HELION

You can repeat this effect once on either allies or enemies.

ABILITIES

CHAPTER 1

HERACULE

1 action, Attack, Range 3
True Strike

Hurl your shield or weapon as a discus with irrepressible force.

Attack: *On hit:* [D] + fray. *Miss:* fray.

Effect: Attack target is *weakened* and shoved 1

Effect: A different foe in range 3 from your target is shoved 1 away from your main target.

Collide or **Heroic:** Repeat the above effect

TALENTS:

- I. Heracule's shoves can be in any direction.
- II. Heracule's second effect triggers +1 more time.

MASTERY: PERFECT HERACULE

Heracule gains *rebound*, and its second effect triggers +1 more time.

BATTERING RAM

1 action

Use your shield, weapon, or armored fist and send your target flying.

Effect: An adjacent character is shoved 2 spaces

Collide or **Heroic:** Foe is *slashed*, and refund the action cost of this ability.

TALENTS:

- I. You may *rush* 1 before using Battering Ram.
- II. You can also shove objects with Battering Ram. The object triggers *collide* effects on the first character it collides with.

MASTERY: GATE SMASHER

Once a turn, if you trigger Battering Ram's *Collide* or *Heroic* effect, the ability can be used one more time this turn.

LAND WASTER

2 actions, Attack, Burst 1 (target)

Crash your greatshield or weapon into the earth, sending up devastating shockwaves.

Attack: *On hit:* 2[D] + fray. *Miss:* fray.

Area effect: Foes take fray damage.

Effect: Shove all characters in the area except you 1 space away from your attack target, then, shove your target 1.

Heroic: Gains *True Strike* and becomes Burst 2 (target)

TALENTS:

- I. If Land Waster's effect shockwave shoves 3 or more foes or allies, it shoves +1 and *stuns* your target.
- II. If Land Waster's effect shockwave shoves 2 or more foes or allies, *cure* yourself.

MASTERY: AJAX

Terrain effect: Before Land Waster's effect triggers, you tear up the very ground, creating a height 1 boulder *object* in range 3 of you.

VALIANT

1 Action

Stride forth, with your shield held before you, battering aside foes.

Effect: *Rush* 1, then *rush* 1. After each rush, shove all adjacent characters 1.

Collide or **Heroic:** *Rush* 1 again, then shove all adjacent characters 1.

TALENTS:

- I. *Collide:* Become *unstoppable* for the rest of your turn
- II. If you only shove one foe, they gain *hatred* of you after this ability resolves.

MASTERY: SECOND WIND

At round 4 or higher in combat, valiant becomes a free action.

ENDLESS BATTLEMENT

1 action

Stance, Aura

The land itself is your castle, and you will never let its walls be breached. No matter where your allies step, your shield will be there.

Stance: When you enter this stance, or when it refreshes, choose an ally in range 4. That ally gains aura 1 until the start of your next turn. The aura deactivates if your ally is out of range. While the aura is active, you can use the following interrupt:

Heroic Intervention

Interrupt 1

Trigger: A foe targets your ally with an ability

Effect: You soar into the air, removing yourself from the battlefield, then return in any space in the aura. Adjacent foes take 2 damage.

Refresh: Refresh this stance at the start of your turn

Heroic: Immediately activate the interrupt effect.

TALENTS:

- I. While you are in the aura, attacks against your ally gain +1 curse.
- II. You and your ally both have *counter* while you are in the aura.

MASTERY: PERFECT BATTLEMENT

At round 4 or higher, Endless Battlement has no maximum range, deals 4 damage instead of 2, and becomes interrupt 2.

CATAPULT

Interrupt 1

Use your shield as a springboard to set up ally maneuvers or to deflect projectiles

Trigger: An ally ends a movement in an adjacent space

Effect: Shove that ally 2 in any direction.

Collide or **Heroic:** That ally gains 2 vigor and may *rush 1*.

TALENTS:

- I. Your shield becomes a valid target for allied abilities. You can expend this interrupt to grant them *rebound*.
- II. Catapult can also be triggered on foes. When triggered on foes, the effect becomes effect: shove 1. *Collide:* you may *rush 1*

MASTERY: MANGONEL

Catapult becomes Interrupt 3

CHAPTER 2

PERSEUS

Interrupt 2

Aura

Your armor and shield become a mirror, channeling and amplifying the destructive power of your allies' attacks.

Trigger: You are included in an allied *area effect*.

Effect: You release an aura 1 effect centered on you that lasts for the duration of the triggering ability, extending the area effect to encompass the aura. You can choose to be immune to any part of the triggering ability.

Heroic: Increase the aura size by +1

TALENTS:

- I. You gain 4 vigor the first time in a round this ability triggers
- II. You can extend the area as a line 5 *area effect* instead of an aura.

MASTERY: CHAOS FINISHER

When this interrupt triggers, after the triggering effect resolves, you may deal 2 damage to all affected foes from the triggering ability and shove them 1 in any direction.

ROOK

2 actions, Attack

Aura

Your stance is powerful as you strike, and stand tall, an armored sentinel. No enemy can safely set foot where your gaze falls.

Attack: *On hit:* [D]+fray. *Miss:* fray damage.

Effect: Shove 1

Effect: You gain aura 1 until the end of your next turn. Any foe in the aura that is shoved is shoved +1. If any foe ends their turn in the aura, you may deal fray damage to them and shove them 1.

Collide: Character is *slashed*.

Heroic: Gains *true strike*, and increase aura to Aura 2

TALENTS:

- I. You also have *counter* while Rook's aura is active.

- II. You can also inflict *hatred* on a foe that triggers Rook's effect, but no more than once a round.

MASTERY: IMPLACABLE FORTRESS

Allies in the aura also reduce all damage by 2, as if by armor.

CHAPTER 3

Black Rock Vanguard: You can take any number of interrupts per turn. When you take an interrupt, you may *rush 1* after it resolves.

GREAT GIORGIOS

1 action
End turn

You call a challenge to your foe to stand and fight. Cowards are blown away by your massive charge.

Effect: Choose a foe in range 3, then **end your turn**. At the end of that foe's turn, you may *rush 4*, as long as you end each space of your movement closer to them from when you started (if you are adjacent, you don't move at all). Then, if your foe is adjacent, they are shoved a number of spaces equal to the spaces you just moved, then take damage equal to that number +2.

Collide or **Heroic:** Foe also gains *hatred* of you after this ability resolves.

TALENTS:

- I. You gain *phasing* while *rushing*. Foes you passed through take 2 damage after your movement resolves, and are shoved 1 to either side of your movement.
- II. Allies adjacent to you during any part of this rush are shoved 1 in any direction after this ability resolves.

MASTERY: DRAGONSLAYER

You can choose to **Delay** Great Giorgios. Your next turn must be slow, but the effect activates at the start of that turn instead of at the end of your target's turn, and it deals double damage.



DEMON SLAYER
Master of the Forbidden Arts

Warriors of impossible strength and insane bravado, demon slayers are warriors that specialize in fighting the largest and most dangerous monsters to crawl out of the pits that riddle the land. They relish in fighting against impossible odds, training themselves in forbidden techniques, arcane arts, and oversized weaponry that normal Kin would quake at wielding. They organize themselves into loose orders and train and hunt together, sharing tales and trophies of the colossal horrors they have slain. Some say in order to fight their quarries, the slayers must ingest demon blood to gain their strength, giving them dark and forbidden power that makes other Kin fear and respect them in equal measure.

PLAYSTYLE

Demon slayers are mobile, heavy hitting stalwarts that use their powerful traits to get a lot out of **slow turns** and **charge effects**.

Their *Hissatsu* trait powers up Demon Slayers when spending a turn not attacking and focusing their strength, like a quick-draw samurai or someone winding up a huge blow with an oversized weapon. Therefore they benefit from **attacking every other turn**, and waiting to strike, giving them a slow but reliable tempo. While waiting to act, they automatically become **sturdy**, making them very hard to displace.

Their limit break, **Split Heaven and Hell**, is a very powerful AoE slice that is relatively easy to avoid for foes without assistance from your allies, but can be held and even canceled.

RELEVANT RULES

- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
- **End turn** - This ability ends your turn. If multiple abilities or effects would end your turn at the same time, you can only choose one.
- **Exceed**: A triggered effect that takes place on a total attack roll of 15+.
- **Rampart** - Foes cannot enter or exit a space affected by a *rampart* effect by dashing, flying, or teleporting.
- **Slow Turn** - Go after all other characters. If multiple characters take slow turns, it takes the same order as regular turns (ally/enemy/ally)
- **Power Die** - A die set out and ticked up or down depending on certain conditions. You can

use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.

- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.

TRAITS:

Demon Edge: If you elect to take a slow turn or use a delay effect, gain *vigilance +1*, and all your abilities deal *bonus damage* and gain *true strike* until the end of your next turn.

Demon Strength: You can make any ability Heroic when you use it. If you do, you can't attack or use Heroics until the end of your following turn.

Hissatsu: If you don't attack during your turn, your next attack ability gains +1 boon, *true strike*, and upgrades its damage die to *d10*. This effect ends after you hit with an attack.

True Horn: You are *sturdy* from the start of each round until the start of your turn.

LIMIT BREAK: SPLIT HEAVEN AND HELL

3 resolve

1 action, end turn

Delay, true strike, divine

Sever Divinity and cut through the threads of possibility. Pour all your rage into one blow and topple the Gods.

End your turn, and start charging up a god cutting blow. **Delay:** Your next turn must be slow. At the start of that turn, you may take one of the following options:

- **Sever Divine Thread:** Swing your weapon in a line 5 **area effect** drawn from your position. This counts as using an attack this turn. Characters in the line take damage depending on their distance on the line from you.
 - **1 space:** 100% of max hp
 - **2-4 spaces:** 50% of max hp
 - **5+ spaces:** 25% of max hp
- **Divine Cancel:** You may cancel this ability, refunding the resolve cost, and *rush 1*. You can limit break again this combat, but not this turn.
- **Divine Delay:** You continue to hold this ability. Your next turn must be slow and repeat this delay effect. Each time you do this, increase the width of the line by 1 space, to a maximum of 3 width, and its length by 3 spaces. You cannot attack while holding Divine Delay.

Legend characters always take 25% of max hp from this ability instead of other effects.

ULTIMATE: GOD WASTER

While holding a God Cutting Blow, you can *rush 2* at the start or end of any other turn than yours, but no more than twice a round.

ABILITIES:

DEMON CUTTER

1 action, Attack, Line 3
True Strike

You slash your weapon in a deadly swing sending cutting shockwaves out that rip through enemy defenses.

Attack: On hit: [D]+ fray. Miss: fray.

Effect: Attack target is *slashed*.

Area effect: Fray

Charge or **Heroic:** Gains range 2, and repeat the area effect in a new line 3 area in range. The areas cannot overlap.

TALENT:

- I. *Exceed:* Gain 6 vigor.
- II. You can *rush* 1 before using Demon Cutter.
Charge: Rush 3 instead.

MASTERY: BLOOD DRINKING DEVIL BLADE

After this ability resolves, gain 2 vigor for every foe damaged.

COMET

1 action, Range 3, Medium Blast
Object

Your weapon becomes like a meteor, burning through the air as you hurl at at your foes and smash it into the earth

Area Effect: 2 damage

Effect: After throwing your weapon, it becomes an object placed in the center space of the area, or as close as possible.

Thrown Weapon

Height 1

Object: Space adjacent to it have *rampart*. While this object is active, you cannot attack. You can pick your weapon up if you enter or exit any space adjacent to it or start your turn there, ending this effect and removing the object. You also pick it up if it's removed for any other reason.

Charge or **Heroic:** Rush 3 after throwing your weapon.

TALENT:

- I. If you end your turn adjacent to your thrown weapon, gain *vigilance* +1

- II. Yourself and allies that end their turn adjacent to your weapon gain 2 *vigor*.

MASTERY: EXALTED BLOSSOMS DEVIL

BLADE

Effect: You may teleport to any space adjacent to your weapon at the start and end of your turn.

DRAKEN CROSS

2 actions, Attack, Range 3, Small Blast

Fill the air with the flurry of blades.

Attack: On hit: 2[D] + fray. Miss: fray.

Area effect: Fray

Effect: You may *rush* 1, then target another small blast area in range 3 with *area effect:* fray damage. The areas cannot overlap.

Charge or **Heroic:** Gains *true strike*, and may repeat the effect.

TALENT:

- I. *Exceed:* Deal fray damage again to all characters in any area created by this ability.
- II. *Charge:* Increase range to 5, and all areas may be increased to medium blasts instead.

MASTERY: DARK WIND DEVIL BLADE

After using this ability, you may teleport to any space of any area created, then all foes in any area you created with this ability are *slashed* and take 2 *divine* damage.

RIGHTEOUS DISDAIN

Interrupt 1, Range 2

With a clap, you deflect a weapon or projectile with your bare hand or the flat edge of your blade.

Trigger: A foe uses an ability that targets an ally in range, and damage to your ally has been determined on the foe's end but not applied yet.

Effect: Apply the damage to both you and your ally, but both of you gain *resistance* to it, and are *sturdy* against its effects.

Heroic: Gain vigor 4 after this ability resolves.

TALENT:

- I. You can *rush* 1 before triggering this ability, and your ally may *rush* 1 afterwards.
- II. Shove the triggering foe and ally each 1 space in any direction after this ability resolves.

MASTERY: SHIRAHADORI

The damage from Righteous Disdain cannot reduce you past 1 hp.

DEMON CLAW

1 action
True Strike

Even unarmed, a Demon Slayer can employ ferocious strength and unleash blows with their bare hands that can crumple steel.

Effect: *Rush 1*, then *rush 1*. Each time, you may deal 2 damage to an adjacent foe. Foes can only be damaged once per use of this ability.

Special: If you didn't attack on your turn before using this ability, it deals damage to *all* adjacent foes.

Charge or **Heroic:** *Weaken* all adjacent characters after the first or second rush.

TALENTS:

- I. Instead of any *rush* from Demon claw, you can gain 2 vigor.
- II. After the second rush, you can shove an adjacent character 2 spaces.

MASTERY: RAGING DEMON

Demon Claw's damage increases by 1 for every 25% of your maximum hp you are missing, up to a maximum of +3 damage.

GATES OF HELL

1 action

You move so quickly that even your afterimages are capable of deflecting blows.

Effect: *Rush 2*

Effect: Gain +1 vigilance. Until the start of your next turn, you gain *counter*, and may *rush 2* after activating *vigilance*. This effect can trigger any number of times a round, but only once a turn.

Heroic: Gain +2 vigilance instead.

TALENT:

- I. Gain 2 vigor after any time Gates of Hell's second effect activates.
- II. Vigilance's range increases by +1 while Gates of Hell is active.

MASTERY: FLASH STEP

After Gates of Hell resolves, you create an afterimage *terrain effect* in a free adjacent space. The afterimage is *dangerous* terrain, but only for foes. You also gain the following ability.

Flash Step

Free Action

Effect: Remove an afterimage that has no characters occupying it, then remove yourself and place yourself in its space.

CHAPTER 2

SOUL BLADE

1 action
Stance

You imbue your weapon with aether, causing additional cuts at the very aether of your foe.

Stance: When entering this stance, gain a d6 power die, starting at 2.

- When the stance refreshes, tick the die up by 1.
- When you attack, you can tick the die down by any amount to cause an additional aether slash as a line 3 *area effect* that must include your target, after the attack resolves. The area has *true strike*. Foes in the area take damage equal to the amount you ticked down.
- If you tick the die down by 3 or more, you also gain vigor equal to the number on the die.
- If you tick the die down by 6, the slash deals +3 more total damage and grants you +3 more total vigor.
- If the die goes to 0, you exit this stance.

Heroic: Gain +1 tick on the die for every adjacent foe when you enter this stance.

Refresh: This stance refreshes if you end a turn without attacking, or if you start a slow turn.

TALENTS:

- I. You may also increase the area of any line or arc effects by +1 in Soul Blade, including from this stance.
- II. While in Soul Blade, your attacks gain *exceed*: tick the die up by 1.

MASTERY: WIND CALLING DEVIL BLADE

At round 4 or later in combat, soul blade also refreshes at the start of your turn and any area created by it shoves all characters inside 1 space.

SIX HELLS TRIGRAM

1 action

Delay, Terrain effect

Using dark arts, you summon up a sliver of the demon world, blocking out a dark arena that traps enemies in its web.

End your turn and gain **Terrain effect**: Mark out a *burst 2* (self) area, then gain **Delay**: Your next turn must be slow, but at the start of that turn, the trigram activates.

- When the trigram activates, all foes inside are *weakened*.
- While active, any foes that attempt to exit the terrain effect during any turn must first pass a save, or become unable to do so until the start of their next turn. If they are moving, they don't lose their movement but can't consider the area outside valid space to move to.
- This area lasts until this ability is used again.

Heroic: The area has *rampart* and foes in the area when it activates take *fray damage*.

TALENTS:

- I. You have *counter* and are *sturdy* while inside the area.
- II. Allies inside the area reduce all damage by 2, as if from armor.

MASTERY: DARK WIND CHAIN

While inside the area, you gain the following ability

Dark Wind Chain

Free action

Effect: Deal 2 damage to any foe in range 4 and shove them 1 space towards you, then force them to save. On a failed save, they are shoved 2 more spaces towards you.

CHAPTER 3

Rangiri: If you trigger Hissatsu twice in a row, your attack ability becomes upgraded further. The entire ability now deals *double damage*. Roll and determine all damage on the attacker's end when making it, then double the total before applying it.

WICKED SHEATH

1 action, attack

True Strike, Power die

The master art of the demon slayers - holding a single blow with ultimate patience, until it can

slay the most tenebrous of monsters in one stroke.

Attack: *On hit*: fray and shove 1. *Miss*: fray

Effect: After you attack, your weapon becomes charged with energy. At the start of each round, gain a d4 power die at 1, or tick it up by 1. For each tick of the die:

- increase the base damage *on hit* of Wicked Sheath by [D] and the shove by 1
- the attack gains +1 boon.

Discard the power die after you *hit* with *any* attack.

Charge or Heroic: You may also rush 1 before making the attack once for each charge on the die.

TALENTS:

- I. Also shove your foe 1 for every charge on the die. *Collide*: Your foe is *stunned*.
- II. *Exceed*: Draw a line 4 area effect that includes your target. Characters inside other than your target take 2 damage, once, for every charge on the die.

MASTERY: MUGEN SHOMETSU

If the die is 2 or higher and you would discard it, roll it instead of discarding it. On a 1 or 2, keep it, using the new number.



Crimson Cloud Demon Slayer



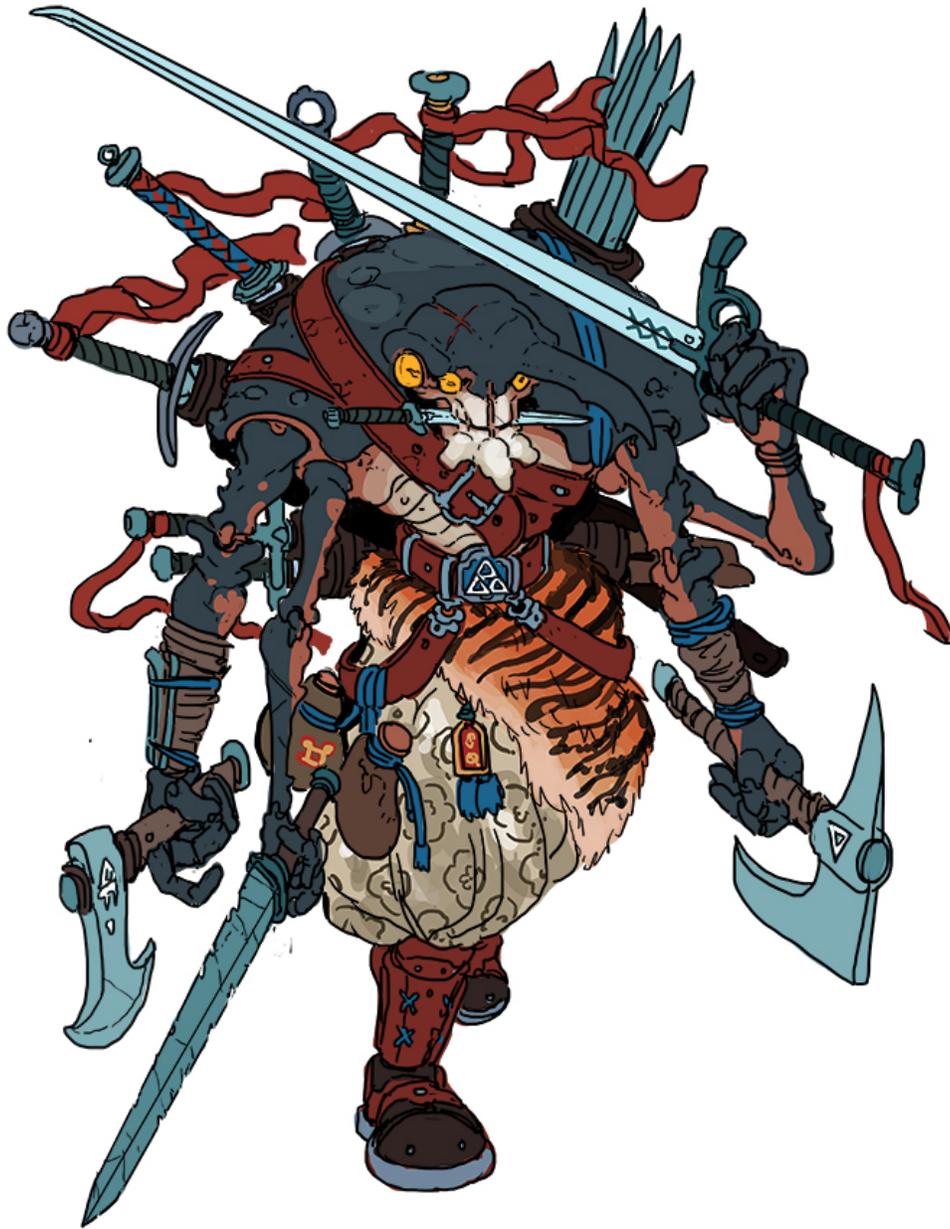
Leggio Demon Slayer



Shadow Clan Demon Slayer



Falling Blossom School Slayer



COLOSSUS

High Flying Grappler

Ferocious followers of Arenheir, the Wolf Titan, the Colossi are a martial order of berserkers, pankrationists, and warriors that reaches across all of Arden Eld. They travel throughout the land seeking powerful foes, and taking trophies to return to their great lodges to offer in tribute to Arenheir in fierce hope of resurrecting their god. At their lodges they feast and drink to their deeds, companions, and boasts.

Colossi seek glory and challenge through battle, and will often go for only the absolute strongest warriors and monsters, heedless of their own safety. They fight with wild abandon and unconventional techniques that would make even the dirtiest Knave raise an eyebrow.

PLAYSTYLE

Colossi are hard-hitting grapplers and wrestlers that ride the knife's edge to inflict maximum pain on their foes. They have unique access to **fly**, allowing them to vault up higher elevation and move around, and they get extra benefits such as **exceed** for launching themselves off **higher terrain**.

The lower colossi's health is, the stronger they become, and they benefit from many **comeback** effects. At very low health, they gain **regeneration** and they can become absolute monsters at 1 hp. They can spend their own health to power up their abilities, but risk sending themselves into too vulnerable a state.

Their Limit Break, **Gigantas Crusher**, is a massive grab that can instantly destroy high value targets, such as elites, or deliver the killing blow to a legend. Since it does % based damage, it is an excellent finishing move.

RELEVANT RULES

- **Bloodied** - At or under 50% hp
- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Exceed**: A triggered effect that takes place on a total attack roll of 15+.
- **Flying** - A flying character ignores terrain damage and movement penalties, height movement penalties, obstruction, and engagement.
- **Regeneration** - If bloodied, gain 4 vigor at the end of your turn.
- **Sacrifice X**- Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored,

transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.

- **Difficult Terrain** - Costs +1 space of movement to exit.

TRAITS:

Furious Berserk: You go into a furious blood rage as you take damage, giving you the following benefits:

- You start combat with *defiance*.
- You have *regeneration*, and regain regeneration if defeated and rescued.
- While you're *bloodied*, you are *sturdy*, and gain *vigilance +1* at the end of your turn.

Wolfheart: Once a round, you may *sacrifice* 25% of your max hp to make an ability *Heroic* and increase the distance of any flight, rush, or dash as part of that move by +1.

Pulverize: When you start an attack ability on higher elevation than your target, it deals bonus damage. If you are two or more levels higher, it also triggers all *exceed* effects.

Great Leap: When you would end any movement on a lower elevation than you started, you may gain *flying* for the duration of that movement.

LIMIT BREAK: GIGANTAS CRUSHER

3 resolve

2 actions

Divine, Sacrifice

Wrestle with the gods themselves.

Effect: You grab an adjacent character. That character must save. Even if that character saves successfully, you grab them, and you both soar into the air. Remove both of you from the battlefield. At the start of that character's turn, you come spinning back to earth, slamming that character into the battlefield in unoccupied space in range 3 of your original location. You *sacrifice* 25% of your hp. Your foe takes 50% of their max hp as *divine* damage, or 25% as *divine* damage on a successful save. Then place both of you back in or adjacent to that space.

This ability can be used against Legends, but they may always save, taking *divine* fray damage and refunding this ability's resolve cost on a successful save, and only 25% hp as *divine* damage on a failed save.

ULTIMATE: ATOMOS CRUSHER

If you're at 1 hp or lower, this ability deals 25% more max hp damage to non-legend characters.

ABILITIES

VALKYRIE

1 action, attack
True strike

Soaring through the air like a vengeful spirit, you crash into your enemy.

Effect: You may *fly* 1

Attack: *On hit:* [D] + fray. *Miss:* fray.

Effect: Attack target is *weakened*.

Exceed or **Heroic:** Create a *pit* under your target.

TALENTS:

- I. Valkyrie gains range 4.
- II. You are *unstoppable* and *immune* to all damage while flying with Valkyrie. *Charge:* You may *fly* 3 instead

MASTERY: CALL OF ERENHELION

When you use Valkyrie, *all* allies may fly 1. If they end this flight on a lower elevation than they started, they may fly 1 again.

UPHEAVAL

1 Action, Range 3

The disciples of the wolf titan exhibit such legendary strength that they can rip up the earth itself with their bare hands.

Terrain Effect: Smash the battlefield, creating a height 1 boulder *object* in free space in range. Adjacent characters are shoved 1 away from the terrain when it appears.

Comeback or **Heroic:** Create *difficult* terrain underneath any character shoved by this ability.

TALENTS:

- I. The boulder bounces before landing, dealing 2 damage in a small blast *area effect* anywhere in range. *Charge:* Large blast
- II. The boulder bounces before landing, creating a *pit* anywhere in free space in range.

MASTERY: TITAN STRENGTH

Gains range 5 and *Comeback:* Boulder may be placed as a height 2 pillar instead.

DROPKICK

1 Action

Sacrifice

Throwing caution to the wind, you crash your whole body into your foe, sending you both flying.

Effect: Fly 1.

Effect: *Sacrifice* 6. An adjacent foe takes [D] +fray damage.

Heroic: You may *rush* 2 before or after using this ability.

TALENTS

- I. *Comeback:* Hit your foe so hard that you create 2 spaces of difficult terrain in adjacent spaces after this ability resolves.
- II. Shove your foe 1, then shove yourself 1 away from your foe. *Charge:* Increase shoves to 2

MASTERY: GIANT KICKER

At round 4 or later, dropkick gains true strike and a line 4 *area effect* that must include your target. The area deals fray damage to all characters other than your target.

MASSIVE OVERHEAD

1 action

End turn

End your turn. Your next attack strikes with such force that it deals *bonus damage* and creates a *pit* under its target after it resolves.

Special Effect: If your target was already in a pit before the triggering attack, it also activates all *exceed* effects.

Comeback or **Heroic:** Attack may also create a small blast *area effect* on its target, dealing 2 damage to all characters inside.

TALENT:

- I. Attack gains *Exceed:* Also create a height 1 boulder object adjacent to your foe.
- II. Attack gains *Exceed:* The pit also becomes *dangerous* terrain.

MASTERY: BLOOD RUSH

At round 4 or later, Massive Overhead also grants you 4 vigor and no longer ends your turn.

TAKEDOWN

2 actions, attack

You deliver a mighty blow with wild abandon, so strong that you yourself are left reeling.

Attack: *On hit:* [D]+fray. *Miss:* fray

Effect: Both you and your foe are *stunned*. You may *sacrifice 4* to avoid this stun.

Exceed or **Heroic:** Gains *true strike* and creates a *pit* under your target.

TALENTS:

- I. You may *rush 2* or *fly 2* before using Takedown.
- II. You can also choose to shove your target 2, then shove yourself 2. *Collide:* Deal fray damage.

MASTERY: FIERCE ELBOW

When you takedown a character, the character takes 2 damage once after the ability resolves for each difference in elevation between you and them when you started this ability, for a maximum of three times.

GREAT SUPLEX

2 Actions

Wrapping your arms around your foe, you fling the two of you backwards with a force that liquifies rock.

Effect: You pick up an adjacent foe, removing them from the battlefield.

Effect: *Sacrifice* up to 6, then fly half that many spaces. Place your foe in a free adjacent space. They take [D]+fray damage and are *slashed*. *slashed* characters are *stunned*. If you can't place the foe in a valid space this action can't be taken.

Heroic: *Sacrifice* cost costs 0 hp but counts as *sacrificing 6*

TALENT

- I. This ability deals bonus damage to your target if you land them in a pit.
- II. You can use this ability on allies. If you do, reduce its action cost to 1, they are immune to its damage and statuses, and both of you can *rush 1* after it resolves.

MASTERY: TITANHEART

You can target two adjacent characters with this ability

CHAPTER 2

GIGATON WHIP

1 action, Attack

True Strike

You fling your foe into a wall, catching them on the rebound.

Attack: *On hit:* [D], *Miss:* 1 damage. *Effect:* shove 2.

Collide: You bounce your foe, then and catch them mid air. Remove them from the battlefield, fly 1, then place them in any free adjacent space. They take fray damage.

Exceed or **Heroic:** Smash the ground when you land, creating difficult terrain under your foe and in two adjacent spaces.

TALENTS:

- I. If your target collides with another character, you may also shove that character 1 and deal 2 damage to them.
- II. Fly 2 instead. *Charge:* Shove 3 and fly 3.

MASTERY: IZUNA DROP

Instead of the normal collide effect, on *collide* you can do the legendary *Izuna drop*. You take a pose, then *end your turn* and gain **Delay:** Your next turn must be slow. At the start of that turn, you may *rush 2*, then if *any* foe is adjacent, you grab them, removing both of you from the battlefield, then come spinning back to earth, placing both of you back in free space adjacent to each other in range 3. That foe is *weakened*, *stunned* and takes fray damage twice.

RAGING WOLF

1 action

True Strike

You deliver a spectacular series of wild, rising blows. Like a cornered animal, your strength becomes greater the more of your blood spills.

Special: This ability has no effect if you are not bloodied.

Comeback: Gain additional effects depending on your current hp. Each effect stacks and takes place in order.

Bloodied: You may *rush 1*, then deal fray damage to an adjacent foe. That foe is *slashed*.

25% or lower: You may fly 1, then shove all adjacent foes 1.

1 hp or lower: Repeat the above two effects.

Heroic: Become *unstoppable* and *immune* to all damage while using this ability.

Special: If you are *defeated*, your next use of this ability in the same combat becomes a *free action*.

TALENTS:

- I. You can voluntarily reduce yourself to 1 hp before using Raging Wolf.
- II. While you're at 1 hp, increase flight to 3

MASTERY: BEAST WITHIN

You can immediately use Raging Wolf as an interrupt before becoming defeated. This ignores the interrupt limit.

CHAPTER 3

Unbreakable: If defeated, you can *rescue* yourself and take a turn as normal. This doesn't take an action and takes place at the start of your turn. In addition, after being rescued in any way, including as part of this trait, you can *rush 1* and deal 2 damage to all adjacent characters.

BOILING BLOOD

Interrupt 1

Colossi can lash out with the last of their strength, using the heat and strength of their body to punish their foes before expiring.

Defy Death

Trigger: You are defeated

Effect: You fight on, remaining standing at 1 hp and do not become defeated until the end of your next turn, or if combat ends before then. During that time, damage cannot reduce you past 1 hp and you deal bonus damage with all abilities.

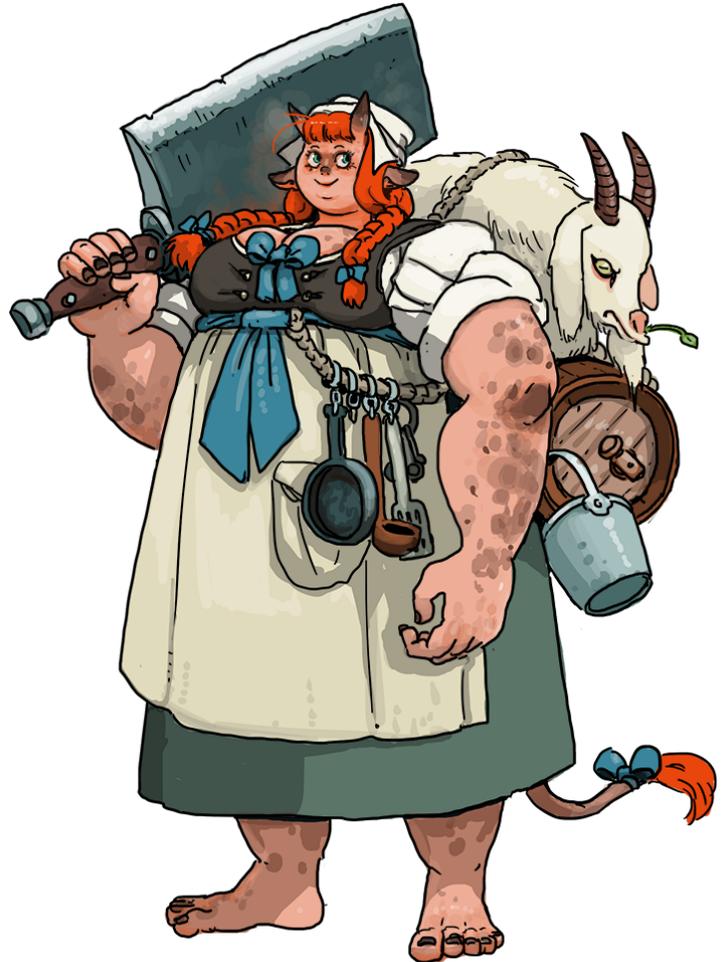
Heroic: Also deal *fray* damage twice to all adjacent foes.

TALENTS:

- I. While Defy Death is active, all abilities also trigger all *exceed* effects.
- II. You can *rush* or *fly 1* before using any ability while Defy Death is active.

MASTERY: GREAT HEMON

When Defy Death would expire, you can take a *wound* to extend the duration by 1 turn. This effect can only be triggered once per combat.





KNAVE

Absolute Bastard

The advent of the Churning Age has coincided with the rise of a certain class of person with heavy pockets and a long list of 'problems' to solve. The Knaves are the solution. Hedge knights, rogue

warriors, duelists, deserters, and veterans, they roam the land offering their services to whoever has the dust to spare. Though some of them are altruistically minded, they tend to go where the work, food, and fighting is thickest, and never stay for long in one location.

Knives operate under a loose moral code and an even looser no-holds-barred fighting style, using hilts, head butts, and gauntleted fists to inflict pain, punishment, and humiliation on their opponents in equal measure. These braggadocios warriors spare no effort in flexing their incredible strength - if the price is right. For a freshly roasted chicken, a pocket full of dust, and a polish of their boots, they'll do just about anything.

PLAYSTYLE

Knives are dark knights, mercenaries, and dirty fighters that have the easiest access to the very powerful **hatred** condition. They have numerous ways to punish foes that take the bait, such as **counter** and a suite of nasty **interrupts**. They become stronger the more foes are around them and love being surrounded.

Knives become more powerful when they are **suffering statuses**, and even have ways to inflict statuses on themselves, which they can then ignore by becoming **unstoppable**. They also have the unique ability to take two **stances** at once, allowing them to stack very powerful effects.

Knave's limit break, **Mock**, is a strong single target debuff, and makes it very hard for a foe to do anything but stand and focus on you.

RELEVANT RULES

- **Counter** - When damaged by an ability, deal 2 damage back, each time damage is applied.
- **Combo** - Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token. You can only have one combo token at once, and discard all tokens at the end of combat.
- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Gamble** - Roll 1d6, then trigger an effect on a certain result or higher

- **Cure** - A character that's cured gains 4 vigor, or a *vigor surge* if they're bloodied. Then, they may *save* against all statuses.
- **Hatred of X** - Deal half damage to all foes other than foe X. End this status at the end of your turn, or if foe X becomes immune to damage or un-targetable.
- **Sacrifice X** - Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.
- **Unstoppable** - Immune to all statuses. Cannot be moved by foes, and movement ignores *engagement* and *rampart*.

TRAITS:

Martial Master: You can take two stances at once.

Blackheart: While you're suffering from a status, gain *vigilance +1* at the end of your turn. If you are suffering from two or more, also deal *bonus damage* with all abilities.

Taunt (1 action): A foe in range 3 gains *hatred* of you.

Spite: You can choose to use the Heroic effects of any ability when you use it. However, after it resolves, gain *Hatred+* of the closest foe to you until the end of your next turn and you can't use Heroics again for the same duration. If multiple foes are equidistant, you can choose.

LIMIT BREAK: MOCK

2 resolve

1 action

There is no weapon greater than a well-timed and well-aimed insult.

Effect: A foe in range 3 becomes *slashed+*, *weakened+*, cannot gain or benefit from *evasion*, *dodge*, or *stealth*, and gains *hatred+* of you. These effects continue until the end of their next turn.

Special: On elite and legend foes, this ability lasts two turns instead.

ULTIMATE: DREAD MOCK

Gains range 5 and also deals *divine* fray damage to your foe.

ABILITIES

LOW BLOW

1 action, Attack
Combo, True strike

Hit them right in the gronch.

Effect: You may *Rush 1*

Attack: *On hit:* [D] + fray. *Miss:* fray.

Effect: Foe is *slashed*. If they are already slashed, they gain *hatred* of you.

Slay or Heroic: You may *cure* yourself.

COMBO: THE HOOK

Gains **range 2** and **effect:** Shove character 1 towards you.

TALENTS:

- I. Deals bonus damage if your foe is suffering from a status.
- II. *Comeback:* Gain vigilance +1

MASTERY: SADIST

After this ability resolves, you may *rush 1* and gain 2 *vigor* for every status your foe is suffering from.

PROVOKE

1 Action

You drop your guard, and wait for foes to take the bait.

Effect: You may *Rush 1*, then each adjacent foe deals 1 piercing damage to you, as if damaging you with an ability. You then deal 2 damage, once, for each foe that damaged you this way to all adjacent foes, to a maximum of three times.

Heroic: Affects all foes in range 2.

Slay: Then, you may shove all affected foes 1 towards or away from you.

TALENTS:

- I. If this ability only affects one foe, they gain *hatred* of you.
- II. You can *sacrifice 2* after this ability resolves to deal 2 damage again to all adjacent foes.

MASTERY: STORM OF FURY

Before dealing each instance of damage, you may *rush 1*.

REVENGE

2 actions, attack
Combo

No matter how hard pressed, your hands, feet, and armor are ready to retaliate.

Attack: *On hit:* [D]+fray. *Miss:* fray

Effect: Gain *unstoppable* and *counter* until the end of your next turn

Slay or Heroic: While this ability's effect is active, you can *rush 1* as an effect if you are damaged by a foe's ability, but no more than once a turn.

COMBO: INDIGNATION

Gains *True Strike* and replace the base **effect** with **effect:** gain +1 vigilance for every status your foe is suffering from, to a maximum of three times, then gain *counter* until the end of your next turn.

TALENTS:

- I. While this ability's effect is active, attacks against adjacent allies gain +1 curse
- II. You may *sacrifice 4* to gain or lose a combo token after using any version of this ability.

MASTERY: IRON MAIDEN

Also gains **effect:** until the end of your next turn, immediately after you activate vigilance, deal 2 damage to all adjacent foes.

RIPOSTE

1 action
Stance, gamble

When you come at a knave, you best not miss.

Stance: When you enter this stance or when it refreshes, gain the following interrupt until the start of your next turn:

Dire Parry

Interrupt 1

Trigger: A foe targets an ally in range 2 with an ability.

Effect: *Gamble*, then deal that much damage to your foe. On a 6, they are also *slashed* and shoved 1. If you have vigilance, you can spend any number of vigilance charges when gambling to roll one extra d6 per charge spent.

Refresh: Refresh this stance when a foe damages you or an adjacent ally with an ability.

Heroic: Also gain vigor equal to your gamble result after this ability resolves.

TALENTS:

- I. You can also *sacrifice 2* to roll 1 more d6 while gambling.
- II. *Comeback:* Gain vigilance +1 after Riposte resolves.

MASTERY: STRONG LEFT

Refresh Riposte at the start of your turn. Uses of Dire Parry can stack up to 3 times, and you can bank these uses.

DARK KNIGHT

1 action, stance

You give into the heat of battle, becoming a creature of violence and instinct.

Stance: While in this stance:

- You gain *hatred+* of the closest foe to you at the start of your turn or when you enter this stance. If multiple foes are equidistant, you may choose.
- You are *sturdy*
- You gain vigilance +1 at the end of your turn

Heroic: On entering this stance, you may gain 2 vigor per status affecting you, including from this stance.

Refresh: You may refresh or exit this stance at the start of your turn

TALENTS:

- I. You may *rush 2* towards your hated foe at the start of their turn, but only once a round.
- II. While in this stance, you have *regeneration*.

MASTERY: INFECTIOUS HATRED

While in Dark Knight, you have Aura 1. Foes that end their turn in the aura must save or gain *hatred* of you.

STRONGARM

1 action

Grappling is a common and brutal strategy among the knaves, who will happily hurl their foes into trees, rocks, or their own allies.

Effect: Shove an adjacent foe in a full circle either clockwise or counter clockwise through each space around you, *phasing* through

characters. Stop and *collide* if your foe would hit an obstruction.

Effect: Your foe takes 2 damage once for each foe or ally they pass through, to a maximum of 3 times, and those characters are shoved 1. Then, shove your foe 1.

Collide: Foes are *weakened*.

Heroic: Shove your foe 1 space, then 1 additional space for every character they passed through instead, to a maximum of 4 extra spaces.

TALENTS:

- I. *Comeback:* this ability gains range 2. Remove your target and place them into adjacency before activating this effect.
- II. During the spin, you can cause your target to take damage and *phase* through objects the same way as characters, though those objects are not shoved.

MASTERY: PERFECT STRONGARM

Perform two full circles instead, and you may rush 2 before the second circle.

CHAPTER 2

INTIMIDATE

1 action, Mark

Swatting interlopers out of the way, you make it your personal vendetta to make someone's day as miserable as possible.

End your turn and Mark: Choose a foe at or further away than range 4.

Effect: Each time that foe damages you or an ally with an ability, you may *rush 1*, ending closer to them if possible, then you may shove any adjacent character 1. This effect can activate any number of times. If you start your turn adjacent to your marked foe, deal fray damage to them, *stun* them, and then this mark ends. You may also end it at the start of your turn.

Heroic: Choose a foe at or further away than range 2.

TALENTS:

- I. *Comeback:* Rush 2 instead
- II. Your foe also takes 2 damage, once, for every status they are afflicted by when intimidate's *stun* triggers, up to a maximum of three times.

MASTERY: IRON SKULL

After Intimidate's stun triggers, also become *unstoppable* until the end of your next turn.

SUCKER PUNCH

Interrupt 1

There's nothing that can't be solved with the liberal application of fists to faces.

Trigger: An enemy adjacent to you rolls a save and you see the result

Effect: The enemy must re-roll the save, keeping the second result.

Heroic: The character rolls the new save with +1 curse

TALENTS:

- I. You can *sacrifice 2* after using this interrupt to immediately regain it.
- II. *Comeback:* This ability is interrupt 2.

MASTERY: STRONG RIGHT

You can *rush 2* before activating sucker punch, it triggers from within range 2, and you may give it shove 1.

CHAPTER 3

Way of the Crow: If any ally is *defeated*, *cure* yourself and become *unstoppable* until the end of your next turn.

BLEAK MERCY

2 actions, attack

Melee, combo

Crush your foes and see them driven before you.

Attack: On hit: deal 2[D]+fray. Miss: fray.

Effect: Bleak Mercy gains *true strike* and ignores defiance, armor, and vigor if its target is suffering from 3 or more statuses.

Slay or Heroic: *Cure* yourself, then shove all foes in range 2 1 space in any direction.

Combo: SWEET TORMENT

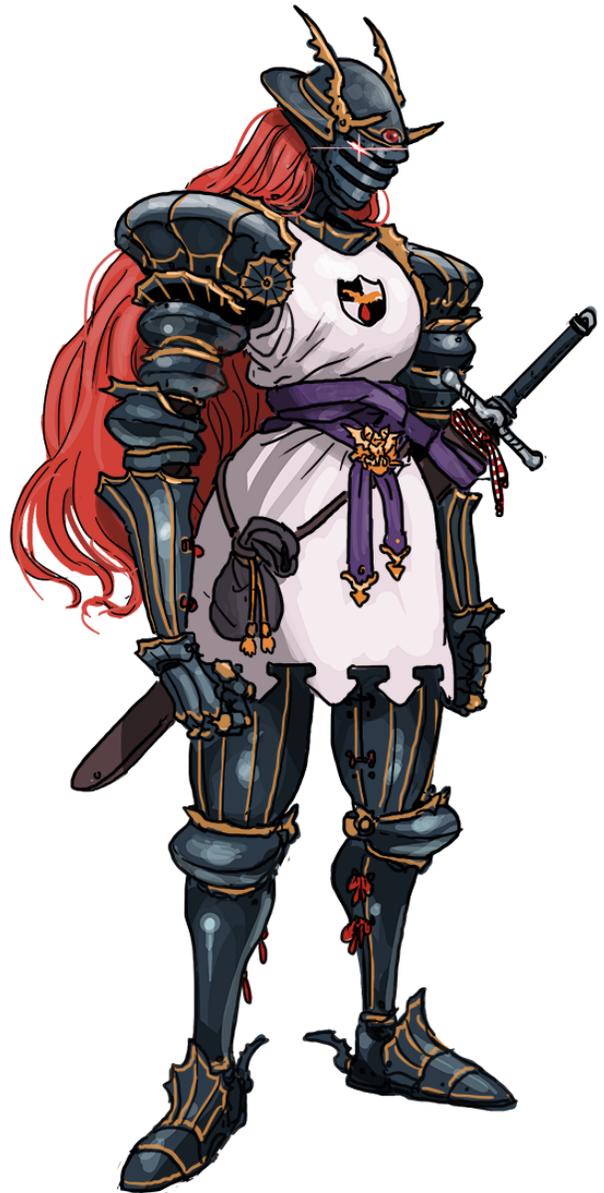
As above, but replace the base effect with **Effect:** until the end of your next turn, gain aura 1. Foes in the aura cannot be *cured* and cannot save to clear statuses.

TALENTS:

- I. Against characters at 25% hp or lower, this ability cannot miss (turn any miss into a hit).
- II. This ability gains range 2 against characters 25% hp or lower and you may rush 2 before using it against those characters.

MASTERY: PAINKILLER

Once gained, Sweet Torment's aura lasts indefinitely. If you use Sweet Torment again while the aura is active, deal 2 damage, once, to all foes in the aura within for every status they are suffering from, to a maximum of three times.



VAGABOND

Rogue, Scoundrel, and Blade for Hire

Strengths: High mobility and damage, strong summons and marks, strong against isolated foes

Weaknesses: Relatively low durability, relies on support

Complexity: Medium

Vagabonds are the mercenaries and wanderers of Arden Eld. They know how to aim a crossbow bolt through the helmet slit of a knight or the weak spot of a monster, how to move quietly and quickly, and how to fling a knife with deadly precision.

Vagabonds boast high damage and even higher mobility. **Skirmisher** lets them move faster and further than other classes, while **Dodge** lets them avoid damage unless targeted directly. They make use of numerous tools such as **Stealth**, **Evasion**, and **Finishing Blow** to crush weak, isolated, or ranged enemies and avoid their counterattacks.

Vagabonds are **strong** against **artillery** foes and **weaker** against **heavy** foes.

CLASS TRAITS:

Skirmisher: A character with this trait can move diagonally and dash at full speed

Dodge: Immune to *all* damage from missed attacks, successful saves, and *area effects*.

Prowl (1 action): Gain *stealth*. Becomes a *free action* if no foes are in range 2.

Finesse: You deal bonus damage to bloodied foes.

CLASS STATISTICS

VIT: 7

HP: 28

Defense: 10

Speed: 4 (Dash 4)

Fray damage: 2

Damage die: D10

Basic Attack: Range 4

SPECIAL MECHANIC: FINISHING BLOW

Abilities with **Finishing Blow** triggered effects gain additional, more powerful effects if they target at least one *bloodied* foe. Effects depend on the action.

VAGABOND GAMBIT:

If you take a Vagabond Ability as a non-Vagabond class, your *vagabond* abilities benefit from **Finesse**.

MOST RELEVANT RULES

STATUSES

Vagabonds specialize in the **Blinded** and **Dazed** statuses and use **Blights**.

Blinded

Max range of all abilities is 2.

Blinded is very strong against ranged attackers and much weaker against melee attackers, but it can also make it very hard for characters to use abilities on allies in tight situations.

Dazed

+1 curse on attacks

Dazed makes it harder to hit attacks, and even harder to activate effects such as exceed or crit. It stacks well with your naturally high defense.

OTHER EFFECTS

Vagabonds also make heavy use of **Evasion** and **Stealth**.

Evasion

Roll a d6 when targeted by an attack. On a 4+, the attack automatically misses. Check before the attack roll.

Evasion is a very potent combo with dodge because characters with dodge take no damage from missed attacks. It does nothing against effect damage or abilities, so it doesn't cover everything.

Stealth

Cannot be directly targeted except from an adjacent space. Breaks on using any ability other than dash or standard move.

Stealth makes it much harder (or impossible) for characters to target you at range, allowing you to position yourself safely away from slow foes. Dodge is a good combo with stealth since you are immune to damage from area effects that would otherwise be able to indirectly target you.

Many Vagabond abilities include **Dash**, and **Teleport**. These are very potent forms of movement.

Dash

Special movement that ignores engagement.

Teleport

Instantly move to a free space within range X.

You don't have to be able to see a space to teleport there.

Finally, Vagabonds have potent **summons**

Summon

A character controlled by its Summoner. Summons are *intangible* and do not count as foes or allies for the purposes of abilities. Summons do not take turns. Instead, they have a **summon action** that they use on their summoner's turn, or a **summon effect** that is always active, and otherwise don't take actions or move on their own. Summons are removed from the battlefield when their summoner is defeated.

Summons are characters you can create under your control. They can often be hurt and damaged but doing so is usually a waste of a foe's turn. Summons typically act on your turn and have limited effects - they are not full characters and cannot take actions or move normally. Each summon does something unique that's described in the ability that summons them.



FOOL

Masked Avenger

Fools are dedicated defenders of the common people of Arden Eld, part folk hero, and part hired killer. They have no official organization, and cover their faces with masks to hide their identity, wearing bells and motley to cover their collections of deadly weapons and explosives.

Some people fear the Fools, calling them self-interested thugs or anarchic cultists of the Laughing God. They may not be entirely wrong, but none can deny their flair for the theatrical.

They are feared rightly by all would-be tyrants, under-barons, and aspiring imperial lords. Wherever kin labor under oppression, someone will take up the mask and knives and sent cold jolts of fear into the hearts of the rich and comfortable.

PLAYSTYLE

Fools are fast, tricky vagabonds that benefit heavily from setup. Their *stack dice* ability allows them to influence the outcome of **gamble** effects, including their **bomb** summons, making them very potent. Fools get stacked dice from attacking low health targets, and also have a suite of **slay** effects, so they get the most from zipping around the battlefield to finish off weak foes.

Fools spend less movement to move through the spaces of other characters, including their bomb summons, and can **phase** through foes, allowing them to move very far with proper setup. This can also allow them to hop through character's spaces to ignore movement penalties, such as climbing up elevation.

Fool's limit break, **Curtain Call**, is a very powerful, high damage move that can finish off a single foe easily in a pinch, but gets the most value out of setup and with a stacked die in the pocket.

RELEVANT RULES

- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Flying** - A flying character ignores terrain damage and movement penalties, height movement penalties, obstruction, and engagement.
- **Gamble** - Roll 1d6, then trigger an effect on a certain result or higher
- **Mark** - Places a mark, an *ongoing effect*, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character that placed the mark is defeated, or under other listed conditions.
- **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.

- **Power Die** - A die set out and and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.

TRAITS:

Tumbling: You may *phase* through characters. Entering the space of any character, including summons, always costs a maximum of 1 movement.

Curse of Chaos: You have *evasion* against characters that are 3 or more spaces away from you.

Cheap Trick: When an attack misses you, you may *teleport* 1 space, then leave a *bomb* in an adjacent space.

Stack Dice: Once a round, when you trigger a *finishing blow* or *slay* effect, gain a *Stacked Die* after that ability resolves. You can use this die when you *gamble* to make the *gamble* result 6, consuming the die. You can only hold on to one *Stacked Die* at once, and lose all of them at the end of combat.

LIMIT BREAK: CURTAIN CALL

4 resolve

2 actions

Divine, Gamble, True Strike

Bring out the fireworks. Fire up the elden magic. Time for a showstopper.

Effect: Gamble, then draw a line *area effect* of that many spaces +2. Soar into the air, removing yourself from the battlefield, then place yourself adjacent to the *first* foe in that line, delivering a massive blow. This ability has different effects depending on their position on the line. If there are no valid targets after rolling, the resolve cost of this ability is refunded.

Roll [D] + fray damage once, then apply it the number of times listed.

3-5 spaces: x2

6-7 spaces: x3

8 spaces: x4 and character is *stunned*.

ULTIMATE: ULTIMA CURTAIN CALL

After this ability resolves, summon half as many bombs as your *gamble* result anywhere on the battlefield.

SUMMONS

Many fool abilities summon bombs. When a bomb is summoned, it can be summoned in free space in range 2 unless a different range is specified. You can have a maximum of six active bombs.

Bomb

Size 1, intangible

Summon effect: The bomb can be shoved or teleported and can share space with other characters, though it can't share space with other bombs. When any character enters a bomb's space, they can remove it from the battlefield. At the end of their turn, they may place it in any free adjacent space. Characters can only carry one bomb at once.

Summon effect: Once a round, you may *gamble* at the end of any other turn than yours, after all bombs have been placed. All bombs explode, dealing damage equal to the *gamble* result in a small blast *area effect* centered on them. Characters in the area of multiple explosions are only affected once.



ABILITIES

CAVALIERE

1 action, Attack
+1 boon

It is not enough to rudely and plainly strike your foe down. One must make it entertaining.

Effect: Dash 3, then dash 1 space to the side of your movement. This movement ignores all movement penalties and has *phasing*. However:

- You must move if able
- You must move as far as possible
- You cannot move diagonally during this movement.

Attack: *On hit:* [D]+fray. *Miss:* fray.

Effect: Foe is *dazed*.

Finishing Blow or **Slay:** Summon a **bomb**

TALENTS

- I. If you pass through an ally or summon during this movement, deal bonus damage
- II. Allies you pass through during this movement can dash 1.

MASTERY: PEGASO

After Cavaliere resolves, you may fly 4.

CARNEVALE

1 action
Summon

Get the party started.

Summon: Summon two *bombs* in range 2. You may dash 1 after summoning each bomb.

Effect: If you end your turn without attacking, you can then immediately *gamble* to detonate all bombs.

TALENTS:

- I. Fly 1 after summoning each bomb instead.
Charge: Fly 2 instead.
- II. You can allow any ally in range 2 to dash 1 before summoning a bomb instead.

MASTERY: IL CAOS, LA MIA MUSA

When you summon a bomb with this ability, you may bounce it off a character in range, dealing 2

damage, then summon it in range 2 of that character.

SPINNING TOP

1 action
Gamble

A blur of cape, a flash of color, the gleaming of blades.

Effect: **Gamble**, then dash that many spaces +2 in a whirling dance.

- You *must* move as far as possible before an obstruction causes you to stop
- You must make all movement in the same direction.
- You cannot move diagonally using this movement
- *However*, you can interrupt spinning top with any number of other abilities without causing the movement to end.

Effect: If you move the maximum distance rolled by Spinning top, gain *evasion* until the start of your next turn.

TALENTS:

- I. You can always choose to dash 3 spaces with spinning top after seeing your gamble result.
- II. *Charge:* Spinning top becomes fly instead.

MASTERY: VORTICE DI FOLLIA

If you triggered a slay effect during your turn before using spinning top, it becomes a *free* action.

DEATH

2 actions, Attack, Line 6
Unerring

A shard of Divine Death, summoned with a snap of the finger.

Area effect: **Gamble**, then count the spaces out from you along the line. The space rolled is the attack space.

Attack: **Autohit:** 2[D]+fray.

Area Effect: fray

Finishing blow or **Slay:** Character explodes in a large blast *area effect* centered on them, dealing fray damage.

Special Effect: Death deals 999 divine damage instead to your attack target if they are at 8 hp or less.

TALENTS

- I. If there's a *bloodied* character in the area, roll 1 more d6 and choose any result.
- II. **Slay:** create a pit under your target, and summon a *bomb* in the pit.

MASTERY: ULTIMA DEATH

Increase death's threshold to 16 hp or less.

GALLOWS HUMOR

1 action

Stance, Power die

The power of Divine Death flows through you, empowering your strikes.

Stance: Set out a d6 power die, starting at 1.

While in this stance:

- When this stance refreshes, or when you or an ally anywhere misses or is missed by an attack, tick the die up by 1.
- When the die is at maximum, you may reset it to 1 when you or an ally uses an ability to empower it. The ability deals bonus damage and triggers any **slay** effects, hit or miss.

Refresh: This stance refreshes at the start of your turn.

TALENTS:

- I. Gallows humor instantly ticks up to maximum if an ally is defeated anywhere.
- II. The empowered ability gains *effect*: deal 4 damage again to any target at 25% hp or lower.

MASTERY: MAESTRIA MORTALE

While in this stance, *all* your abilities with an action cost of 1 or 2 gain **slay**: *all* allies may dash 1, then foes adjacent to at least one ally that dashed this way take 2 damage.

PARTY FAVOR

1 action

Terrain effect

The Fool's arsenal is deep, their mirth infinite, and their ability to turn nearly anything into an explosive is legendary..

Terrain effect: You throw an explosive mine into a free space in range 3. When any character enters the space, the mine explodes with a medium blast *area effect* centered on it. When

activated, *gamble* to see the effects, which stack. Then, the mine is destroyed, ending the terrain effect.

- 1-3: Yourself and allies in the area fly 1. Foes take 2 damage.
- 4-5: Foes are additionally *blinded*.
- 6: Yourself and allies also gain *stealth*.

Finishing Blow: Foes take 2 damage, twice.

TALENTS:

- I. Increase flight on yourself to 3
- II. *Dazed* or *Blinded* foes activate the Finishing Blow effect.

MASTERY: AMICO

You can throw the party favor at any character in range instead, making it a *mark*. You can gamble at the end of any turn after yours to detonate it, ending the mark and effect.

CHAPTER 2

MASQUERADE

Interrupt 1

The Fool knows how to move unseen, slipping through shifting faces and voices like a fish through water.

Trigger: An character uses an ability against you, and there's a willing ally in range 3

Effect: Swap places with your ally, teleporting both of you, and the ability targets your ally instead. If you or your ally can't make a valid teleport, this interrupt can't be made.

TALENTS:

- I. If you haven't acted yet this round, gain *evasion* after swapping until the end of your next turn.
- II. Fly 1, then summon a *bomb* after swapping

MASTERY: HALL OF MIRRORS

Masquerade has no maximum range.

DIABLO

1 action, Attack, Range 3, Small Blast
+1 boon, Unerring

A snap of the finger summons the fool's cross, the mark of the Laughing God, writ in hellish flames.

Special: The attack space of this ability is your choice of one of the four edge spaces of the blast.

Attack: On hit: [D]. Miss: 1 damage.

Effect: Attack target is *blinded*.

Area Effect: Deal 2 damage, once, to all foes in the area for every foe or ally in end spaces of the cross, including the attack space.

Finishing Blow or Slay: Cross counts as having +1 foe in an end space.

TALENTS:

- I. If you catch 2 or more foes or allies in the end spaces of the cross, summon a *bomb* in the center space if it is free.
- II. Allies in the area can fly 1. *Charge:* Allies in the area can fly 3.

MASTERY: HELL FESTIVAL

You can also choose to **end your turn**, mark out the area effect and gain **delay:** You must take a slow turn next round. At the start of that turn, the area explodes again, dealing [D] damage to all characters within as an *area effect*, and summoning a *bomb* adjacent to each foe in the area.

CHAPTER 3

Death's Apprentice: You can hold on to 2 stacked dice at once.

CHRONOTEMPER

1 action

Mark, Power die

Laugh at time itself.

Mark: Mark self or an ally in range 2. While marked, that character can use the following interrupt:

Cheat Time

Interrupt 1.

Trigger: The start or end of any turn other than yours

Effect: *Gamble*, then the marked character dashes a number of spaces equal to the gamble result, 1 space at a time. Each time they finish a dash, they may deal 2 damage to an adjacent foe, but cannot damage the same foe more than once in the same turn.

TALENTS:

- I. This dash gains *phasing* and ignores movement penalties from terrain
- II. Before and after the dash, fly 1.

MASTERY: REVOLUTION

You can take this interrupt three times a round. The second time you use it, the dash becomes just 2 spaces, and the third time just 1 space.





FREELANCER

Divine Punisher

Freelancers are free-roaming exorcists and hired guns, roaming the land and fighting blights, demons and bandits in the name of justice. They tend to act as wild cards: highly independent, highly effective, and sticking to their codes of honor.

Freelancers have their history in an ancient disgraced knightly order from one of the Seven Families of the Thrynn. They each wield a bright metal six gun, a bow, or a long rifle with extreme skill, the bullets, shot, or arrows of which they infuse with raw Aether drawn from their very souls. Each weapon is a relic passed down from master to student over the years, and can only be won in a duel with another

freelancer. The freelancer's ultimate weapon is the Astral Chain, a holy gauntlet which they use to purge and bind demons and rogue spirits into their service as Seraphim.

PLAYSTYLE

Freelancers are expert tempo fighters that prefer to fight around a certain range band and save their power for certain turns (the number 3 will be your friend).

Attacking characters at **exactly range 3** allows freelancers and their bound seraph to lay down withering punishment. To aid in this task, freelancers have a number of repositioning tools for foes and allies, including Astral Binding, which allows them to stack multiple **marks** and nudge those marked characters around the battlefield to get them into range.

Freelancers have numerous **exceed** effects and automatically trigger these effects on round 3 and 6, allowing them to have explosive turns.

Freelancer's limit break, **Paradiso**, creates a very potent aura that powers up all abilities used by you and allies, but can be turned off if foes get too close.

RELEVANT RULES

- **Exceed:** A triggered effect that takes place on a total attack roll of 15+.
- **Aura X:** This ability is a continuous, *ongoing* effect that affects all characters specified within range X of an origin point, usually a character. Characters are only affected by an aura while inside
- **Cover** - If a character has cover from an ability with, it halves all damage from that ability.
- **Flying** - A flying character ignores terrain damage and movement penalties, height movement penalties, obstruction, and engagement.
- **Mark** - Places a mark, an *ongoing* effect, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character

that placed the mark is defeated, or under other listed conditions.

- **Rebound** - An ability that is rebounded can be bounced off a character in range. The ability has no effect, but is instead redirected from that character's space as the origin space, taking into account cover, line of sight, and other similar effects from their space. Any effects that apply to the original user of the ability still apply to them (such as sacrificing hp, or moving). Rebound does not stack.

TRAITS

Bound Spirit: At the start of combat, you may place your *seraph* in range 2 from you. This summon persists even if you're defeated.

Astral Seraph

Size 1, intangible, flying, skirmisher

Summon action: The seraph flies 3

Summon effect: Once a round, when you score a *Critical hit*, trigger a *Finishing Blow*, or trigger an *Exceed effect*, you may cause the seraph to lash out against all foes at *exactly* range 3 from the seraph, dealing 2 *unerring* damage to them.

Aether Shot: Any attack made on the third and sixth round of combat deals bonus damage and triggers all *exceed* effects, hit or miss.

Trigrammaton: Your abilities used against foes at exactly range 3 gain +1 boon on attack rolls and *unerring*.

Astral Binding: You can stack up to two marks on characters. As a *free action*, you can teleport all characters marked by you 1 space.

LIMIT BREAK: PARADISO

1 action
3 resolve
Aura

You summon the spirit of your weapon, drawing out the residual soul aether of every single one of its previous users. Ghostly doubles of dozens of your predecessors match your movements, and create an aura of untold power.

Aura: You gain an aura of supernatural accuracy, charging your weapons and the weapons of your allies with aether.

You gain *Aura 2* until the end of your next turn. While standing in *Paradiso*, abilities used by you or allies against foes *outside* of *Paradiso* trigger *all* the following triggered effects: *charge*, *collide*, *comeback*, *chain reaction*, *exceed*, *finishing blow*, *slay*.

ULTIMATE: ULTIMA PARADISO

As a *free action* ability while *Paradiso* is active, you can teleport yourself, all allies, and the area itself to any other part of the battlefield, as long as

there is free space to place all characters teleported inside the area when it is moved.

ABILITIES

STRAFE SHOT

1 action, Attack, Range 3
+1 boon

Faster than a speeding bullet.

Effect: You may dash 1

Attack: *On hit:* [D]+ fray. *Miss:* fray.

Effect: Your foe is *blinded*.

Effect: You may dash 1

Finishing blow or **Exceed:** Release a flurry of fire, dealing 2 *unerring* damage to all foes at exactly range 3 from you.

TALENTS:

- I. *Exceed:* Gain *evasion* until the start of your next turn.
- II. *Exceed:* Dash 3 again

MASTERY: PLATINUM CHAMBER

Strafe shot can interrupt and break up any movement you make without halting it.

EXORCISM

1 action, Range 3
Mark, Power Die, Unerring

The mantra of the exorcist. Every bullet or arrow shot is imbued with the soul aether of its master, and seeks its foe like a loyal hound.

Mark: You mark a foe in range, with the following effects:

- When you end your turn in range 3 from your foe, or that foe ends their turn in range 3 of you, set out a d4 power die, starting at 1, or tick it up by 1.
- When you set out the die or tick it up, shoot a projectile at your foe, dealing 2 damage. The projectile remains, hovering in the air, and tracking your foe.
- At the end of any turn the die is at maximum, every projectile shot flies at your foe, dealing 2 damage once for each charge on the die and ending this effect and mark.

Finishing Blow: When marking a bloodied foe, immediately gain the die at 1

TALENTS:

- I. While this mark is active, your attacks gain:
Exceed: tick the die up by 1.
- II. If your target is defeated while marked by exorcism, the projectiles scatter, dealing 2 damage, once, per charge on the die to all foes in a *large blast area effect* centered on the foe.

MASTERY: PURESILVER

If exorcism's target is defeated, you can cause the projectiles to fly and track a new target in range 3 of you or the original target, transferring the mark and keeping the power die.

TRICK SHOT

1 action

Shoot with your heart.

Effect: Your next ability with a listed range gains *unerring*, +1 boon on attacks, and *rebound*.

Finishing blow: Gain *stealth* after the ability resolves.

TALENTS

- I. When Trick shot *rebounds* off an ally or summon, you may teleport them 2.
- II. After Trick shot *rebounds*, it causes phantom projectiles to split off, dealing 2 *unerring* damage to all foes at exactly range 3 from its rebound target.

MASTERY: GOLDEN BULLET

Trick Shot can cause an ability to *rebound* twice. The second bounce must be off a new character or object in range 3 of the first.

ASTRAL CHAIN

2 actions, Attack, Range 3
Mark

With your heavenly chain skillfully whirling through the air, you dispense divine justice.

Attack: *On hit:* 2[D]+fray. *Miss:* fray.

Mark: Your foe is marked. While marked, at the start of your turn, if they are in range 3, they take 2 *unerring* damage from you as bolt of celestial lightning shoots between you. If they are at exactly range 3, increase damage to 2 damage, twice instead.

Finishing Blow or **Exceed:** You may *fly* 4

TALENTS:

- I. While marked, gain *evasion* against your marked foe while they are in range 3.
- II. While marked, all attacks from you or allies against your marked foe may gain *rebound* and deal bonus damage if they are rebounded.

MASTERY: DIAMOND PUNISHER

While your foe is marked and in range 3 of you, they must save if they attempt to move to any space more than 3 spaces away from you. On a successful save, they can move as normal. On a failed save, they can't consider any space further away than range 3 of you valid space to move to until the start of their next turn, then become immune to this effect for the rest of combat.

DEUS EX MACHINA

1 Action, Range 3
Mark

When skillfully used, the astral chain can be used to maneuver in the blink of an eye.

Mark: Mark and grapple on to a foe, ally, or summon in range from you with an ethereal lasso and gain the following interrupt while that character is marked. You can take the interrupt regardless of distance.

Divine Intervention

Interrupt 1

Trigger: The end of any turn

Effect: Teleport 2 towards the target or teleport your target 1 towards you. The teleport must end with both of you closer together. Allies can choose whether to take this teleport.

TALENTS:

- I. Allies and summons can be teleported up to 4 spaces instead
- II. Using this interrupt on a foe *dazes* or *blinds* them (your choice).

MASTERY: WHIP OF THE THRONES

Gain *stealth* after marking your target. This interrupt does not break *stealth*, and while you have *stealth*, it can be used +1 more time a round.

ACE

1 actions
Stance, End Turn

The world goes still, and is split by a bolt of lightning.

End your turn and gain **Stance:** When you take this stance, or when it refreshes, you may dash 1 and your next attack triggers all *exceed* effects, *dazes* your foe, and gains *unerring*.

Refresh: Refresh this stance after you score a *finishing blow*.

TALENTS

- I. If your attack target is at exactly range 3, they explode with a *medium blast* area effect centered on them. Foes inside are *dazed*.
- II. If your attack target is at exactly range 3, you may also teleport them 2 after the attack resolves.

MASTERY: HOT CHAMBER

At round 4 or later, Ace becomes a free action to enter if you have not used it yet this combat. It also refreshes automatically at the start of your turn, and its dash increases to 3.

CHAPTER 2

SHOWDOWN

1 action, Range 3

With a glint in your eye, you zero in on a foe with preternatural accuracy.

Effect: Choose a foe in range 3 and become *immobile* until the end of your current turn. At the end of that foe's next turn, if they're in range 3 of you, you may dash 2, and the effect ends. If they're at range 4 or higher, they take 2 *unerring* damage from you twice, ignoring cover.

Finishing Blow: Deal 2 damage four times instead.

Special: Showdown can be used as free action if you activated an *exceed* effect or scored a *critical hit* this turn.

TALENTS:

- I. Each time you deal damage with showdown, you may teleport 1
- II. When you activate showdown, gain *stealth*.

MASTERY: QUENCH

Terrain Effect: After activating showdown, you may create a small blast *terrain effect* on you of smoke. The area grants *cover*, and yourself and allies exiting the area can gain *stealth*, but no

more than once a round for each character. It lasts until created again.

WARDING BOLTS

Interrupt 1, Range 3

You rapidly fire a massive barrage from your weapon into the air. The projectiles hover in the air like hunting eagles, waiting to strike.

Trigger: You score a *critical hit* or trigger an *exceed* effect

Terrain Effect: You shoot out a flurry of projectiles into the air, where they hover in place, creating a small blast *terrain effect* in range, which can overlap characters. Foes that start their turn in the area that end their turn outside of the area are struck by a projectile, taking 2 *unerring* damage and *dazing* them. The area lasts until this ability is used again.

TALENTS

- I. You can consume the area as a free action to disperse the bolts, dealing 2 *unerring* damage to all foes at exactly range 3 from the center space of the area, and ending the effect.
- II. Marked foes take 2 damage, twice, instead.

MASTERY: PHANTOM BOLTS

You can cause the area to hover around you as an Aura 2 instead, which lasts for the rest of combat, with the same effect as the default area. When this ability triggers again, you may deal 2 *unerring* damage to all foes in this aura instead of replacing the aura.

CHAPTER 3

Divine Chamber: Your sixth round Aether Shell also deals *divine* damage

SOUL SHOT

1 action, Attack, Line 3
+1 boon

The ultimate freelancer technique - using the soul aether of their companions to supercharge astral bullets.

Attack: *On hit:* [D]+fray. *Miss:* fray.

Effect: Foe is *blinded*.

Area effect: fray

Effect: Allies are immune to damage from this ability. If it passes through two or more allies, automatically triggers all *exceed* effects.

Finishing Blow or **Exceed:** Attack target explodes with a large blast *area effect* placed centered on them. Foes inside take 2 damage and are *blinded*. Blinded foes take 2 damage twice instead.

TALENTS:

- I. At round 4 or greater, Soul Shot considers all characters in the line to be at exactly range 3
- II. At round 4 or greater, Soul Shot becomes Line 6

MASTERY: GREAT ANGELOS

Allies Soul Shot passes through gain 3 *vigor* and may *fly* 3.



SHADE

Nocturnal Assassin

Night-walkers, shadow-steppers, and masters of secret scroll arts, the Shades are spies, scouts, and assassins of unparalleled skill. Their number forms a secret and deadly society of Shadow Clans spread across Arden Eld, each practicing and refining the Night Venom Techniques. Joining the shades is

presumed to be extremely difficult, but they tend to open their ranks to anyone that has been lost or abandoned.

The legends say Shades make a deal with the Weeper, the dead titan queen of night and air, and drink her tears, splitting their soul in two. Their shadow becomes animate, bestial and hungry. Over a week and a day, they must fast and train their shadow to obey them, transforming them into agile and silent warriors of the highest order. The Shades say the stories are rumors, and they get along with their DarkSides. They do have a tendency to appear when least expected, in uncanny and unsettling ways.

PLAYSTYLE

Shades are agile vagabonds that can easily reposition themselves, foes, and allies to inflict maximum carnage. Their **shadow** summons create dangerous zones for foes and can grant **stealth** to allies. Shades do more damage to characters standing in **adverse terrain**, which includes shadows! They can also swap with these shadows for additional mobility

Shades are excellent at **teleporting**, allowing them to ignore foes and terrain completely, and have easy ways to **blind** their foes and inflict **finishing blows**.

Shade's limit break, **Abyssal Ecstasy**, is a low cost but very potent ability that completely shuts down ranged attackers.

RELEVANT RULES

- **Dangerous Terrain** - Entering or exiting a dangerous terrain space causes a character to take 2 piercing damage. Characters can only take this damage once a turn.
- **Difficult Terrain** - Costs +1 space of movement to exit.
- **Pit**: One level of elevation lower than its base space
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.
- **Power Die** - A die set out and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a

tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.

- **Sacrifice X** - Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.
- **Teleport** - Special movement that allows you to instantly move to unoccupied space within range X.

TRAITS

Shadow Arts: You have *phasing* and are immune to *blinded*.

Underworld: Abilities used against foes in *pits*, *difficult*, or *dangerous* terrain gain *unerring* and deals bonus damage.

Darkside: When you first vacate a space on your turn, you may leave a *shadow*.

Meld: Once a round, before or after using any ability on your turn, you can swap places with any *shadow* in range 3, teleporting.

LIMIT BREAK: ABYSSAL ECSTASY

1 Action
2 Resolve

A prayer and a drop of blood, and soothing darkness cloaks the battlefield.

Effect: Yourself, all allies, and allied summons gain *stealth*, and all foes are *blinded*.

ULTIMATE: ULTIMA ECSTASY

Summon *shadows* adjacent to all allies.

SUMMONS

Many shade abilities summon shadows or create shadow clouds. Shadows can be summoned in free space in range 2, unless a higher range is specified. You can have a maximum of six active shadows, and any number of shadow clouds.

Shadow

Size 1, intangible.

Summon effect: The shadow can share space other characters, and has different effects on foes and allies:

- If a foe enters the shadow's space for any reason or starts their turn there, it is consumed, dealing 2 damage to them, disappearing and turning into a *shadow cloud*
- If a yourself or an ally enters the shadow's space, it is consumed. It disappears and grants them *stealth*.

Shadow Cloud

Terrain effect

Difficult terrain. While inside this terrain space, characters are *blinded+*. You are immune to these effects.

ABILITIES

UMBRA

1 action, Attack, Range 3
+1 boon, combo

By the power of darkness.

Effect: You may teleport 3

Attack: *On hit:* [D]+ fray. *Miss:* fray.

Effect: Your foe is *blinded*.

Finishing Blow: Summon a *shadow* adjacent to your target.

TALENTS:

- I. *Slay:* Gain *defiance*.
- II. You can *sacrifice 2* or consume a *shadow* in range 2 of you to gain a combo token after using this move.

COMBO: PENUMBRA

Teleport your foe up to 3 spaces towards you instead of teleporting yourself. A foe can save to avoid this effect. *Blinded* foes fail this save.

MASTERY: DEVIL FROG TECHNIQUE

Increase Umbra and Penumbra's range to 6 and it gains *unerring*.

HARROW

1 Action, Range 3
Mark

You mark your foe with a dire seal. Shadowy tendrils reach out from an unknown space and jerk them like a puppet.

Mark: Flick an umbral seal at a character in range 3, marking them. While marked, once a round when you teleport, you can also teleport the marked character 1 spaces and deal 2 damage to them if they're a foe.

Finishing Blow: When marking a bloodied character, immediately trigger the effect, ignoring the round limit

TALENTS:

- I. At the start of your turn, you may teleport to any space in range 2 of your target
- II. You can also *sacrifice 2* or consume a shadow in range 2 of you when marking a foe to also create a *pit* under them.

MASTERY: BONE RAVEN TECHNIQUE

This effect can trigger twice a round by default instead.

DEATH BLOSSOM

2 actions, Attack, Range 2, Burst 1
Unerring

From beneath a cloak, out from flying sleeves, or hidden in coils of hair - infinite blades. One more sweep, and shadowy bolts of cloth cut through your foes like razors.

Attack: *On hit:* 2[D]+fray. *Miss:* fray.

Area Effect: fray

Finishing Blow: After this ability resolves, create a *pit* under your attack target. The pit is also a *shadow cloud*.

COMBO: FLYING SLEEVES

Area becomes Arc 4

Effect: If you catch an ally or allied summon in the area, you and your allies are immune to this ability's damage and effects, and you may extend the area effect to arc 8.

TALENTS:

- I. *Finishing Blow:* Teleport all characters in the area 1.
- II. *Slay:* Teleport 2, then throw knives, dealing 2 damage to up to three foes in range 3.

MASTERY: SHUKUCHI

You can teleport 2 spaces before and after using this ability.

NIGHTMARE

1 action, Range 2
Summon, Aura

Draw out a fragment of true darkness, roaming and hunting for warmth.

Summon: Summon 2 *shadows* in range 2.

Effect: Until the start of your next turn, you gain aura 2. You may consume a shadow in the aura when you or any ally in the aura is targeted by an attack to grant *evasion* against that attack.

TALENTS

- I. When you summon a shadow, you or an ally or allied summon in range 2 may teleport 1.

- II. While Umbra's effect is active, you or allies can *rebound* abilities off shadows in the aura. Doing so consumes the shadow, removing it.

MASTERY: HELL CENTIPEDE TECHNIQUE

Gain **effect**: until the start of your next turn, when a shadow is consumed in the aura, you may also create a *pit* in or adjacent to its space.

SHADOW PLAY

1 action, Range 2

Using forbidden scroll techniques, you confuse the senses of foes and allies alike.

Effect: Choose a character other than yourself in range, then a different character other than yourself in range 3 of that character. Swap their places, removing and placing them. Allies swapped gain *stealth*. Foes swapped are *dazed*.

Finishing Blow: Repeat the effect.

TALENTS:

- I. If you swap two foes, you may then teleport them 1 after this ability resolves.
- II. If you swap two allies, one of them can gain *evasion* until the start of their next turn.

MASTERY: PALE RAT TECHNIQUE

At round 4 or later in combat, Shadow Play becomes a free action

UMBRAL ECHO

1 action

Stance, power die

You split echoes of your soul into clones that overlay your movements.

Stance: You create shadowy copies of yourself, granting a d4 power die, starting at 2. If the die ticks down to 0, end this stance. While in this stance:

- When you use an ability that targets a foe, you may trigger any *finishing blow* effects of that ability, then tick the die down by 1.
 - After you tick the die down, you may teleport 1
- Refresh**: Refresh this stance if you end your turn with no foes adjacent. When you do, tick the die up by 1.

TALENTS:

- I. While in this stance, your abilities gain *slay: summon* a *shadow*. This effect can only trigger once a round.
- II. While in Umbral Echo, you have *phasing* and entering the space of shadows always costs a maximum of 1 movement.

MASTERY: BUNSHIN

Gain the following interrupt while in this stance:

Soul Proxy

Interrupt 1

Trigger: You take damage from a foe.

Effect: End this stance, consume and remove all shadows in range 2 of you, and immediately gain *defiance* against the incoming damage. Deal 2 damage, once, to the triggering foe for each shadow consumed this way. You cannot take this stance again for the rest of combat.

CHAPTER 2

ASSASSINATE

1 action, Range 3

End turn

You step through the air, emerging from the shadow of your foe, where they find only gleaming knives.

End your turn and choose a foe in range. At the end of that foe's turn, as long as they're in range 3, teleport to any space adjacent to them and deal 2 damage, three times to them and inflict *blinded*. Reduce this damage to just 2 damage if they have an adjacent ally. Then, you may kick off them and fly 2.

TALENTS:

- I. If you're in *stealth*, increase all ranges by +2, and doesn't break *stealth*.
- II. While you're holding *assassinate*, you have *evasion*.

MASTERY: THOUSAND YEAR LIZARD TECHNIQUE

At round 4 or later, you can choose two foes with this ability. Trigger its effects in any order.

NOCTURNE

Interrupt 1

You capture a thin silver thread of spilled life force of a foe and use it to tear open a space of night and cold.

Trigger: You trigger a *finishing blow* effect

Terrain Effect: Mark a small blast centered on that character, then create a terrain effect in the area. All spaces of this terrain effect are *shadow clouds*. This area lasts until this ability is used again.

TALENTS:

- I. While Nocturne is active, you may teleport up to 2 spaces in or out of the area as a free action.
- II. You may *sacrifice 2* when the area is created to increase the size of the area to medium blast, or *sacrifice 4* to increase it to large blast.

MASTERY: TRAP DOOR SPIDER TECHNIQUE

You can weave shadow magic when the area is created to teleport any characters in range 2 of you into any free space inside the area, as long as there is room for that character.

CHAPTER 3

Umbral soul: Once a round, one of your allies can swap places with any of your shadows before or after using any ability, teleporting.

INCUBUS

1 action, Attack
Mark, +1 boon, Combo

The thirteenth scroll art, a void-sheathed blade that cuts away at the aether of the very soul, leaving a cut that creates slashed darkness.

Attack: *On hit:* [D]+fray. *Miss:* fray damage.

Mark: Mark your foe. While marked, if any foe ends their turn adjacent to your marked foe, or your foe ends their turn adjacent to any other foe, then both the target and any adjacent foes take 2 damage and are *dazed*. This effect can only trigger once per round.

Finishing blow: Immediately trigger the mark effect, ignoring the round limit.

COMBO: SUCCUBUS

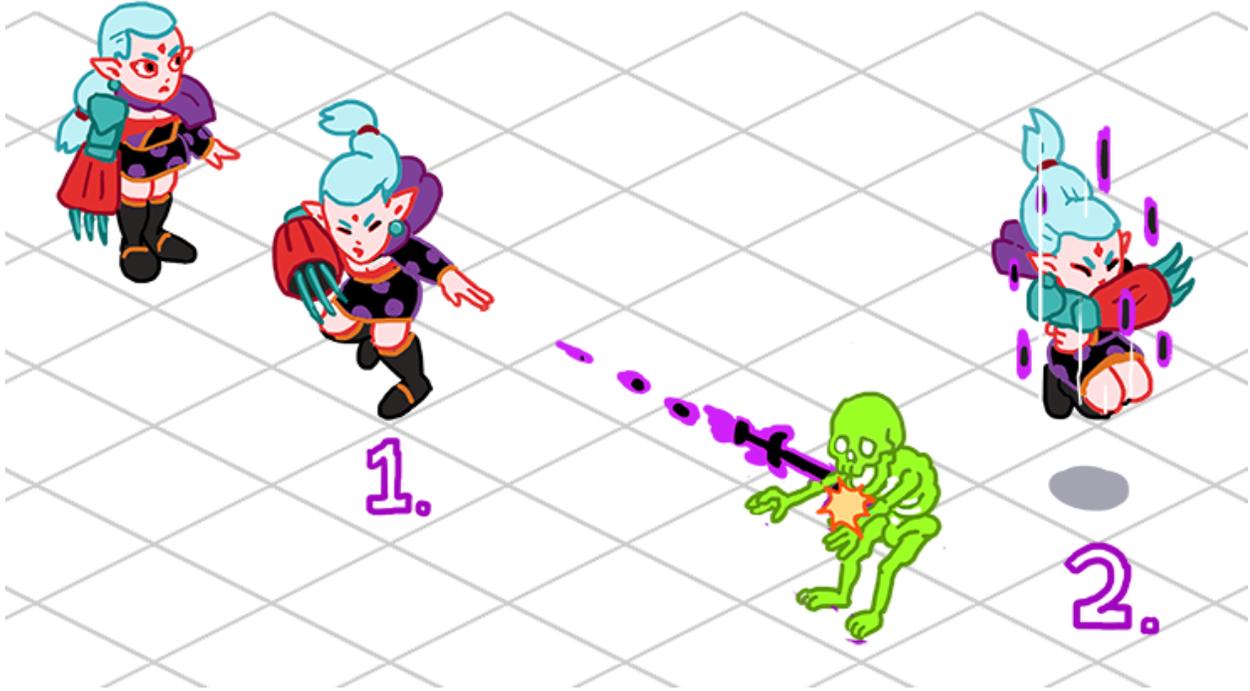
Instead of the **mark**, gain **Effect:** deal 3 damage to all characters marked by Incubus, and teleport them 2.

TALENTS:

- I. Incubus gains range 3. If you make it from *stealth*, gains range 5.
- II. Incubus deals bonus damage for every ally of your target adjacent to your target

MASTERY: TOXIC WIDOW TECHNIQUE

Incubus' mark stacks with other marks. You may mark any number of characters with Incubus. When a character takes damage from an Incubus mark, you may also mark them.



Umbr



WARDEN

Friend to Beast and Bough

The Wardens are the protectors and keepers of the Deep Green, the old and untamed parts of Arden Eld, lorded over by the beasts and the ancient trees. They are both the keepers and the servants of the herd and root, tending to their health, and culling them when it becomes necessary. They sleep under the stars and make their home under bough and root, making staunch allies of the ferocious beasts of the deep wilds through a combination of rigorous training and mutual respect. Their fierce defense of the wild sometimes puts them at odds with civilization, which they tend to have a distaste for.

Wardens are the keepers of the green kenning, the old ranger arts, that allow one to travel noiselessly, hide in plain sight, live off the land, and become immune to even the most deadly of toxins. They are solitary and powerful fighters. It is not uncommon for a Warden on a long sojourn to go without speaking the tongue of Kin for years at a time.

PLAYSTYLE

Wardens are masters of the wild that summon **beasts** with their actions. Beasts prowl around the battlefield until activated and have a high range. Activating a lot of them at once can pummel a foe with a lot of damage, but requires good positioning, which they can achieve with a small number of **shove** effects.

Wardens get a lot of benefits out of **stealth**, and numerous ways to enter it with finishing blows. They also have a large number of **charge** effects, allowing them to take stock of the battlefield before acting.

The **dashes** granted by Wardens are especially potent and can help move allies or summons around the battlefield faster. Warden's Limit Break, **Lycanthropy**, grants a powerful suite of benefits to their dash and allows your entire team to become much more mobile.

RELEVANT RULES

- **Dangerous Terrain** - Entering or exiting a dangerous terrain space causes a character to take 2 piercing damage. Characters can only take this damage once a turn.
- **Difficult Terrain** - Costs +1 space of movement to exit.
- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Collide** - A *triggered effect* that occurs on any character shoved into an obstruction by this ability.
- **Cover** - If a character has cover from an ability with, it halves all damage from that ability.
- **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.
- **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.
- **Stealth** - Cannot be directly targeted except from an adjacent space. Breaks on using any ability other than dash or standard move.

TRAITS

Beast Master: At the start of every combat, summon a *great beast* in range 2, a trained animal companion. This summon persists even if you're defeated.

Great Beast

Size 1, intangible

Summon Action: Once during your turn, your beast can dash up to 2 spaces, then may deal 2 damage to an adjacent foe and shove 1.

Charge: Repeat the action.

Path of the Aesi: While you have *stealth* the *dash* action becomes a free action.

Ambush master: Your abilities made from *stealth* ignore cover, and deal bonus damage.

Green Kenning: You and your summons ignore all movement penalties from terrain. Any time you grant a dash, it also gains this benefit.

LIMIT BREAK: LYCANTHROPY

3 Resolve
1 action, Divine

You muster up the primal magic of the Deep Green. The power of fang, tooth scale, fur, and claw pours into you, granting you massively increased speed and power.

You become a beast hybrid of primal fury. You gain a greatly enhanced dash, with the following benefits:

- Dash always becomes a free action.
- All dashes granted as part of any of your abilities, summons, or actions (including this one!) may be increased by +1, and grant *phasing* while moving.
- When you take the dash action, all allies and allied summons can dash 1. Then, any foe adjacent to one or more characters that dashed this way takes 2 damage.

ULTIMATE: ULTIMA LYCANTHROPY

When you shape change, you can also allow allies to partly shift. The first two effects from Lycanthropy affect all allied characters.

SUMMONS

Many warden abilities summon beasts. When a beast is summoned, it can be summoned in any free space in range 2 unless a different range is listed. Beasts can be summoned in free space in range 2, unless a higher range is specified. You can have a maximum of six active beasts

Beast

Size 1, intangible.

Summon Action: All beasts can dash 1 space at the start of your turn.

Summon Effect: When you or an ally ends any movement adjacent to a beast's space, you may cause the beast to pounce at a foe in range 3. That character takes *unerring* damage equal to their distance from the beast (1-3). Then remove the beast.

ABILITIES

APEX

1 action, Attack, Range 3
+1 boon

Your strike is a clarion call to the forest, the plains, and the deep places of the Green, bringing forth their denizens to fight for you.

Attack: *On hit:* [D]+ fray. *Miss:* fray.

Effect: Foe is *dazed*.

Effect: Summon a *beast* in an adjacent space to your target after the attack resolves.

Finishing blow or Charge: Summon one more *beast*, then gain *stealth*.

TALENTS:

- I. *Terrain effect:* You can replace any *beast* you summon with a space of *dangerous* terrain instead.
- II. If you attack a foe at exactly range 3, this ability gain *unerring* and you may shove your foe 1 in any direction after this ability resolves.

MASTERY: LOADED QUIVER

If you end your turn without attacking, the next time you use Apex, summon +1 more *beasts*, and deal 2 damage, once, to your target for every *beast* you summon.

GWYNT

1 action

With catlike reflexes, you pounce, spurring allies to action.

Effect: Dash up to 2 spaces, then deal 2 damage to an adjacent foe.

Effect: An ally or allied summon in range 3 of your foe may also dash 2. If that puts them adjacent to your target, they also deal 2 damage to them.

Finishing blow or Charge: You and all chosen allies or summons gain *stealth* after this ability resolves.

TALENTS:

- I. If made from *stealth*, increase the dashes and range of this ability by +1
- II. You and your ally or summon may each shove your target 1 space.

MASTERY: GREAT GWYNT

Increase dashes and ranges by +1, and the effect can be used on an additional ally or allied summon in range.

CIRCLE THE OAK

2 actions, Attack

Ten palm strikes with the heel of the hand or the haft of the axe will shatter even the most tenacious bark.

Effect: Dash 2

Attack: *On hit:* 2[D]. *Miss:* 1 damage.

Effect: If you're adjacent to your foe, dash in a full circle clockwise through every adjacent space to your foe, phasing through allies or allied summons, or as far as possible until stopped. Each time you pass through an ally or summon's space, deal fray damage to your foe, up to a maximum of four times. Stop if you would enter the space of a foe or obstruction.

Finishing Blow or Charge: Increase initial dash to 5. After the ability resolves, you may shove your foe 2.

TALENTS:

- I. Allies you pass through with Circle the Oak may dash 1 after this ability resolves.
- II. If you passed through two or more allies or allied summons, also gain *evasion* until the end of your next turn.

MASTERY: TIMBER SPLIT

Enemies no longer stop this move, and you may phase through their spaces. Enemies you pass through are shoved 1, take fray damage, and are *dazed*.

MIST STRIDER

1 action, Range 3

Terrain effect, Summon

Call on the beasts of the deep mists and rains, whose form is shadow and water.

Terrain effect: Create small blast misty cloud in free space in range, with the following effects:

- The spaces of the area always cost a maximum of 1 movement for you and allies to move across, and characters have *phasing* while moving this way.
- Foes inside are blinded+

Clouds created with this ability last until this ability is used again.

Charge: Create a second cloud.

Summon: At the start of your turn, you can consume a cloud as a *free action* to condense it into a fey creature, summoning a *beast* in any of its spaces and ending this effect.

TALENTS:

- I. Once a round, when you enter or exit the area, you can gain *stealth*.
- II. Foes in the area count all characters as having *evasion*.

MASTERY: RIVER GUARDIANS

This ability creates a beast inside when an area is created. Foes that start their turn inside the area that end their turn outside of it take 2 damage and are *dazed*.

STAMPEDE

1 action, Range 4
Mark, summon

With a bellow or a clenched fist, you summon an immense spirit to pound your enemies.

Mark: You mark a foe in range. Once a round, at the end of that foe's turn, a rampaging spirit beast, charges in from any edge of the battlefield. Create a line *area effect* drawn from the edge of the battlefield that includes your foe. The beast charges down the line until it enters an adjacent space to your foe, shoving all characters 1 to either side of the line.

Summon: Then the beast deals 2 damage to your foe, shoves them 1, then coalesces into a real creature, becoming a *beast* summon.

Collide or **Charge:** Foes affected take 2 damage after this ability resolves.

TALENTS:

- I. When you trigger a finishing blow on a foe, you may transfer the mark to them as a *free action*.
- II. If the beast passes through two or more characters before reaching your foe it deals 4 damage and shoves them 2 instead.

MASTERY: LORD OF THE STEPPE

Yourself and allies can ride the beast if it passes through their space, removing themselves from the battlefield instead of taking damage and

shove. When it ends its movement, they hop off and must place themselves in an adjacent space, or as close as possible.

STRENGTH OF THE PACK

2 actions
Stance, aura

Your senses sync with those of the herd, and you strike as one.

Stance: In this stance, gain aura 2.

- When entering this stance, or when it refreshes, summon a *beast* in free space in the aura, then you and all allies and summons in the aura may dash 1 space.
- Foes in the aura take +1 damage from summons.

Refresh: Refresh this stance at the start of your turn.

Special: While adjacent to 3 or more summons, the action cost of this ability is reduced to 1.

TALENTS:

- I. When you first enter this stance, increase the dash granted to 4.
- II. While you have three or more summons in this aura, you have *evasion*.

MASTERY: CÚ CHULAINN

Strength of the pack becomes a free action at round 4 or later and its aura affects the entire battlefield.

CHAPTER 2

UNDERWAY

1 action
Terrain effect

You open the greenways to your allies, allowing them to step the branch-paths and cross distances in an instant.

Terrain Effect: Create a leafy portal object in a free adjacent space. At the end of your turn, create another portal in a free adjacent space. Portals last until this ability is used again. Portals don't provide obstruction and can't stack or be stacked on other objects.

Underway

Size 1 object

Object Effect: As a *free action* ability, you and allies can *teleport* from any space

adjacent to an underway to a free adjacent space to any other underway. This ability does not interrupt movement or other action.

Charge: Summon a beast each time you create an underway this turn.

TALENTS:

- I. While you have stealth, you can create a third underway at any point during your turn as a *free action*. This underway is replaced if created again.
- II. When you create an underway, you may create up to three spaces of leafy *difficult* terrain in adjacent spaces. Allies adjacent to underways have *cover*.

MASTERY: BALE PORTAL

Foes that are shoved into portals or that end their turn adjacent to an underway can be teleported to any free space adjacent to any other underway. A foe can pass a save to avoid it, and can only be successfully teleported this way once a round. Bloodied foes fail the save.

MORRIGAN

1 action
Delay

You call in the winged warriors of the sky to smite your foes.

End your turn and gain **Delay:** Your next turn must be slow. At the start of that turn, you summon a massive flock of winged beasts that lashes out at all characters in range 2. Yourself, allies, and allied summons in range can dash 2, then gain *stealth*. Foes in range are shoved 2, and are *blinded*.

Collide: Summon a beast.

TALENTS:

- I. While holding Morrigan, you have *cover* and ranged attacks against you take +1 difficulty.
- II. After Morrigan resolves, some of the winged creatures linger, creating two spaces of *dangerous* terrain in range 2.

MASTERY: DARK WING

After Morrigan resolves, you can redirect the flock, creating a small blast terrain effect in range 3. The area is *dangerous* terrain for foes, and allies in the area have *cover*. It lasts until this effect is repeated.

CHAPTER 3

Deep Stealth: While in stealth, you cannot be directly targeted at all, even from adjacent spaces.

SIDHE

1 action, attack
Melee, +1 boon

Dip your weapons in the toxins of the deadliest creatures to roam the deep green. Mere preparation of this technique requires years of ritual, patience, and training.

Attack: On hit: [D]. Miss: 1 damage.

Effect: Your foe is *blinded*.

Effect: Your target is injected with a catalyzing toxin. At the end of their next turn, they take 6 damage. Reduce this damage to 3 if they end that turn adjacent to an ally. Then, this effect ends.

Finishing Blow or **Charge:** Shove your target 2

TALENTS:

- I. Also create a space of *dangerous* terrain adjacent to your foe after the effect expires.
- II. When the effect expires, your foe explodes with a medium blast area effect, dealing 2 damage to all other characters within.

MASTERY: GREAT FUME POISON

While the toxin's effect is active, your foe treats all other characters as having *cover*, *evasion* and *dodge*. This effect turns off while they are adjacent to an ally.

MENDICANT

Wandering Healer and Storyteller

Strengths: Strong all-rounders, with many potent effects and the ability to heal allies and lift statuses

Weaknesses: Low damage and reliant on allies

Complexity: High

Mendicants are the itinerant priests, exorcists, and healers of Arden Eld. They travel from town to town, healing sicknesses of the body and soul, cleansing the damage dealt by the ruins, consulting with local spirits, and setting up wards against evil. Many mendicants are highly learned scholars, but others come from folk practices, temple monks, green witch circles, or town priesthoods. They are a highly diverse lot, and attuned to the land and the people that they care for.

Mendicants are the only class that can consistently grant **vigor** and lift statuses with the potent **cure** effect. They protect allies and guide their attacks with the **Sealed** and **Pacified** statuses, while making use of powerful **combos**, **auras**, and **marks** to stack negative effects on foes while empowering allies.

Mendicants aren't **weak** or **strong** against any particular type of foe, but have different strengths and weaknesses depending on job. This can make them a little more complex than other jobs.

TRAITS:

Diaga (1 action): *Cure* a character in range 4. (A character that's cured gains 4 vigor, or a vigor surge if they are bloodied. Then, they can immediately save against all statuses, ending them on a success.)

Bless (1 action): Grant a **blessing** token to a character in range 4.

Succor: Mendicants may use Rescue to bring up a defeated ally at range 4 instead of adjacent.

CLASS STATISTICS

VIT: 10

HP: 40

Defense: 8

Speed: 4 (Dash 2)

Fray damage: 3

Damage: D6

Basic Attack: Range 5

SPECIAL MECHANIC: BLESSING

Certain actions give characters a **Blessing** token. A character can **spend** a blessing when making a save to gain +1 boon on that save.

All Mendicant jobs also have **different, alternative ways to spend blessings tokens**. All blessings are discarded at the end of combat.

Blessings are not unique (they don't 'belong' to a character) and as long as a character has blessings from anyone, they can use them for any effects that require blessing tokens, though only one type of blessing at once.

MENDICANT GAMBIT:

If you take a Mendicant Ability as a non-Mendicant job, you gain this class' **Bless** action.

MOST RELEVANT RULES

STATUSES

Mendicants specialize in the **sealed** and **pacified** statuses.

Sealed

Character cannot inflict statuses while sealed.

Statuses are common and nasty ways for foes to harm your allies. Sealed completely shuts them down, and prevents them from building up.

PACIFIED

Character deals half damage. Breaks on taking damage from a foe's ability.

Pacified is a strong status that can prevent foes from dealing damage, but is easy to break. Use it to isolate foes you won't be dealing with for a while.

OTHER EFFECTS

Mendicants make heavy use of **Cure**, **Auras**, **Combos**, and **Marks**.

CURE

A character that's cured gains vigor 4, or a vigor surge if bloodied. Then, that character may save against all statuses, ending them on a success.

AURA X

This ability is a continuous, ongoing effect that affects all characters within range X of a character, including that character. Characters are only affected by an aura while inside

Auras often grant powerful effects but require good positioning - and for you to be close by for them to have their best effect. The effects from auras can't be purged as long as foes remain inside which can make them hard to get rid of.

COMBO

Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token. You

can only have one combo token at once, and discard all tokens at the end of combat.

Combo versions of abilities are often more potent or offer different ways to use abilities, but require you to plan your turn out somewhat. Combo versions of an ability count as the same ability, so they can't be used in the same turn. However, combos carry over between turns, so you can end a turn with a base version of an action and open up the next turn with a combo version.

MARK

Place your mark on a specific character. You can only place one mark at a time on each enemy or ally and each ability can only place one mark. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard.

Each mark ability can only be placed on one character at a time, and you can't mark a character with more than one mark ability. Marks have more value the earlier you place them in a combat and are hard for foes to remove.



CHANTER

Songweaver of the Great Chant

Descending from numerous holy orders that have their roots high in the chronicler monasteries, the chanters are part singer, part storyteller, and part priest. At the time of the Doom, when all knowledge was deemed lost and everything put to page was transformed into ash, the only thing that persisted was the power of song, poetry, and the spirit of survival. A select order of priests committed all the great and necessary knowledge of Kin to memory, creating a single, continuous song, known as the Great Chant. In myths, stories, and histories, they recorded the knowledge of the ancients, transforming it into liturgy.

The Chant performed its role, and it was through its power that the early bands of Kin survived and persevered through the darkest days. Today, however, it is so archaic, convoluted, and long that many dispute the meaning of its dogma, though none can deny its value as a mythic text. The Old Church of the chroniclers has splintered into factions that mostly squabble over its meaning and try to draw some angle from its numerous and sometimes contradictory adaptations into holy texts.

Nevertheless, the Chant still holds power - real, tangible power - to heal, mend, and uplift. There are still those that take to the road and use its awesome power for good, ringing the bells of awakening and purification, as they sing to victory.

PLAYSTYLE

Chanters are masters of weaving **combos**. Their *grace* trait allows them to gain or lose a combo token, allowing them to 'reset' combos or easily use a combo version of an ability. When they use combos, they can easily bless allies. Utilizing grace requires taking slow turns, which also power up a lot of chanter's potent **charge** effects, effects they can also trigger on themselves or allies by stacking blessings.

Chanter has a lot of ways to grant **flight**, and a lot of ways to create **pits**, which flying allies can ignore. They are good at rearranging positioning and can directly **remove** characters and **place** them, which allows them to ignore nasty effects that trigger on movement such as rampart or vigilance.

Chanter's limit break, **March of the Saints**, powers up one ally at a time with a suite of effects. Picking the order for the march can be important!

RELEVANT RULES

- **Pit:** Terrain space that counts as 1 space lower than the base space.
- **Aura X:** This ability is a continuous, *ongoing* effect that affects all characters specified within range X of an origin point, usually a character. Characters are only affected by an aura while inside
- **Auto-hit** - This attack doesn't make an attack roll but always scores a hit (not critical hit or miss).
- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Combo** - Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token. You can only have one combo token at once, and discard all tokens at the end of combat.
- **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
- **Divine** - Damage cannot be reduced or negated in any way except immunity. (ignores armor, resistance, defiance, and bypasses vigor).
- **Flying** - A flying character ignores terrain damage and movement penalties, height movement penalties, obstruction, and engagement.
- **Gamble** - Roll 1d6, then trigger an effect on a certain result or higher
- **True strike** - Ignores dodge, blind, evasion, and stealth

TRAITS

Blessing of Faith: Yourself and allies may spend a blessing token when using an ability to gain *True Strike* on that ability and *fly 2* before using it. If they spend 3 tokens, the ability also triggers any *charge* effects.

Songweave: You are a mastery of weaving spell-songs together. You can spend a combo token as part of *any* ability to activate all the *charge* effects of that ability, even on a regular turn. If that ability was a combo, perform its base version instead of its combo version.

Divine Grace: Once a round, when you gain or spend a combo token, you may fly 2, then *Bless* yourself or an ally in range 3 of you.

Uplift: The first time a round you use any ability that allows you to fly, *all* allies can fly 1.

LIMIT BREAK: MARCH OF THE SAINTS

2 resolve
1 action, Stance

You sing of the deeds of the first heroes, from the Doom. The Great Chant weaves around your allies and transforms them into echoes of those mighty heroes.

Stance: You begin weaving an epic song, a saga of legendary heroes. When you take this action, and when this stance refreshes, you may invest an ally in range 5 with the power of one of the great saints. Each saint must be chosen at least once before it can be chosen again. The effect takes place immediately and lasts until the end of their next turn.

Refresh: This stance refreshes automatically at the start of your turns.

- **Parzival:** An allied character gains flying and cover from all directions.
- **Leon:** An allied character gains *dodge* and the ability to move diagonally
- **Angrboda:** An allied character gains *sturdy*, and their attacks gain *true strike* and shove 1
- **Farnese:** An ally gains 1 blessing and +1 boon on all attacks and saves.

ULTIMATE: DIVINE INVESTMENT

You also gain the benefit of any chosen saint, lasting until the end of your next turn.

ABILITIES

HOLY

1 action, Attack, Range 5
Combo

You ring the bell of purity and a tone rings out that soothes the peaceful and chastises the violent. A second ring from the bell shatters the tone from the first, breaking open the earth.

Effect: *Foe is pacified*

Effect: Cure a character in range 2 of that foe.

Charge: Grant 3 vigor to all other characters of your choice in range 2 of your foe.

Combo: HADES

Gains *True Strike* and *Medium Blast*

Attack: *Autohit:* Fray damage

Area Effect: Fray damage

Terrain Effect: Create a pit under your target

TALENTS

- I. After Hades resolves, *gamble*, then all pits in the area explode for a *medium blast* area effect, centered on them. *Area effect:* characters in at least one area take damage equal to half the *gamble* result.
- II. You may fly 1 before using Holy, or 3 when *charged*.

MASTERY: MAGNASANCTI

Holy creates a small blast terrain effect after resolving. Only one of these areas can be placed at once. Allies have *flying* in the area, and allies that end their turn in the area may gain 2 vigor.

FELICITY

1 Action, Range 5
Mark, combo

You ring the bell of fleeting guardians, and an ally feels their step lifted by invisible wings.

Mark: Mark an ally in range. That character gains a *blessing* and can *fly* 2. Whenever you spend a combo token, your marked character can *fly* 2.

Charge: That ally gains two *blessings* instead.

Combo: FLEET

Effect: An ally in range 5 is *blessed* and may fly 4. For every foe or ally they pass over during this movement, they gain 2 vigor.

TALENTS:

- I. When an ally ends any movement from this ability, they can shove all adjacent characters 1.
- II. You can fly 1, then shove an adjacent character 1 when granting movement from this ability.

MASTERY: FANTASIA

Gain an alternate combo ability. You can choose this ability or *Fleet* when you spend a token:

Combo: FANTASIA

2 actions

Effect: Remove an ally in range 5 from the battlefield. Return them to the battlefield in their original location or as close as possible at the start of their turn, then they may fly 1.

Special: Reduce the action cost of this ability by 1 for every two blessing tokens your target has, down to a minimum of a free action.

PANDAEMONIUM

2 actions, Attack, Range 5, Medium Blast
Combo

You sing a passage of the days of chaos and battle, where the tumult of the battlefield was like the churning of the sea, and divine lightning scathed the land.

Attack: *Autohit:* [D]+fray

Area Effect: Remove all characters in the area, then place them back in any other space in the area.

Charge: Increase area to Large Blast, and allies in the area gain 4 vigor.

Combo: PURGATORIO

Attack: *Autohit:* [D]+fray

Area Effect: Fray

Effect: All pits in the area explode for a *medium blast* area effect, centered on them. *Area effect:* fray damage.

Effect: Create a pit under the attack target

TALENTS:

- I. After Pandaemonium resolves, *gamble*. Shove all characters affected 1 space in any direction.

On a 4+, shove them 1 again. On a 6, shove them 1 again.

- II. Purgatorio's damage does not break *pacified* and its effect causes pits to appear under every *pacified* foe.

MASTERY: DULCE PURGATORIO

This ability deals bonus damage.

Pandaemonium's area effect and Purgatorio's pit explosion effect extend to *all* pits on the battlefield.

ARIA

1 action

True Strike, delay

You pose, then deliver a striking performance that resonates through the soul.

End your turn and gain **delay**: your next turn must be slow. At the start of that turn, you deliver a stunning performance, affecting a small blast **area effect** centered on you. Foes in the area take fray damage twice and are *sealed*. *Sealed* or *Pacified* foes are shoved 1. Allies in the area are *cured*.

Special: If you are damaged by a foe's ability before the start of that turn, the area becomes a medium blast. If you are damaged again, it becomes a large blast.

TALENTS:

- I. You may fly 1 when Aria's special effect triggers.
- II. If Aria's special effect triggers twice, gain *defiance* and also become *unstoppable* until the start of your turn.

MASTERY: POWER CHORD

At round 4 or later, Aria gains **charge**: free action.

DERVISH

1 action, Range 4

Combo

You sing of the comfort of companions, and the dawn that surely will follow.

Effect: You fly 1, then whisk an ally in range away with powerful winds, removing them from the battlefield and placing them in any space adjacent to you.

Charge: Choose a second ally

Combo: DAWN

Effect: Gain aura 1 until the end of your next turn. While in the aura, yourself and allies gain +1 boon on saves and can save to end statuses and other effects at the *start* of your turns instead of the end.

TALENTS:

- I. A swirling aura 1 of winds surrounds you after taking this ability until the start of your next turn, granting you and allies inside *counter*.
- II. Before you use this ability, you can cause a wind blast, shoving all adjacent foes 1 and dealing 2 damage to them.

MASTERY: BEACON OF HOPE

You can empower this ability to gain both effects at once and automatically activate their charge effects. This also counts as spending a combo token, though you don't actually need to spend one. If you empower the ability this way, it cannot be used for the rest of combat.

SYMPHONY

2 actions

True Strike

You ring the bell of thresholds, creating crystalline fragments of the ancient power that courses through the Chant.

Terrain Effect: Remove up to four blessings from characters anywhere to create pulsing motes of energy that descend, creating terrain spaces in free space on the map. None can be placed adjacent to each other or overlap.

- Any character that enters an affected space or starts their turn there detonates the mote, removing it and creating a small blast explosion as an *area effect*, centered on them. Foes inside take fray damage, and allies inside gain 2 vigor.
- If the character was yourself or an ally, they are *blessed* and can fly 1. If that character was a foe, they also have a *pit* created under them.

Charge: Create +2 more spaces.

TALENTS

- I. When motes explode, they deal 2 damage again to all foes inside and shove them 1 away from the center space if at least one other mote was already exploded this turn.

- II. Allies are *cured* after detonating their second mote in the same turn.

MASTERY: CRESCENDO

If you create four or more motes with this ability, you can create a mote in range 5 as a *free action* as part of ending your turn for the rest of combat. This effect does not stack.

CHAPTER 2

GENTLENESS

1 action, Stance

You radiate an aura of such powerful peace that all close to you, monster or man, find it impossible to raise a hand in violence.

Gain Stance: When you take this stance, you have aura 1. All characters (including yourself) in the aura gain +1 curse on attacks and take 1 *divine* damage each time they deal damage to another character.

Refresh: Refresh or exit this stance at the start of your turn.

TALENTS:

- I. Yourself and allies inside the aura also have *counter* in this stance.
- II. Characters cannot critically hit or be critical hit inside Gentleness' aura, and also cannot gain, deal, or take bonus damage.

MASTERY: GENTLE PRAYER

Gains Special Effect: When the aura refreshes, you may increase or decrease the aura size by +1, to a maximum of 3 or a minimum of 1. When you do, foes inside must save or be *pacified*.

MONOGATARI

1 action, gamble

Some chanters also study the Book of Ages, the great mythic chronicle of heroes from the time of the Doom. This unorthodox text inherits some of their ability to sing the chant, granting it tangible power.

Effect: Sing a short passage from the book of ages. At the end of your turn, **gamble** and consult the following table to see which tale you sing. The song resonates in the air until this ability is used again. Yourself or allies that complete the

described course of action from the song passage are *blessed* at the end of their turn they complete it and may fly 2. Characters can only fulfill this condition once per song.

Charge: Roll one extra d6 when gambling and choose *any* result.

1. **A Tale of Fury:** Reduce a character to 0 hp or reduce them below 50% hp if above.
2. **A Tale of Travels:** Move more than 4 spaces from your starting point on your turn
3. **A Tale of Green and Pleasant Times:** Do not attack
4. **A Tale of Cunning:** Use an interrupt
5. **A Tale of Boon Companions:** End your turn adjacent to an ally
6. **A Tale of Triumph:** Use an ability on an ally

TALENTS:

- I. You can cause the effect to also apply to foes. Foes that fulfill the condition are *sealed*.
- II. You can spend any number of blessings on characters in range 2 to roll 1 extra d6 per blessing spent when gambling.

MASTERY: RACONTEUR

Roll 1 extra d6 when gambling, and when gambling, you can choose any *two* results. Yourself and allies that complete both results in the same turn are also *cured*.

CHAPTER 3

Gran Redempta (2 actions, 1/expedition):

Cure yourself and every ally on the map. Characters that are cured this way are also Rescued if they're defeated.

CHASTISE

1 action, Attack, Range 5
Combo

You ring the bell of true names, forbidding your foes in august tones against harming an ally.

Attack: Auto hit: Fray

Effect: Foe is *sealed*

Effect: Choose either yourself or an ally in range. Until the end of your foe's next turn, if they damage any character chosen with an ability, they take 1 *divine* damage three times at the end of that

turn. Whether this ability triggered or not, this effect then ends.

Charge: Choose yourself *and* an ally in range.

Combo: CHARISM

Effect: Choose a foe in range. At the end of that foe's next turn, either *cure* or *bless* allies in a small blast area centered on them (choose). If there were two or more allies in the area, then create a pit under that foe.

TALENTS:

- I. While either effect from this ability is active, your foe takes 1 *divine* damage after using any ability that damages another character.
- II. While either effect from this ability is active, if your foe *defeats* any character, they take 1 *divine* damage three times.

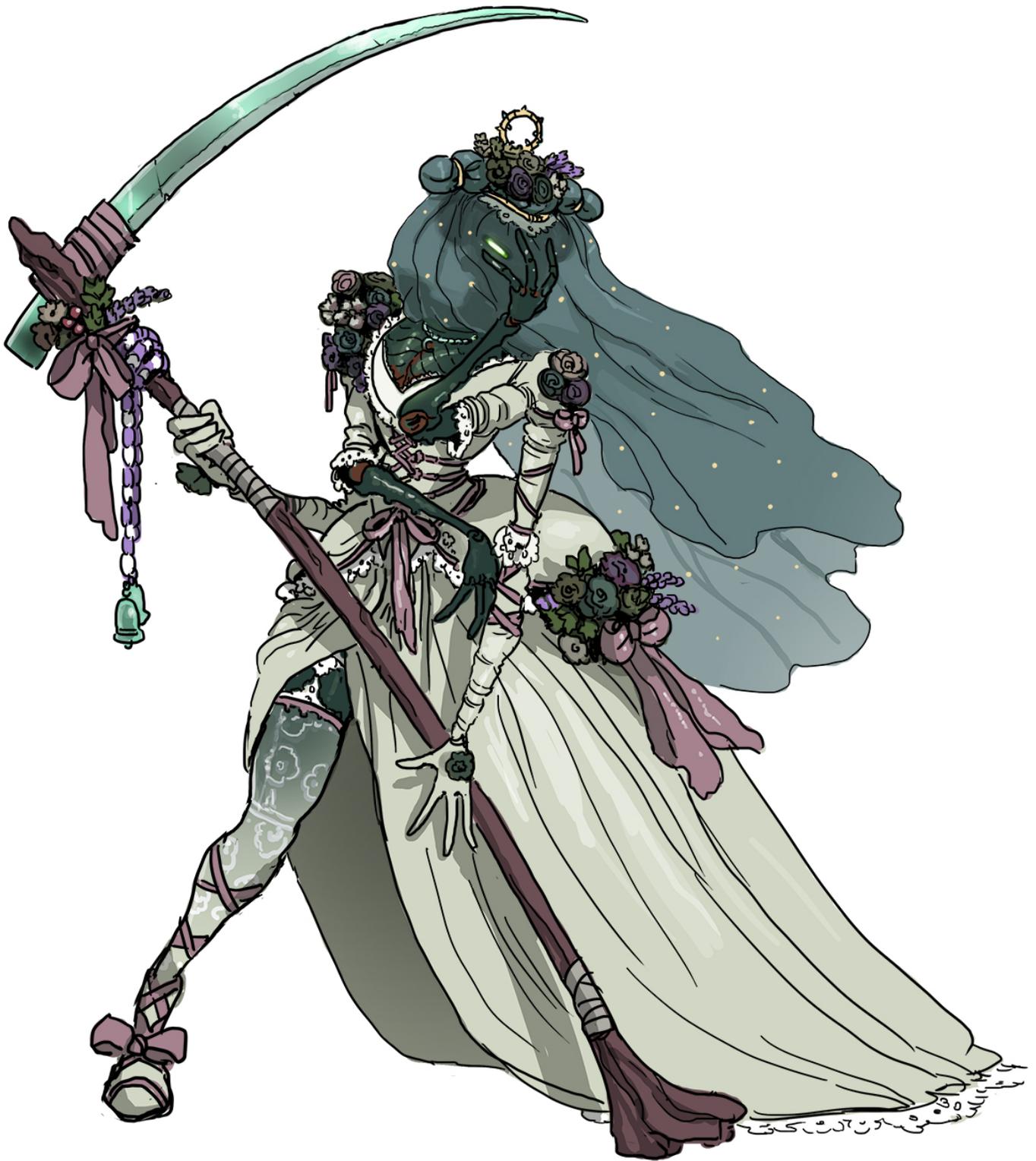
MASTERY: SUPREME FORBIDDANCE

The first time you use this ability in a combat, any character chosen is *immune* to all damage from the chosen foe until the start of your next turn.





Chanter of the 1st chamber Chroniclers



HARVESTER

Arbiter of Life and Death

Servants of Tsumi, the Moon Titan, the Harvesters are the death priests of Arden Eld. They travel from land to land, sanctifying burial sites, performing funeral rites, and helping lingering spirits move on. The land is full of the malice and unfulfilled wishes of the long suffering dead, and so the services of the harvesters are in high demand.

Tsumi is the protector of cycles, and so the Harvesters also perform fertility blessings, oversee harvest festivals, and see to the cultivation and protection of the land and nature. They plant flowers over battlefields, and tend groves of beautiful fruit trees planted over graveyards. This dual nature makes Harvesters fierce warriors, able to make the battle bloom or rot with a single swipe of their greatscythes.

PLAYSTYLE

Harvesters are damaging mendicants that get great benefits out of attacking, due to their *balance* trait and their suite of powerful **slay** effects. Their blessings allow them to activate these effects on themselves or allies, and also grant the powerful **pierce** effect.

Harvesters can stack **marks**, allowing them to greatly power up an ally or crush a foe. Their **thrall** summons turn into **plants** after being activated, which present obstacles for foes and blessings for allies. Some of the harvester's talents also allow them to tap into the powers of life and death, gaining more power if the harvester or their targets are at low health.

Harvester's limit break, **Death Sentence**, makes even the most tenacious character vulnerable, and allows area effects to hit that character twice.

RELEVANT RULES

- **Dangerous Terrain** - Entering or exiting a dangerous terrain space causes a character to take 2 piercing damage. Characters can only take this damage once a round.
- **Difficult Terrain** - Costs +1 space of movement to exit.
- **Combo** - Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token. You can only have one combo token at once, and discard all tokens at the end of combat.
- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Mark** - Places a mark, an *ongoing* effect, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character that placed the mark is defeated, or under other listed conditions.
- **Pierce** - Ignores armor and vigor.
- **Regeneration** - If at 25% hp or lower at the end of your turn, *cure* yourself.
- **Sacrifice X** - Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Unstoppable** - Immune to all statuses. Cannot be moved by foes, and movement ignores *engagement* and *rampart*.

TRAITS

Blessing of Rebirth: Yourself and allies can spend 1 blessing when using any ability to grant it *pierce* and *bonus damage*. They may spend 3 blessings instead to additionally trigger any *slay* effects.

Mark of Tsumi: At the end of your turn, deal 2 piercing damage to all foes marked by you, and *bless* either yourself, or all allies marked by you.

Gardener of Kin: You can stack 2 marks on characters. Foes marked by you take +1 damage from summons.

Balance: All your abilities gain *slay: cure* yourself or any ally.

LIMIT BREAK: DEATH SENTENCE

Free Action
3 Resolve

A flash of the scythe, and the line between life and death is blurred.

Summon: You slash an adjacent foe with your weapon, knocking their soul out of their body. Draw a line 4 area effect from your foe facing directly away from you and *summon* the soul in the last available space.

Severed Soul

Size 1, intangible, immobile

Summon effect: While they have their soul knocked out, foes can act normally. However, the soul can be targeted as if it was the body, transferring all damage or effects it would take to the body, no matter the distance or line of sight. Damage becomes *divine*.

Abilities that are able to target both the body and soul of the foe (such as AoEs) can hit both.

The soul lasts until the end of your next turn, or until the affected character is defeated.

ULTIMATE: SOUL BLOOM

If the foe is defeated while their soul is out, summon 4 plants anywhere on the battlefield.

SUMMONS

Many harvester abilities summon thralls or create plants. When a thrall or plant is created, it can be summoned in any free space in range 2 unless a different range is listed. You can have a maximum of six active thralls, any any number of plants.

Thrall

Size 1, intangible.

Summon Action: At the start of your turn, all your thralls may dash 2 spaces, ignoring difficult terrain, then dealing 1 piercing damage to an adjacent foe. Then, remove each thrall and replace it with a *plant*.

Plant

Terrain effect

Terrain effect: A plant space is *dangerous terrain* that only affects foes, and has a blessing token on it, which can be picked up if yourself or an ally enters its space. When the blessing is removed, remove the plant.

ABILITIES

SOW

1 action, Attack, Range 4
Mark, Pierce, Combo

You throw out a poison seed that bursts into thorny death.

Attack: Auto hit: *fray*

Effect: Your foe is *sealed*.

Mark: Your foe is marked. When marked, and after you attack your marked foe thereafter, *bless* yourself or an ally in range 3 of your target.

Combo: REAP

Attack: On hit: [D]+*fray*. Miss: *fray*

Effect: Summon a Thrall adjacent to your target.

Slay: Repeat the effect

Special: You can make this melee attack against the target marked by *sow* regardless of distance or line of sight. It also gains *unerring* if made this way.

TALENTS:

- I. *Effect:* If Sow's marked foe is defeated, it can be transferred to a different foe in range 3 from that foe.
- II. *Comeback:* Reap's Slay effect triggers.

MASTERY: SPECTRAL SCYTHE

Reap and Sow also create an arc 4 *area effect* drawn from your target as the origin space, that cannot include your target. Foes inside take 2 piercing damage, and allies inside gain 2 vigor.

GROWING SEASON

1 actions, Range 4
Mark

Blow magical spores in the air, which are disturbed by the chaos of combat. Where they fall, the fruit of life and death blooms.

Mark: Mark a character in range. Once a round after that character ends their turn, create a *plant* adjacent to their space.

Effect: If that character is bloodied, repeat this effect. Foes are additionally *pacified*.

TALENTS:

- I. Abilities used against a character marked by growing season gain *slay*: create an *Eden vine*

terrain effect in an adjacent space. The vine is *difficult terrain* and a *pit* and creates a *plant* in its space at the start of the round if there isn't already a plant there.

- II. Abilities used against a character marked by growing season gain *slay*: create a height 1 *blood tree* object in adjacent space. The tree creates a *plant* on top of it at the start of the round if there isn't already a plant there.

MASTERY: SOOTHING SPORE

Foes marked by Growing Season are *pacified+* while in or adjacent to spaces occupied by *plants*.

GRAVEBIRTH

1 action, stance

Vine and root coil through the deep soil, bringing forth the restless dead.

Stance: When you enter this stance, or when it refreshes, *Summon* a thrall in free space in range 2. While in this stance, you have aura 2, with the following effects:

- At the end of your turn, you may consume any blessing tokens in the aura to summon one thrall in the aura per blessing consumed.
- At the start of your turn, you can prevent up to three thralls in the area from collapsing into plants.

Refresh: Refresh this stance once a round when you trigger a *slay* effect.

TALENTS:

- I. When you end your turn, all thralls of your choice burrow, removing them from the battlefield, then you may place them in free space in your aura.
- II. At the end of your turn, you may *sacrifice* 2 to summon an additional thrall.

MASTERY: RECYCLE

While Gravebirth's aura is active, as a free action you can cause any two thralls in the aura to collapse into plants to *cure* an ally in range 4.

HARVEST

2 actions, Attack, Arc 6

You swing with a blade as bright as the new moon.

Attack: On hit: 2[D] + *fray* Miss: *fray*.

Area Effect: Foes take fray damage. Allies are *blessed*.

Slay: Summon a Thrall for each foe in the area, and deal 2 piercing damage again as an *area effect* to those foes.

TALENTS:

- I. Allies in the area also gain 2 vigor, or 4 vigor if Harvest's Slay effect triggers.
- II. Gains Range 2. *Comeback:* Range 5

MASTERY: HARVEST MOON

When this ability passes through a *plant*, you can cause that plant to explode, dealing 2 piercing damage in a small blast *area effect* centered on each plant, and granting its blessing character to yourself or any other ally in range 3 of that plant. Characters can only be damaged by one of these explosions a turn.

BLOOD GROVE

2 actions, Range 2
Terrain effect, summon

The wilderness boils with explosive growth, fed by the blood of the battlefield.

Terrain effect: Grow a *medium blast* area of undergrowth, with its center space in range. The area is *dangerous* terrain for foes and disappears if you use this ability again.

Effect: As long as you are in the area, summon a *thrall* in or adjacent to the area at the end of your turn for each of these conditions you fulfilled this turn:

- Triggered a *slay* effect
- *Sacrificed* as part of an ability
- Are bloodied

Each condition can only trigger once.

TALENTS:

- I. All spaces of the area cost 0 movement for thralls to enter.
- II. Once on your turn you, while inside the area, you can *sacrifice 2* to extend the area by 2 spaces, adding to its total area on any edge.

MASTERY: HUNGRY GROVE

Each time you summon a thrall with blood grove, extend the area by 1 space, added to its total area, as long as those spaces are placed adjacent to the area when the effect is triggered.

ROT

1 action, Range 4
Combo, Mark

Leaves shrivel. Hair Curls. Wounds fail to heal.

Mark: Mark a foe in range. While marked, that character cannot be *cured*, cannot gain or benefit from vigor, and gains +1 curse on saves. If that character is at 25% hp or lower when marked, they also lose *defiance*.

COMBO: REGENERATE

Mark: Mark an ally in range. While marked, that character has *regeneration*. If that character is at 25% hp or lower when marked, they also gain *defiance*.

Special: This mark can be placed even if Rot is already active.

TALENTS:

- I. Characters marked by regenerate gain *comeback:* summon a *plant* in an adjacent space at the start of their turn.
- II. Foes that start their turn adjacent to a character marked by Rot take 2 piercing damage.

MASTERY: REGROWTH

Gain an alternate combo action:

REGROWTH

Mark: Mark a character in range 4. If that character would be defeated before the start of your next turn, they are instantly *rescued* after being defeated, then gain a *vigor surge* and become *unstoppable* until the end of their next turn. Then, even if this effect didn't trigger, summon a *plant* in an adjacent space to them and end this mark.

CHAPTER 2

CRIMSON BLOOM

1 action, range 4
Mark, Summon, Power die

You release a rapidly growing seed of the Thornwillow, the blood-fatted plant of the harvesters whose sap is a powerful intoxicant.

Mark: Mark a character in range. At the end of any turn that character took damage, or after they

attack, set out a d6 power die or increase the die by 1. When the die would tick to 6, consume it. The marked character *sacrifices* 6, but then gains 6 vigor, deals *bonus damage* with all abilities, and becomes *unstoppable* until the end of their next turn.

Effect: When the die is consumed, **summon** a *plant*, and pass this mark to a new character of your choice in in range 3 of the original character. You must pass the mark if possible. If there are no valid characters, the mark ends.

TALENTS:

- I. If Crimson Bloom's damage would reduce an ally to 1 hp or below, they also gain *defiance*.
- II. Foes at 25% hp or lower sacrifice 10 instead.

MASTERY: MOTHER BLOODWILLOW

At round 4 or later, Crimson Bloom becomes a *free action* and its power die starts at 3 ticks.

FAIRY RING

1 action

End Turn, Terrain effect

You cast out a handful of aether-feeding fungi, holy spores that grow into a ringed garden of colorful and deadly mushrooms.

Terrain effect: End your turn and create a ring of mushrooms, a burst 2 (self) terrain effect. The ring can be created overlapping any terrain and underneath characters. While the ring is active, gain the following interrupt. The ring lasts until this ability is used again.

Spirit Away

Interrupt 2

Trigger: A foe enters or exits the area.

Effect: Teleport that foe 2 and *seal* them. This interrupts but does not end their movement.

TALENTS:

- I. Foes cannot gain vigor inside of the ring, and lose all vigor if they start their turn there.
- II. You can use Spirit Away on allies. If you do, it doesn't *seal* them.

MASTERY: SPORE SHROUD

Whenever the rings' interrupt activates, create a height 1 *Megamushroom* object anywhere inside or adjacent to the area. The object has a blessing

token on it and counts as a *plant*, but isn't removed if the token is removed.

CHAPTER 3

Defy the Cycle (2 actions, 1/expedition):

You call upon your power to forbid the natural order of life and death from working. Until the start of your next turn, characters cannot be reduced below 1 hp. *Divine* damage bypasses this ability.

DARK SLIVER

1 action, Attack, Range 2

The blade edges of the harvesters are so sharp they can cut the very soul.

Attack: On hit: [D]+fray. Miss: fray damage.

Terrain effect: Cut away a part of the target's soul, choosing a free space in range 3 of your foe. If the foe is not occupying that space at the end of their next turn, they take 2 piercing damage, are *pacified*, and summon a *plant* in that space.

Slay: Create a plant in range 3 of your foe.

TALENTS:

- I. *Comeback:* Deal bonus damage, and increase all ranges by +1
- II. *Sacrifice 2:* Ability gains range 6

MASTERY: RECYCLE

Dark Sliver can summon a *mote of life* instead of any regular plant. A mote of life is a *plant*, but becomes a *terrain effect* when its blessing is removed. Inside, any ally gains *regeneration* while standing in its space.





SEALER

Holy Judge and Purger of Evil

Traveling priests, monks, judges, and doctors, the Sealers roam the world from village to village, performing necessary rituals, marriages, ceremonies, and yearly festivals. They are a welcome sight in most villages, and most perform the important function of traveling judge and medium, acting as an impartial party translating for the will of the local spirits. They often travel with many blessed relics of the deities of the land or even portable shrines on their back.

In their other role, Sealers are legendary monster hunters and exorcists of unbelievable prowess and unshakeable faith. Whenever an especially bad blight or an arch demon appears, the Sealers are usually there to drive it back with ancient sealing magic, blessed brands, and flaming weapons.

PLAYSTYLE

Sealers are relatively hardy melee mendicants that benefit from sticking close to allies. Their blessings can be spent to empower attacks and easily trigger **exceed** effects, and blessing *other* characters allows sealers to power up their own mantra, giving them increased benefits for being selfless.

Sealers have a few abilities that are stronger the first time they are used in combat, or become stronger with time. They also have the ability to **deny** specific enemies attacks or movement, making them strong against single, powerful foes, and they can deal many small amounts of **divine** damage, allowing them to chip away at hardy defenses.

Sealer's Limit Break, **Passage to the Afterlife**, is the highest damage attack in the game, but can't be used until much later in the fight.

RELEVANT RULES

- **Bloodied** - At or under 50% hp
- **Combo** - Actions with Combo have two versions, a base version and combo version. When you use the base ability, gain a combo token. Any time you use a combo ability and have a token, you use the combo version instead, discarding the token . You can only have one combo token at once, and discard all tokens at the end of combat.
- **Divine** - Damage cannot be reduced or negated in any way except immunity. (ignores armor, resistance, defiance, and bypasses vigor).
- **Dodge** - Immune to all damage from misses, successful saves, and area effects.
- **Evasion** - Roll a d6 when attacked. On a 4+, the attack automatically misses. Check before the attack roll.
- **Exceed**: A triggered effect that takes place on a total attack roll of 15+.
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.

- **Teleport** - Special movement that allows you to instantly move to unoccupied space within range X.

TRAITS:

Blessing of War: Yourself or allies can spend a blessing when they use an ability to gain +1 boon on attacks and *bonus damage* with that ability. If they consume 3 blessings, it additionally triggers all *exceed* effects.

Mantra of Sealing: Your attacks bless *all* adjacent allies to you and grant them 2 vigor.

Godly Smite: You steadily gather power as you fight. You start combat with a mantra power die, a d6 that starts at 1, and ticks up by 1 at the start of every round, to a maximum of 6. You gain the following interrupt:

Godly Smite

Interrupt 1

Trigger: You or an ally makes an attack roll, and you see the total result (after boons, curses, and other adjustments).

Effect: Add the number on your mantra die to the attack roll, which changes the final result. That foe also takes damage again after the attack resolves equal to the number on your mantra die.

Martial Arts: You have *dodge*

LIMIT BREAK: PASSAGE TO THE AFTERLIFE

5 resolve

2 actions, Attack

Divine, +1 boon

You unleash the supreme Sealer war art, inflicting ten thousand blows and shattering the connections of your foe's vital energy to their body, hurrying on the transmigration of immortal souls.

Attack: *On hit:* [D]+fray, three times. *Miss:* Once.

Exceed: Deal [D]+fray two more times.

Effect: You may teleport adjacent to the target before the attack if they're in range 3. Every ally in range 3 of the target can also teleport adjacent to your target, or as close as possible. Your target then takes 2 additional divine damage, once, per adjacent ally.

ULTIMATE: REACH HEAVEN THROUGH VIOLENCE

The teleport effect has the range of the battlefield for both allied characters and yourself. If your target is at or under 25% hp, they take 2 divine damage twice for each adjacent ally instead.

ABILITIES

GOD HAND

1 action, Attack
Combo

Divine energy infuses you, allowing hammer-like blows that would fell a demon with even your bare hands.

Effect: Teleport 1

Attack: *On hit:* [D]+fray. *Miss:* fray damage.

Effect: Seal your foe, then bless yourself or ally in range 2

Exceed: You and allies in range 2 gain 3 vigor

Combo: DEVIL HAND

+1 boon

Effect: Teleport 1

Attack: *On hit:* [D]+fray. *Miss:* fray damage.

Effect: Character explodes in a medium blast area effect centered on them, dealing 1 divine damage to all foes.

Exceed: Repeat the effect

TALENTS:

- I. All versions of this ability gain Exceed: Gain *evasion* until the end of your next turn
- II. Increase teleports to 2, and all version of this ability gain *Slay*: gain or lose a combo token.

MASTERY: FISTS OF HEAVEN AND HELL

Add an alternate combo action. It gains all talent effects of this ability.

Combo: FISTS OF HEAVEN AND HELL

+1 boon

Effect: Teleport 1

Attack: *On hit:* [D]+fray. *Miss:* fray damage

Effect: Seal your foe, then bless yourself or an ally in range 2

Effect: Character explodes in a medium blast area effect centered on them, dealing 1 divine damage to all foes.

Exceed: Repeat all effects

GRAND SEAL

1 action, Range 4
Mark

Bind an enemy in an astral seal, condemning them and crushing them under the weight of their own evil.

Mark: A foe in range becomes *sealed* and *marked*. While marked, after they use an ability that damages an ally of yours, they take 2 *divine* damage. A foe can pass a save at the end of their turn to end this mark.

TALENTS:

- I. Bloodied foes gain +1 curse on saves while marked.
- II. Bloodied foes are also *pacified*+ while marked.

MASTERY: MILK SUTRA

When this mark ends, if there is a new foe in range 3 of your target, you may transfer it to that foe.

MATSURI

2 actions, Attack

Swing your weapon in a flaming arc that sends sprays of fire in bright displays, lighting up the sky.

Effect: Teleport 2. Allies in range 2 may teleport 1.

Attack: *On hit:* 2[D] + fray. *Miss:* fray.

Exceed: Create a large blast explosion area effect centered on your foe. Yourself and allies inside gain 3 vigor. Foes take 2 *divine* damage.

TALENTS:

- I. Increase teleports by +1 and gains *Slay*: Repeat the teleport effect.
- II. Bloodied foes take bonus damage and must also save or be *stunned*.

MASTERY: BLOOD FESTIVAL

The first time you use Matsuri in a combat, you may increase all its teleports by +2, it deals bonus damage, and it triggers all *exceed* effects.

SPIRIT SHRINE

1 action

Many sealers carry portable shrines to the local spirits, adding on talismans, images, icons, or offerings to whichever small god holds dominion over the areas they travel through. In a pinch, they can set these shrines down and beseech the spirits for aid.

Create a shrine in a free adjacent space. The shrine can be placed on other objects, and lasts until this ability is used again without increasing its height (see below).

Shrine

Height 1 object

Object effect: Aura 2. You can use this ability again while adjacent to your shrine to increase its size, increasing the height by +1. The shrine gains additional benefits equal to its total height, including other objects it is stacked on:

- 1: Yourself and allies in the aura have *cover* from characters from the outside and gain +1 boon on attack rolls.
- 2: Yourself and allies in the aura gain 2 vigor when you end your turn there.
- 3+: Yourself and allies in the aura have *evasion*.

TALENTS:

- I. If you or an ally ends their turn inside the Shrine's aura and didn't attack, they are *blessed* and gain 2 vigor.
- II. Foes that use any ability inside the shrine's aura can be teleported 1 after the triggering ability resolves.

MASTERY: SPIRIT PATRONAGE

Gain the following interrupt

Grace of the Spirits

Interrupt 1

Trigger: An ally in the aura is damaged by an foe's ability

Effect: Your ally becomes immune to all damage from the triggering ability. Destroy the shrine, then deal 2 divine damage, once, to the foe per height of the shrine. You cannot place shrines for the rest of combat.

SANCTIFY

2 actions, range 2

You throw out a handful of glittering salt, scorching the spiritually impure.

Terrain Effect: You scatter salt in a medium blast *area effect* in range, creating a terrain effect in those spaces. Foes in the area effect take 1 *divine* damage. While in the area, foes take +1 curse on saves and are *pacified* if they start or end their turn there. Allies inside the area take +1

boon on saves. The area persists until you take this action again or until the end of combat.

Effect: After using any ability that triggers an *exceed* effect, deal 1 *divine* damage to all foes in the area, and grant 2 vigor to all allies in the area.

TALENTS:

- I. Bloodied foes must save if they attempt to enter the area. On a failed save, they cannot voluntarily enter the area until the start of their next turn.
- II. Bloodied allies inside gain 4 vigor for ending their turn inside instead.

MASTERY: ELDEN SALT

You can place two areas with Sanctify without replacing the first. At round 4+, Sanctify becomes 1 action.

GRAND BANISHMENT

1 action, range 4

With a word and a quickly drawn talisman, you stomp your foot and forbid your foe from taking another step towards you.

Effect: Teleport 1, **End your turn** and choose a foe in range, sealing their movement with force of will. Until the end of that foe's next turn, they take 3 *divine* damage after they or an ally uses any ability that moves them closer to you.

TALENTS:

- I. Your chosen character treats you and any allies in range 2 of you as having *cover*.
- II. Bloodied foes can be teleported 2 at the end of any turn this ability's damage activates.

MASTERY: HORSE AND OX SEAL

When you take this ability, you can also choose to invert the effect for the duration, dealing damage to the chosen foe if they move away from you instead.

CHAPTER 2

DIVINE AEGIS

1 Action, Range 4

Mark

You place a holy seal over your ally, enveloping them in divine protection.

Mark: Mark an ally in range 3. While marked, any foe that attempts to use an ability that includes that ally as a target must first save. On a successful save, there are no further effects, and the mark remains active. On a failed save, the chosen ally is *unstoppable* and gains *resistance* to all damage from the triggering ability for its duration, then the mark fades.

TALENTS:

- I. If your ally is at 25% hp or lower when marked, marking them becomes a *free action*.
- II. If your ally is at 25% hp or lower when marked, they also gain *defiance*.

MASTERY: SHROUD FROM HEAVEN

This mark can be activated twice before it fades.

JUSTICE

Interrupt 1
Combo

Invoking the spirits of the land and air, you move at impossible speed, doling out blows faster than the eye can see. A second blow scatters your foes and whisks away your allies.

Trigger: You score a Critical Hit or trigger an Exceed effect

Area Effect: *Burst 2 (self):* Foes take 1 *divine* damage. Allies are *blessed*.

Effect: Then, teleport 2.

Combo: JUDGEMENT

Interrupt 1
Gamble

Trigger: You score a Critical Hit or trigger an Exceed effect

Effect: **Gamble**, then you may teleport yourself and each character in range 2 half that far. Foes are *pacified*.

TALENTS:

- I. Allies affected by either interrupt gain 2 vigor.
- II. You can teleport 1 space before and after triggering either interrupt.

MASTERY: GRAN JUDICATA

Add an alternate combo action:

Combo: GRAN JUDICATA

Interrupt 1

Trigger: You score a Critical Hit or trigger an Exceed effect

Effect: Deal 4 *divine* damage to *all* foes on the battlefield above bloodied, and all bloodied allies are *blessed* and gain 2 vigor.

CHAPTER 3

Great Spirit Festival (1 action, 1/ expedition): *Bless* all allies on the map and grant them 2 vigor. If they're bloodied, repeat this effect.

OPEN THE GATES

1 action, Attack
Combo

This aptly named technique can be used to deliver an extremely powerful blow - but focusing the body's aether in such a way takes a long time to recharge.

Effect: Teleport 1

Attack: *On hit:* [D]+fray and foe is *pacified*.

Miss: fray

Exceed: Shove your foe 1, then teleport 1, then shove your foe 1, then teleport 1

Effect: This attack gains +1 boon, cannot miss (turn any miss into a hit) and triggers any *exceed* effects the first time it is used in combat.

COMBO: CENTER THE TEMPLE

1 action, Attack

Effect: Teleport spaces equal to the round number before the attack

Attack: *On hit:* [D]+fray. *Miss:* fray

Exceed: Deal 1 damage again to your target. At round 4 or later, increase this damage to 6.

TALENTS:

- I. You may teleport an ally in range 2 instead of teleporting yourself with any of this ability's teleports.
- II. Both versions of this ability gains a range equal to the round number.

MASTERY: BURIAL FIST

Any version of this ability deals bonus damage and always triggers *exceed* effects at round 4 or later.



God Hand/Devil Hand



Sealer of the Holy Body Congress



Sealer of Dark Wind Valley temple





SEER

Fortune Teller and Master of Fate

The Seers are made up of all the orders of hedge witches, stargazers, corner prophets, folk healers, shamans, and all manner of individuals that find themselves attracted to reading the Great Arcana, the esoteric practice of reading destiny itself, the Great Wheel of Arden Eld that determines the final fate of all things.

Through ritual, ceremony, and unrelenting practice, Seers gain the ability to predict and even defy a person's fate, using their Aether infused card decks to influence the turning of the Great Wheel and empower their allies with foresight, precision, and uncanny accuracy.

PLAYSTYLE

Seers are manipulators of fate that have the potent ability to influence **gamble** effects and lay down powerful damaging **AoE** effects that do not damage their allies.

They benefit a lot from set up with their **wild cards**, which can extend these AoEs (and those of their allies), to hit massive areas, potentially creating huge chains. Wild cards can be used to extend the areas of any ability, not just attacks, so you can get creative with them.

Seers have access to nearly every effect in the game through the **Wheel of Fate**, but their resources are limited. Choosing when to spend these cards for effects, when to draw more cards, or when to spend them on gambling is critical.

Seer's limit break, **High Prophecy**, allows them to manipulate probability and makes gamble effects extremely powerful for its duration. The effect also applies to anything that targets you!

RELEVANT RULES

Seer is a high-complexity class due to its card mechanic - it may be worth reviewing the combat glossary for everything used.

TRAITS:

The Wheel of Fate: Set up a deck made up of one suit of a 52 card standard playing card deck (so 13 cards). At the start of any combat, draw up to 5 cards if you have less. Your hand and deck persist through combats, and your maximum hand size is 7 (you must discard down to 7 cards at the end of your turn). Discarded cards go in a discard pile. Once you draw through your deck, shuffle the discard pile and draw it as your new deck (meaning there's no replacement and you will eventually draw through the deck).

Skein: Draw a card at the start of your turn. If you didn't attack, draw an extra card at the end of your turn as well.

Foretell: You can discard 1 blessing token on yourself or an ally before that ally uses any ability to tell their fortune as an effect. You discard a card from your hand and immediately apply the effects to your target, no matter the distance or if you can see them or not. If you have no cards in hand, draw the top card of your deck instead, apply its effects, then discard it.

THE GREAT WHEEL

2 - **The Fool** - Ally must dash 3 spaces in a straight line before using the ability.

3 - **The Scepter** - Teleport your ally to an adjacent space to you after the action resolves.

4 - **The Ewer** - Bless all allies in a small blast area centered on your ally.

5 - **The Devil** - If the ability forces saves, foes get +2 curses to save against them.

6 - **The Sword** - Ability gains pierce.

7 - **Death** - Ally gains Defiance.

8 - **The Chariot** - Ally becomes *unstoppable* and *immune* to all damage while moving during the ability.

9 - **The Papessa** - Ally becomes *pacified* but is *cured* after the ability resolves.

10 - **The Emperor** - Ally gains *stealth* after the ability resolves.

J - **The Star** - Ally makes all attacks and saves with +1 Boon until the start of their next turn, including with the triggering ability.

Q - **The Moon** - Ally gains *Evasion* until the start of their next turn

K - **The Sun** - Ally gains *Counter* and *Sturdy*, but cannot gain or benefit from *stealth* or *evasion* until the start of their next turn

A - **The World** - Ally becomes *Unstoppable* until the start of their next turn

Bend Fate: You can discard any number of cards after you *gamble* to roll an extra die per card discarded, choosing any result. You can repeat this effect any number of times as long as you have cards, and you can choose to discard after you see each result.

Karma: Allies are *immune* to damage from your area effects. Any time you include an ally in an area effect that would damage them, after that ability resolves they gain 2 vigor and are *blessed* instead.

LIMIT BREAK: HIGH PROPHECY

Free action, 3 resolve
Aura

A burning third eye of pure etheric energy appears on your forehead. Possibilities unfurl before you, laid out like infinite gleaming threads.

Aura: Until the start of your next turn, you gain aura 2. Every d6 any character in the aura rolls for boons, curses, or *gambling* is either a 6 or a 1 (you choose).

ULTIMATE: THOTH

While the aura is active, you are automatically missed by attacks, turn any of your attack misses into hits, and succeed all saves.

SUMMONS

Many seer abilities summon a wild card. When a wild card is summoned, it can be summoned in range 2 if no other range is listed.

Wild card

Size 1, intangible

Summon Effect: The card emits a small blast *area effect* centered on it, which is normally inactive. When any space of an area ability from you or an ally would touch the area, it can be activated, causing the card to explode, and extending the area effect of that ability to encompass the card's area for the duration. Then, remove the card.

- Wild cards can be triggered by other wild cards.
- Wild cards do not extend the persistent effects of any area abilities, such as creating terrain effects in their space, but only the effects that last for the duration of the ability.

ABILITIES

SLEIGHT OF HAND

1 action, Attack, Range 5, Small Blast
Summon

A flash of bright color, and a card is stuck to your foe, bursting into arcane fire in a flash.

Attack: *Auto-hit:* fray damage

Effect: Your foe is *pacified*.

Area effect: Fray damage.

Effect: *Summon* a wild card in range 2 of your foe.

TALENTS

- I. This ability does not break the *pacified* condition and deals 2 damage again to any *pacified* foes in the area.
- II. After this ability resolves, roll 1 more d6 the next time you *gamble* this turn. Charge: 2 more d6s

MASTERY: KING OF SWORDS

After using this ability, you gain six spectral blades that hover behind you, using a d6 power die starting at 6 to track them. At the end of your turn, *gamble*. If you roll under the number of blades remaining, a blade flies out and deals 2 *divine* damage to a foe in range 6. Using this ability again with blades active restocks them.

CHAOS TAROT

1 Action, Range 5, Small Blast
Summon

You flick a beautifully illustrated ethereal card onto the battlefield, laden with the threads of potential.

Area effect: *Gamble*, then apply the listed effect in the area.

1. Card explodes for fray damage.
2. All characters in the area are teleported 2
3. Create two spaces of difficult terrain in the area.
4. *Bless* up to two characters in the area
5. *Seal* up to two characters in the area.
6. Choose two

Summon: Then, summon a wild card in the area.

TALENTS:

- I. You can consume any number of blessings on character in Chaos Tarot's area before gambling to roll 1 extra d6 per blessing consumed.
- II. You can move Chaos Tarot's area up to 2 spaces in any direction before applying the gamble effect. Charge: 4 spaces

MASTERY: ROYALTY GOLD

Instead of summoning a wild card with this ability, you can instead **end your turn** and summon a Master Card. You can only have one Master Card active at once. The Master Card acts as a wild card, but also gains the gamble effect of Chaos Tarot, which it grants to any area ability that triggers it. It is consumed as normal after being activated.

ASTRA

2 actions, Attack, Line 5
Combo

You call down the heavens themselves on your foes.

Attack: *On hit:* [D] + fray damage. *Miss:* fray.

Area effect: Fray

Effect: Foe explodes in a medium blast *area effect*, centered on them. *Gamble*, then deal that much damage again to all characters in the area. On a 4+, create two spaces of difficult terrain in the area. On a 6, a meteor also lands, creating a height 1 *meteor* object in any part of the area and dealing 2 damage to adjacent characters when it lands.

Effect: You can remove any number of blessings from allies in the area to roll 1 extra d6 per blessing removed when gambling.

Combo: FORTUNA

Range 5, Medium Blast

Attack: Auto hit: [D]+fray

Area Effect: Foes take fray damage. Allies gain 3 vigor and are *blessed*.

Summon: Summon a wild card in the area

TALENTS

- I. Any version of this ability explodes with meteor showers when used, creating two spaces of *difficult* terrain in the area. Charge: Also create a height 1 *meteor* object in any

part of the area, dealing 2 damage to adjacent foes when it lands.

- II. If two or more allies are caught in the area of this ability, increase all medium blasts to large blasts, and this ability deals bonus damage.

MASTERY: THE CHALICE

After you use any version of this ability, deal 2 *divine* damage, once, to a foe in the area for each blessed ally in the area, up to a maximum of three times. Foes can be damaged more than once by this effect.

POLARIS

1 Action, Range 5

A distant glint in the heavens, portents of the devastation to come.

Terrain Effect: Choose a space on the battlefield in range 5. While you have at least one Polaris space active, you may *gamble* at the end of any turn after yours with the following effects:

Gamble: A meteor lands in every space chosen by Polaris, exploding. The effects of each space vary depending on how many spaces are active.

Each effect other than the blast size stacks:

- 1: *Small blast* area effect, deals damage equal to the gamble result.
- 2: *Medium Blast*, deals +2 damage
- 3: *Large Blast*, deals +2 damage, and characters in center spaces are *stunned*.

Then, remove all spaces.

TALENTS

- I. You can cause one of your Polaris to follow a character as a *mark* instead of a space.
- II. Create a space of difficult terrain under the center space of each Polaris space after it resolves. On a gamble result of 4+, create either a height 1 meteor *object* or a *pit* instead.

MASTERY: MOON SILVER PRINCESS

At round 4+, Polaris becomes a *free action*.

SISYPHUS

1 action, range 5
Mark

You bend a character's fate, reversing causality so that the very ground warps under their feet.

Mark: Mark a character in range. While marked, note their starting position at the start of their

turn. If they're in range 3 of their starting position at the end of their turn, you may remove them from the battlefield and return them to their starting position, or as close as possible if it's occupied. Then, a foe can save, ending this mark on a success.

TALENTS

- I. If they're bloodied, foes gain +1 curse on the save, and are also *pacified* after being returned to their starting location.
- II. Allies are *blessed* after being moved with Sisyphus and gain 2 vigor. If they're at 25% hp or lower, they can also be *cured*.

MASTERY: BLACK KNIGHT GRAVE

Sisyphus triggers no matter how far away a character is from their starting position at the end of their turn.

GRAN REVERSA

1 action

Stance, Aura, Interrupt, Power Die

Causality unmakes itself around you, as wounds heal instantly.

Stance: Gain aura 2, and a d4 power die, starting at 4. While in this stance, gain the following interrupt:

Reverse Fate

Interrupt 1

Trigger: An ally in the aura is targeted by a foe's ability.

Effect: Tick down your power die by any amount. *Gamble* with a number of d6s equal to the number of ticks you spent, then that ally gains vigor equal to double the gamble result. However, at the end of the current turn, your ally loses all vigor.

Refresh: You may exit or refresh this stance at the start of your turn. When you refresh this stance, tick the die up by 1.

TALENTS:

- I. Your power die from this ability starts at d6, with 6 charges.
- II. If your ally was bloodied, instantly regain a tick on this die after this ability resolves.

MASTERY: MISERICORDIA

Vigor granted by Gran Reversa can increase a character's total vigor over their maximum.

CHAPTER 2

ECLIPSE

1 action, Range 6

Delay, end turn, Terrain effect

End your turn and create a **Terrain Effect**:

Create a burning brand of star fire in range, *dangerous* terrain, then gain **delay**: Your next turn must be slow. At the start of that turn, check if there is a character standing in that space:

- If there is, that character takes 2 *divine* damage and is *sealed*.
- If there isn't, it explodes for a large blast *area effect* centered on that space, scattering star fire everywhere. All characters in the area take 2 *divine* damage, and create a space of *dangerous* terrain under every foe in the area.

Then, end the effect.

TALENTS:

- I. If eclipse explodes, create a fiery pit in its center space. The pit is also *dangerous* terrain. Characters adjacent to the pit are *sealed* when it is created.
- II. If eclipse explodes, it creates a shower of bolides, dealing 3 damage again to up to three characters in its *area effect*.

MASTERY: THE HELM

If you choose, at the start of your turn, Eclipse's effect does not expire after activating. Instead, you can repeat its delay effect at the end of your turn without ending your turn or creating a new area. The area also disappears if you use this ability again.

WISH

Interrupt 1

You struggle against fate itself, undoing causality and defying the stars.

Trigger: An ally on the battlefield takes damage from a foe equal to 25% of their max hp or more

Effect: Reverse the flow of causality. That damage cannot reduce your ally past 1 hp, and they are *cured* after it resolves. The stress of taking this action causes you to *sacrifice* 25% of your maximum HP.

TALENTS:

- I. If your ally is bloodied, they are also *blessed* after this interrupt resolves and may dash 2
- II. If this damage would have reduced your ally to 0 hp, also *cure* yourself after this ability resolves

MASTERY: STAR SCORNED HERMIT

If the damage would have reduced your ally to 0 hp, they also gain *defiance*, then become *unstoppable* until the end of their next turn.

CHAPTER 3

Chakravartin (2 actions, 1/expedition): An ally in range 6 becomes *unstoppable* and *immune* to all damage until the end of their next turn.

THE TOWER

1 action, Attack, Range 5

Range 5, Gamble

You invoke the ultimate power of the tower card, sealing a foe's fate. In short order, untold calamity befalls them.

Attack: Autohit: 1 damage and foe is *sealed*.

Area Effect: At the end of that foe's turn, *gamble*. A massive meteor hits for a large blast area effect centered on them, dealing damage equal to the number on the gamble die +2 to all characters.

Terrain effect: Then, create a height 1 meteor object in the area.

TALENTS:

- I. Roll an extra 1d6 when gambling for this ability. *Charge:* Also gains range 10
- II. The meteor scatters debris when landing, creating two spaces of difficult terrain in the area, which could also be created under characters.

MASTERY: SUPERBOLIDE

If the chosen character is at 25% hp or lower, they take double damage from Eclipse's meteor effect, and the effect also ignores *defiance*.

WRIGHT

Mage, thaumaturge, and master of the arcane arts

Strengths: High damage and excellent range, strong area of effect, and become more powerful the longer fights go on

Weaknesses: Low durability and weak to foes that can engage them up close

Complexity: Medium

Wrights are mages who have mastered the manipulation of the raw power of creation: Aether. All souls are connected to Aether, and everyone is able to connect to it and feel it to some degree. Those with training, potential, and ability can learn to form and shape Aether as natural as they move their own flesh and blood. Wrights wield terrifying power - and they know it.

Wrights become stronger the longer fights go on by the power of **Aether**, which they can use to **Infuse** their abilities to unleash some of the most spectacular attacks in the game. Wrights focus heavily on **blights**, **piercing** damage, the **shattered** and **vulnerable** statuses, and **Area of Effect** abilities to punish foes that group up or rely on nearby allies.

Wrights are **strong** against **heavy** foes since they can bypass their armor, hit a broad area around them, and hit them from range, but **weaker** against **skirmisher** foes that can quickly close the gap.

TRAITS

Slip: Wright's movement does not trigger and ignores *interrupts*, *vigilance* and *rampart*.

Aetherwall: Wrights gain *resistance* against all abilities from characters that are outside of range 2 from them.

Chain Reaction: 1/round, if a wright damages two or more foes with an ability, they gain 1 Aether after the ability resolves.

CLASS STATISTICS

VIT: 8

HP: 32

Defense: 7

Speed: 4 (Dash 2)

Fray damage: 3

Damage: D8

Basic Attack: Range 6

SPECIAL MECHANIC:

AETHER

All Wrights gather **Aether** during combat, represented by a d6 **power die**. They passively gain 1 at the start of their turn, starting with 0. Use a d6 to track Aether. Other abilities and **Chain Reaction** will generate Aether when used. All Aether disperses at the end of combat.

INFUSE X:

Many wright abilities have upgraded versions that can only be cast by **Infusing** them by spending X Aether as part of the ability. Aether is consumed at the start of the action. Only one infusion can be chosen at once, and only one infuse effect can trigger at a time.

Infused abilities count as the same ability as the base ability and also benefit from all talents.

WRIGHT GAMBIT:

If you take a Wright ability as a non-wright class, you get **Aether** and **Chain Reaction**.

MOST RELEVANT RULES

STATUSES

Wrights specialize in the **Shattered** and **Vulnerable** Statuses.

SHATTERED

Character cannot gain or benefit from Vigor

Shattered allows wrights to punch through characters that rely on vigor to sustain.

VULNERABLE

All damage taken increased by 1

Since wrights use a lot of abilities that deal multiple instances of a low amount of damage, this can add up a lot - especially since it also increases all allies' damage. It's a good combo with shattered to really hit a foe as hard as possible.

OTHER EFFECTS

Wrights have many abilities with **pierce**

Pierce

Ignores armor, weak, and vigor

Pierce allows Wrights to get around the high armor and defenses of heavy foes.

Wrights make heavy use of **Teleports** and **Flight** to get around.

TELEPORT

Instantly move to a free space within range X.

FLYING

A flying character ignores all terrain types other than impassable terrain, and ignores engagement and obstruction.

Flying is good for Wrights because they use a lot of difficult terrain, pits, and created terrain, which they can ignore (or help their allies ignore).

Finally, Wrights create a lot of **terrain** and terrain effects, so it's worth reviewing them here:

TERRAIN

Difficult Terrain - Costs +1 space of movement to exit

Dangerous Terrain - Take 2 piercing damage when entering or exiting a space of dangerous terrain, but can only take this damage once per turn.

Impassable - Blocks movement of all kinds except *phasing*, and blocks line of sight. Could be something like a pillar, cliff, or a solid rock wall that goes to the ceiling

Pit - Counts as -1 height than its base space.

Objects - Categorized by height, 1-3. Blocks movement. Provides cover if you're the same height. Blocks line of sight if you're smaller. Characters can move up and stand on top of objects. Costs +1 movement per difference in height to move on.



ENOCHIAN

Unbridled Destruction

The Enochian Orders of wrights are the most chaotic of the mage orders. They have no official organization, most of their members being hedge wizards or self taught. Many Enochians disdain authority and work for hire, sleeping and eating where they can and relying on the communities they work for to support them. Those that work on contract with guilds, armies, or mercenary companies tend to value their independence.

The power that condenses inside an Enochian is related to the element of fire, a wild spark that grows and wanes with their emotions and energy, but with control can be focused into power that can carve mountains, scorch forests, and boil rivers. In times of desperation, the Enochians can feed this power with their own life force, a dangerous practice that the other orders of wrights look down upon. The Enochians, for their part, see other wrights as stiff and uncreative. They'd rather do it their way, after all.

PLAYSTYLE

Enochians are walking calamities, firebrands that tap their own life force and ride the line of disaster. Their *inner furnace* and *soulfire* traits give them increased benefits for spending their own life, power up their **exceed** effects by making it easier to critical hit, and turn on a host of **comeback** effects.

Many Enochian abilities can be powered up by spending your own life force, but enochians are relatively immobile. Use your excellent range to stay clear of the action, or risk burning out too soon!

Enochian's limit break, **Gigaflare**, sears the entire battlefield with powerful, unavoidable flame. Anyone standing close is immune to this effect, so warn your allies (or don't).

RELEVANT RULES

- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Exceed**: A triggered effect that takes place when you score a total attack roll of 15+
- **Defiance** - Prevents hit points from being reduced past 1 hp. When this triggers, remove this effect and character becomes immune to all damage for the rest of the current turn.
- **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
- **Sacrifice X** - Reduce your hp by X, usually as a cost for an ability. Sacrifice costs are paid at the start of an ability, cannot be reduced, ignored, transferred, or resisted, cannot bring your hp below 1, and you can pay them even if you don't have enough hp left.

TRAITS

Inner Furnace: Once a round, you may burn your own life force when you *Infuse* an ability. You can *sacrifice* 25% of your max hp to reduce the Aether cost of that ability by 2.

Embersoul: Start combat with *regeneration* and *defiance*. Regain *regeneration* if *rescued*.

Phoenix Rage: At the start of round 5, become suffused with immortal flame. Gain *defiance* at the start of each of your turns, and when you would take a wound, *gamble*. On a 4+, ignore it. If this is your last wound, this roll becomes a 2+ instead.

Soulfire: Comeback: Your threshold to *critical hit* becomes 18+, and your threshold to *exceed* becomes 13+. If you're at 1 hp, these thresholds are reduced to 15+ and 10+.

LIMIT BREAK: GIGAFLARE

2 actions

4 resolve

Divine, Unerring, True Strike

*I, who stand at the apex of things,
Thou, who are in the deepest pits of despair,
Let thy very bones become ash!
O Flame, let the air become death!
Ignite, and be banished to Hell!*

Effect: You summon the eldflame, the primeval force of creation, dealing [D]+fray *divine* damage to *every* character, on the battlefield, ignoring line of sight. Characters in range 2 of you are exempt from this ability.

Infuse 6: TETRAFLARE

Deal [D] + fray twice instead.

ULTIMATE: METEOR

Infuse 8: METEOR

6 resolve

Deal [D]+fray four times instead.

Special effect: You can pay the resolve, aether, and action cost of this spell with your entire life force, dying after this action resolves, obliterating your body, and scattering your soul. If you do, it deals 999 divine damage instead.



ABILITIES

PYRE

2 actions, attack
Range 6, Medium Blast

Power curls into a writhing ball in your hand, before it's unleashed on your enemies.

Attack: *On hit:* 2[D] + fray. *On miss:* fray.

Area effect: fray

Comeback or **Exceed:** After the ability resolves, the area explodes again, dealing 2 piercing damage to all characters.

Infuse 3: PYROTIC

Increase range to 10 and blast size to *Large Blast*. Create a pit under the attack target after this ability resolves.

TALENTS

- I. *Comeback:* Allies are immune to damage from this ability.
- II. *Exceed:* You may shove all characters in the area 2 spaces.

MASTERY: MAGNAPYRE

Magnapyre benefits from Pyre talents.

Infuse 6: MAGNAPYRE

2 actions, Attack, Range 12, Large Blast

Attack: *On hit:* 2[D] + fray. *On miss:* [D]+fray.

Area effect: [D]+fray

Effect: Create a pit under your attack target

Effect: After the ability resolves, the area explodes again, inflicting 2 piercing damage to all characters.

Comeback or **Exceed:** The area explodes again, dealing 2 piercing damage to all characters.

ELDEN RUNE

1 action

You carve a burning rune of power into the very ground beneath you.

Terrain Effect: Inscribe an Elden Rune on the space underneath you. While standing on an Elden Rune space, the range of all abilities with a listed range is increased by +3. The rune lasts until the end of the scene. A foe can scrub out an Elden Rune by entering or exiting its space.

Effect: You can *sacrifice 2* to cast a rune down as a free action.

TALENTS

- I. You can teleport up to 3 spaces into an Elden Rune space as a free action.
- II. While standing in an Elden Rune, the infuse costs of your spells are reduced by 1, to a minimum of 1

Infuse 3: GREAT RUNE

Grant the following effect to your rune: your attacks also *shatter* their main target while standing in this rune.

MASTERY: ARKENRUNE

You can put an Arkenrune down instead of a regular Elden Rune, but only one at a time, replacing the last Arkenrune you placed. Arkenrunes can't be scrubbed out, extend to a small blast area, and their benefits also extend to allies.

LANCE

1 action, Attack, Line 8
Pierce

A flash scorches the eyeballs, and a thin line burns through rock, flesh, and armor

Attack: *On hit:* [D] + fray. *Miss:* fray.

Effect: Foe is *vulnerable*.

Area Effect: Fray

Effect: Line of sight can't be blocked by objects, and ignores cover granted by objects or terrain.

Comeback or **Exceed:** Also deals bonus damage for every unique object it passed through.

Infuse 3: VOLVAGA

Gains width +1 and may melt any objects of your choice in its path, removing them.

TALENTS

- I. When this ability passes through an object, it releases a soul ember, dealing 1 piercing damage to a character in range 3 of that object. Each character can only be struck by one ember by a single use of this ability.
- II. If you are at 1 hp or lower, this ability deals maximum base damage (before critical hits).

MASTERY: GREAT SPIRIT LANCE

Great spirit lance benefits from lance talents

GREAT SPIRIT LANCE

Infuse 6

2 actions, Attack, Line 10, Width 3

Attack: *On hit:* 2[D] + fray. *Miss:* [D]+fray

Area Effect: [D]+fray

Effect: Line of sight can't be blocked by objects, and ignores cover granted by objects or terrain.

Effect: After the ability resolves, every foe or ally in the area explodes, taking 2 piercing damage as an *area effect*. If you catch at least three foes or allies in the area, every foe or ally in the area takes 2 piercing damage twice instead.

SOUL BURN

1 action

Stance

You stoke the furnace with the very essence of your being.

Stance: Burn your own life force into a fierce blaze. In this stance:

- You *sacrifice* 2 at the end of your turn.
- Your abilities automatically activate any *comeback* triggers.
- After you *sacrifice* with this ability, or after any other of your abilities with a *sacrifice* effect resolves, you can spark a soul ember at a character in range 5, dealing 1 piercing damage.

Refresh: Refresh or exit this stance at the start of your turn.

Infuse 4: INCANDIUS

When entering this stance, shove all adjacent characters 3 and spark a soul ember at them, dealing 1 piercing damage to them. *Collide:* Characters are *vulnerable*.

TALENTS

- I. If a foe is struck by two or more soul embers from this ability in the same turn, they become *vulnerable*.
- II. Foes that end their turn adjacent to you while Soul Burn is active take 1 piercing damage and are shoved 1.

MASTERY: SOUL SPARK

Free Action: You can willingly siphon off your burning life force to empower your next ability *sacrificing* 4, then ending the stance.

The ability deals *bonus damage*, cannot miss (turn any attack miss into a hit), activates all

exceed effects, and foes gain +1 *curse* on any saves.

BLAZING BOND

1 Action, Range 4

Mark

You link the soul Aether of you and a companion with a chain of pure fire aether, drawing from the strength of one to bolster the other.

Mark: An ally in range is marked by you. While affected by this mark and in range, gain the following interrupt:

Heartfire

Interrupt 2

Trigger: You or your ally takes damage or *sacrifices* hp.

Effect: You can choose to reduce that damage by 3, as if by armor, or the sacrifice cost by 3. If you do, the other partner *sacrifices* 3.

Comeback: Reduce partner sacrifice to 1.

TALENTS

- I. While marked, you can teleport yourself or your ally 2 spaces at the end of your turn, as long as you end closer to each other.
- II. *Comeback:* Grant both you and your ally *defiance* when taking this action.

MASTERY: GREAT SOUL BOND

If one of the partners would take damage from an ability that would reduce them below 1 hp, the other can reduce themselves to 1 hp to grant that ally immunity to all damage from the triggering ability. The bond then snaps, ending this mark.

AETHERSHARD

1 action, Range 6

Object

You crystallize ambient Aether with force of will, forcing it to take a useful form

Object: *Sacrifice* 3 and **summon** an Aethershards in a free space in range 6.

Aethershards

Height 1 object

Summon Effect: When you include the Aethershards in the *area effect* of any ability, the ability resonates with the shards, dealing 2 piercing damage as an *area effect*, once, to

all characters in the area for every one of your Aethershards caught in the same ability. Then destroy all Aethershards activated this way and gain 1 Aether.

Comeback: Reduce *sacrifice* to 1

TALENTS

- I. When you take any action that spends Aether, you can first remove one of your aethershards, then place it in any free space up to range 2 from its original location
- II. Your abilities gain *pierce* against characters adjacent to Aethershards

MASTERY: AETHERSHIFT

If you start or end your turn adjacent to an Aethershard, gain *phasing* until the end of your next turn. The spaces of objects cost a maximum of 0 spaces for you to enter for the same duration.

CHAPTER 2

IMPLODE

1 action, Range 6
End Turn, Delay

You burn away the air itself, creating a sucking void that rips your foes into its howling embrace.

Effect: **End your turn** and **Delay:** Choose a space in range. Your next turn must be slow, but at the start of that turn, that space explodes with gravitational energy, shoving all characters in a large blast *area effect* around it as close as possible towards it. Characters are shoved in any order you like. Any character that is in the center space when this ability activates must save or be *stunned*.

Comeback: Free Action

Infuse 4: NULL

All characters adjacent to the area effect are also affected.

TALENTS:

- I. Any character in the center space is also *shattered* when this ability activates.
- II. The center space also becomes a *pit*.

MASTERY: WAKING VOID

You can choose a character with this ability instead of a space, but it doesn't stun the center

character. If that character is defeated, *Implode* immediately activates.

PYROCLAST

1 action
Range 6

Taking a page from the geomancers, Enochians can send a pulse of fire aether into the earth itself, causing tectonic upheaval.

Effect: Choose yourself or a character in range. At the end of that character's next turn, the ground beneath them erupts. Create a height 1 magma spire *object* under them, pushing them up. All characters adjacent to that object, but not the original character, are shoved 1 and take 2 piercing damage.

Comeback: You may choose yourself *and* another character

Infuse 3: PYROSPIRE

Terrain space becomes height 3

TALENTS:

- I. Also cause a magma eruption adjacent to your target, creating 2 spaces of dangerous terrain.
- II. You may *sacrifice 2* to immediately *shatter* your target as part of this ability.

MASTERY: MAGMOTIC

Instead of creating a spire, you can create a magma-filled Pit. The pit is additionally dangerous terrain. When it appears, the eruption causes a medium blast *area effect* centered on your target that inflicts 2 piercing damage

CHAPTER 3

Bright Soul: If you are defeated, you can choose to burn off all your aether to cause a massive *Burst 2 (self)* explosion *area effect*, dealing 4 piercing damage, then 4 piercing damage a number of times again to all characters inside equal to the amount of aether you burned.

BLACKSTAR

2 actions, Attack, Range 8, Large Blast
Pierce

You burn and condense your own aether into super condensed form, creating a crackling black

orb that inflicts maximum destruction. Without the time to stabilize this attack, its use can rip away your very life force.

Attack: On hit: 2[D]+fray. Miss: [D]+Fray

Area effect: [D]+fray

Effect: Attack target is *shattered*.

Comeback or **Exceed:** Deals bonus damage, creates a *pit* under the center space, and up to three space of difficult terrain in the area.

Special Effect: Also *Sacrifice 50%* of your max hp unless the round number is 6 or higher.

Infuse 5: ASTRAL BLACKSTAR

Ignore Blackstar's round requirement

TALENTS:

- I. If Blackstar's special effect triggers, capture your fleeing soul aether and gain 1 aether after this ability resolves.
- II. If Blackstar's special effect triggers, gain 5 vigor after this ability resolves.

MASTERY: GREAT SPIRIT BOMB

When you use Blackstar, if it's special effect triggers, you can split sacrifice into 25% max hp to yourself, and 25% to an ally in range 4.



One of the Hellbreakers, an Enochian order



Hedge Wizard



Red City Enochian



GEOMANCER

Guardian of the Pure Earth

Geomancers belong to an old order of mystics, doctors, alchemists, and esoteric martial artists called the Keepers of the Elden Gate. These scholarly wrights are concerned with health and the flow of energy, not just through the body, but through the very earth itself. They consider themselves physicians of the highest order - their patient being the eternal land of Arden Eld.

These studious wrights attune themselves to earth Aether, aligning the energy channels of their body to crystalline perfection with vigorous exercise and sometimes bizarre health regimes. In battle, the land itself is their ally, spitting forth poisonous gases, cavernous upheavals of earth, and great spires of rock to crush their foes.

None are more concerned with the Churn than the geomancers, who view it as the greatest sickness known to Kin, and will take any opportunity to fight or study it with exuberance.

PLAYSTYLE

Geomancers are masters of shaping the battlefield and inflicting slow, hard hitting destruction.

Geomancers gain a lot of benefits from **charge** effects and are able to create and modify a great number of **objects** and **terrain**. Their **aftershocks** are free, high damage areas that can be easy to avoid - but trapping enemies with terrain or the help of allies can help them land.

Geomancer's *resonance* trait gives them bonuses for playing close to the action, so using terrain for positioning is critical. Their ability to aid allies by modifying terrain shouldn't be discounted!

Geomancer's limit break, **Cataclysm**, is a slow effect that has a low action cost and also removes you from harm for a round. It causes maximum destruction if it hits a large number of objects.

RELEVANT RULES

- **Dangerous Terrain** - Entering or exiting a dangerous terrain space causes a character to take 2 piercing damage. Characters can only take this damage once a turn.
- **Difficult Terrain** - Costs +1 space of movement to exit..

- **Charge** - A *triggered effect* that activates when the ability is used on a slow turn.
- **Collide** - A *triggered effect* that occurs on all characters shoved into an obstruction by this ability.
- **Delay** - Slow but powerful effect that typically ends your turn. When you use a delay effect, your next turn must be slow. The effect occurs at the start of that turn, before anything else happens.
- **Phasing** - Can ignore obstruction and pass through, but not end your turn in, terrain, objects, or characters.
- **Power Die** - A die set out and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.
- **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.
- **Unstoppable** - Immune to all statuses. Cannot be moved by foes, and movement ignores *engagement* and *rampart*.

TRAITS

Aftershock: When you use any attack, you can cause an aftershock in the space under your target. Gain **Delay:** Your next turn must be slow, but at the start of that turn, the aftershock explodes in a burst 1 *area effect* centered on that space, dealing piercing fray damage to characters within (other than you). If the area effect catches an object in the area, it deals piercing fray damage twice instead.

Unlike most other delay effects, aftershock does not end your turn, and can stack with other delay effects.

Resonance: When you make an attack against a character at exactly range 3, it deals bonus damage, gain 1 Aether, and gain 3 vigor after the ability resolves.

Orogenic Rage: At the start of round 5 and for the rest of combat, become *unstoppable* and your *aftershocks* deal double damage.

Stone Double: When you first vacate a space on your turn, you can leave a height 1 *statue* object behind in the space you vacate.

LIMIT BREAK: CATAclysm

3 resolve
1 action, Divine

*I, protected by the holy trigram,
Summon the ten thousand molten metal kings.
Run amok with thy furies, and rend the
immortal stone,
Turn Heaven and Earth!*

Effect: End your turn. You dive into the earth and off the battlefield. Remove yourself from play. Target a line area 3 spaces wide from one side of the battlefield to the next. Then gain **Delay:** Your next turn must be slow. At the start of that turn, you cause a rolling wave of earth to sweep across this area, from one side to the next. Characters within take [D] + fray as an effect and are shoved 1 in the direction of the line.
Effect: After the first effect resolves, all objects in the area release an explosion for a medium blast area effect centered on them, dealing [D]+fray as

an area effect. Characters hit by two or more explosions take 2[D]+fray instead.

When this ability resolves, place yourself in any unoccupied space in the area.

ULTIMATE: MOLTEN CORE

After taking this move, you emerge with a shield of molten rock covering you. You gain *unstoppable* and *resistance* until the end of your next turn.



ABILITIES

BIO

1 action, Attack, Range 8, Small Blast
Pierce

The earth splits, excising poison from its depths, belching poisonous metals and gases.

Effect: Attack target is *shattered*.

Attack: *On hit:* [D] + fray. *Miss:* fray.

Area effect: Fray

Charge: Create a space of *dangerous* terrain in the center space of the area, and under every foe in the area.

Infuse 3: BIOTIC

Increase blast size to medium blast, and *shatters* all characters inside.

Talents

- I. You may also cause pits, objects you created, and difficult terrain caught in the area to become *dangerous* terrain.
- II. You may cause existing *dangerous* terrain spaces in the area to boil with poison after this ability resolves. Characters in or adjacent to one or more of those spaces take 2 piercing damage as an *area effect*.

MASTERY: MAGNABIO

Magnabio benefits from bio talents

Infuse 6: MAGNABIO

2 actions, Attack, Range 8, Large Blast

Attack: *On hit:* 2[D] + fray. *Miss:* [D] + fray.

Area effect: [D] +fray

Terrain Effect: Create a medium blast toxic cloud terrain effect centered on the center space. The area is *dangerous terrain* and characters inside the area are *shattered*+. The cloud lasts until this ability is used again.

DRAGON DIVE

1 action, Range 6
End Turn, Delay

The earth is an old friend to geomancers, and will allow them passage as easily as slipping into water.

Effect: Choose a character in range, **end your turn**, and gain **Delay:** You must take a slow turn next round. At the start of that turn, you dive into

the earth, removing yourself from the battlefield and placing yourself within range 3 of that character. They don't have to be in range or line of sight.

Area Effect: When you explode upwards, you release a burst 1 area effect centered on you, shoving 1 and dealing 2 piercing damage to all characters.

Infuse 3: BOULDER KICK

The area effect released becomes range 3, burst 1 (target). If only one character is caught in the area, they take 2 piercing damage twice instead and are shoved 2.

TALENTS:

- I. Gain *Collide:* Character is *vulnerable*.
- II. You may burst out of the ground and fly 3 after Dragon Dive's delay effect resolves.

MASTERY: DOUBLE DRAGON

You can pull an adjacent willing ally with you during Dragon Dive, removing them when it triggers, then placing them in any adjacent space after the ability resolves.

GEO

2 actions, attack, Arc 6

The stomp of a foot or the slap of a palm is magnified a hundred fold into rumbling death.

Attack: *On hit:* 2[D] + fray. *Miss:* fray.

Area Effect: fray

Terrain Effect: Create a height 1 boulder *object* in free space anywhere in the area after the attack resolves.

Charge: Attack target explodes in a medium blast *area effect*, dealing 2 piercing damage again to all characters and creating a *pit* under them.

Infuse 4: GEOTIC

Arc 8

Deals bonus damage to characters standing in difficult terrain, pits, or dangerous terrain, and automatically triggers the charge effect against a foe standing in those spaces.

TALENTS

- I. When a boulder or pit is created with this ability, you may shove all adjacent characters 1 away from it. *Collide:* character has a space of *difficult* terrain created under them.

- II. Boulders can be created under characters, and you may choose to make characters you create boulders under immune to damage from this ability

MASTERY: MAGNAGEO

Magnageo benefits from geo talents

Infuse 6: MAGNABIO

2 actions, attack, Arc 10

Attack: *On hit:* 2[D] + fray. *Miss:* [D] + fray.

Effect: Foe explodes in a large blast area, extending the area effect.

Area effect: [D] +fray

Terrain Effect: Creates a massive crater. Create a boulder object in every side space of a small blast area centered on the attack target, with a pit in the center space. These terrain effects can be created under characters.

HELIX HEEL

1 action, Line 3

Effect: Release a shockwave in a line 3 *area effect*, dealing 2 piercing damage to all foes.

Effect: If an *object* is in the end space of the line, you can extend this line by 3 more spaces in any direction, drawn from the object. If a new object is at the end space of *this line*, you can keep extending the line by 3 spaces this way each time, but can only extend it once per object.

Effect: Then, all objects this line passed through resonate, releasing a burst 1 *area effect* centered on them and dealing 2 piercing damage to all characters inside.

Charge: *Shatter* any foe damaged by this ability.

TALENTS

- I. When Helix Heel bounces off an object, you can shove it 1 in any direction before extending the line.
- II. After Helix Heel resolves, fly 1 or teleport 1 space for each bounce (up to three times)

MASTERY: SPIRAL CRUSHER

You can bounce Helix Heel off characters instead. Characters that it bounces off are shoved 1 away from you after the ability resolves. *Collide:* Create a pit under the colliding character.

TERRAFORMING

2 actions, Range 6

The key of creation is turned, and the land is shaped like clay, as the Titans once did.

Effect: Target a burst 2 (target) area in range and choose two of the following *terrain effects* to create in that area. You cannot select the same effect more than once. Effects cannot be created in spaces occupied by characters.

- Create two height 1 boulder *objects*
- Create two pits
- Destroy any of your created objects in the area or raise the height of any existing objects by +1
- Create a line 3 area of difficult terrain with at least one space in the area
- Remove any difficult or dangerous terrain of your choice in the area

Charge: Choose four effects

Infuse 2: EARTHBLOOD

Sink into the ground, removing yourself from the battlefield and placing yourself in any space in the area after the ability resolves.

TALENTS:

- I. *Charge:* effects can also be placed in any space adjacent to the area.
- II. You can also create up to 3 spaces of dangerous terrain in the area as a choosable effect

MASTERY: ANCIENT ERUPTION

As part of using this ability, you may **end your turn**, and gain **delay:** Your next turn must be slow, but at the start of that turn, you may shove *all* characters 2 spaces towards or away from the center space of the area created by Terraforming. It then explodes, dealing 2 piercing damage twice to all characters inside.

OBSIDIAN FLESH

1 action

Stance, power die

Like the deepest magma in the earth's crust, your flesh becomes more stony when struck, eventually becoming covered in a gleaming obsidian shell.

Stance: While in this stance, set out a d6 power die at 1. Tick it up after a foe uses an ability that damages you. At 4+, gain *resistance*. If the die is at maximum and you would tick it up again, this stance immediately ends and you become *stunned*.

Refresh: Refresh this stance at the start of your turn. When the stance refreshes, you may tick the die up or down by 1.

TALENTS:

- I. If this ability ticks over, it doesn't end until the end of the current turn.
- II. When this ability ends, you may have the shell explode off you, dealing 2 piercing damage in a range 2, burst 1 *area effect* and shoving characters inside 1.

MASTERY: DIAMOND SOUL

You have *regeneration* while in this stance, and when it refreshes, you can tick the die up or down by 2.

CHAPTER 2

REALIGNMENT

2 actions

Using your knowledge of innumerable anatomies, you quickly rearrange energy channels in your target to heal them - forcefully.

Effect: You hit a precise pressure point on an adjacent character, purging toxins from their body. A character must be affected by at least 1 status to be targeted by this ability. End all statuses on the character and create a range 2, burst 1 *area effect* from your target. Characters within take piercing fray damage once for each effect purged, to a maximum of four times. If your target is a foe, you can also *shatter* them.

Charge: Also end any marks of your choice on your target, counting as purging an effect.

Infuse 2: MEDICINE PALM

The chosen character also immediately gains a *vigor surge*, but loses all vigor at the end of their next turn.

TALENTS:

- I. Characters in the area take piercing fray damage again one more time if your target is bloodied.
- II. Create a space of *dangerous* or *difficult* terrain in the area for each effect purged.

MASTERY: JADE NEEDLE

Characters in the affected area must save or also be affected by every status that was just purged.

MIDAS

Interrupt 1

Range 5

In a flash, flesh becomes unyielding stone.

Trigger: You or a willing ally in range is targeted by a foe's ability, that ability resolves, and they are not defeated.

Effect: You transmute yourself or your ally into solid stone, metal, or gemstone. After the triggering ability resolves, remove that character from the battlefield and replace them with a height 1 statue *object*. At the start of their next turn, or if the object is removed sooner, replace the object with the original character. Any characters or objects on top of the statue when it is replaced are placed in a free adjacent space or as close as possible.

Special: If you use this ability twice on the same character in the same combat, do not return them to the battlefield until combat is over. Until then, they count as defeated.

TALENTS

- I. When your chosen character is returned, their statue remains on the battlefield as a *broken shell* object. Place them in an adjacent space to it instead.
- II. When your chosen character returns, the shell explodes off them, shoving all adjacent characters 1. If that character was at 25% hp or lower, also deal piercing fray damage to all characters in a burst 1 area centered on them as an *area effect*.

MASTERY: STONE RESONANCE

Any time a statue created by this ability is caught in an area affect from any character, you may choose one of the following:

- Deal 2 piercing damage to all character in the area effect again.
- Shelter all adjacent characters to the statue from the area effect, granting them *cover* against its effects and +1 boon on any saves.

CHAPTER 3

Stoneswim: You have *phasing*, for objects, and the spaces of objects always cost a maximum of 1 movement for you to enter.

QUAKING PALM

1 action, Attack, Range 3

Pierce

You hit your target with a pressure wave, setting up lethal vibrations in their body that are strong enough to crack the earth beneath their feet.

Attack: *On hit:* [D]+1. *Miss:* 1.

Effect: Foe is *vulnerable*.

Effect: Set up lethal vibrations in a foe's body.

When they end their next turn, they take 1 piercing damage once for every object adjacent to them, up to a maximum of 4 times. Then, this effect ends.

Charge: Vibrations also damage all characters in a burst 1 *area effect* centered on the character

Infuse 3: PRIMAL BURST

After this ability resolves, you may shove the affected character 1 space for each time the effect triggered. These shoves can be in any direction.

Collide: Foe must save or be stunned.

TALENTS:

- I. While Quaking Palm's effect is active, after that character uses any ability that moves them, create a *difficult* terrain space in any free space adjacent to them.
- II. While Quaking Palm's effect is active, after that character uses any ability that moves them, dealing 1 piercing damage to all foes adjacent to that character.

MASTERY: PURE HAEON

Quaking Palm's effect triggers for each object in range 2 instead of adjacent.



SPELLBLADE

Swordmaster, Wind Dancer

Spellblades are a martial order of highly trained wrights. Many of them come from the Guild Academies in the great cities of Arden Eld, where they often take prestigious posts in the local militias and city

watch. Other wrights tend to view Spellblades as stiff, unfeeling military types, but spell blades themselves know they are consummate professionals and unparalleled masters of their art.

The lightning Aether that the spellblades wield is highly volatile, and requires intense training and focus to control. Once a spell blade has learned their craft, however, the speed, power, and precision at which they can act is intoxicating, crossing great spans of space in an instant, riding the Aetherial currents with a flash of gleaming steel.

PLAYSTYLE

Spellblades are highly mobile, agile mages that deal a flurry of small but potent blows. Their ability to skip infuses with **slay** effects and their powerful **teleports** give them a lot of benefits for prioritizing weak targets. Though they are quite fragile, their *aether deflection* trait can give them some staying power, but drains their aether.

Spellblades get a lot of mileage out of the **vulnerable** status as they deal a lot of small instances of damage. They can use their utility abilities to teleport themselves or allies out of tough situations, dancing around their foes.

Spellblade's limit break, **Gran Levincross**, allows you to cordon off enemies and give you breathing room to finish off foes. You can ignore its crackling walls of lightning with your numerous teleport effects, and your allies can do the same.

RELEVANT RULES

- **Comeback** - A triggered effect that happens when this ability is used while bloodied
- **Slay** - A *triggered effect* that activates when this ability reduces a character to 0 hp.
- **Teleport** - Special movement that allows you to instantly move to unoccupied space within range X.
- **Power Die** - A die set out and ticked up or down depending on certain conditions. You can use a physical die to represent it, or just a tracker. Each power die is unique to the ability that granted it. You typically gain power dice at 1 tick, and if a power die ticks to 0, discard it.
- **Stance** - An *ongoing*, positive effect. A character can only have one stance active at a time and can drop a stance by taking a new stance or as a free action at the start of their turn. When a stance **refreshes**, regain its effects.

TRAITS

Aether Deflection: *Interrupt 1:* Trigger: You are targeted by an ability from a character in range 2. *Effect:* Gain *resistance* against damage from that ability. You only have one use of this interrupt per combat. However, you can spend 2 Aether any time to regain it.

Conqueror's Edge: The Infuse cost of your abilities is reduced by 1 if there's a foe in range 2. Additionally, many of your infuses can be triggered as *slay* effects instead, and you may infuse 3 Aether to trigger the *slay* effect of any ability. Abilities with *infuse or slay* effects cannot trigger both at once.

Storm Hilt Rage: At the start of round 5 and for the rest of combat, any effects that teleport you have the range of the battlefield, and you may teleport to any space before using any ability.

Klingenkunst (free action): Teleport 2. This ability can interrupt other abilities or movement on your turn with stopping them.

LIMIT BREAK: GRAN LEVINCROSS

2 actions
4 resolve
Divine

*I summon thee, bloody gods of the cutting art,
Let the might of the divine realm crash upon the
piteous earth,
Strike eighty thousand blows at once,
And split the air asunder!*

Effect: Your blade extends and you make two massive cuts across the map, splitting the walls between worlds. Draw a cross section across the map, splitting it into four sections of any size. Deal [D]+fray *divine* damage to all characters caught in the cross, then remove all characters out of the affected area and place them in the nearest free space of your choice. Characters can pass a save to choose which side they end up on.

The affected area becomes a crackling wall of lightning that does not block line of sight, but blocks all movement except teleporting. This effect ends at the end of the next round.

Allies can use a *free action* to teleport across the wall from an adjacent space, placing them on the closest adjacent space on the other side.

If any version of this ability has no valid space in which teleport a character to, still deal damage, but this ability doesn't create the lightning wall.

Slay or Infuse 3: RAGNARÖK

Area effect: After this ability resolves, scathing divine lightning hits a quarter of the map of your choice. Characters within take [D]+fray Divine damage.

ULTIMATE: GÖTTERDÄMMERUNG

Infuse 6: *Götterdämmerung*

Area effect: After this ability resolves, scathing divine lightning hits every quarter of the map but one of your choice. Characters within take 2[D] +fray Divine damage.

ABILITIES

BLITZ

1 action, Attack, Range 3
Pierce

A thousand needles of light, each striking a perfect blow.

Effect: Teleport 1, then deal 1 piercing damage to a foe in range 3, then teleport 1, then deal 1 piercing damage to a foe in range 3.

Attack: *On hit:* [D]. *Miss:* 1 damage.

Effect: Foe is *vulnerable*

Slay or Infuse 3: GRAN BLITZ

Repeat the first effect

TALENTS

- I. When used against a bloodied foe, blitz creates two lightning *dangerous* terrain spaces in free space in range 2 of them
- II. You can grant Blitz's first effect to any ally in range 2 instead.

MASTERY: GUNGNIR

The last teleport you make with Blitz creates a small blast *terrain effect* of crackling lightning in free space, with at least one space adjacent. The area is *dangerous* terrain. At the start and end of your turn, you may deal 1 piercing damage to all characters in the area. The area disappears if a new one is created.

ODINFORCE

1 Action
Power die, Stance

You thrust your weapon skyward, and pierce the heavens.

Stance: Shoot a flurry of lightning bolts into the air and set out a d6 power die, starting at 3. When you enter this stance, or any time you teleport, you may call a bolt down, dealing 1 piercing damage to a foe in range 3 as an *area effect*, then reducing your power die by 1. This effect can trigger any number of times a turn. If you run out of bolts, Odinforce ends.

Effect: When you trigger a *slay* effect, gain +2 more bolts

Refresh: This stance automatically refreshes at the start of your turns. When this stance refreshes, gain 2 more bolts, to a maximum of 6.

TALENTS

- I. If you end a turn without attacking, gain +2 more Odinforce bolts.
- II. *Comeback:* Odinforce gains 4 bolts instead of 2 on refresh.

MASTERY: LEVINBLADES

At round 4 or later, if you're in this stance, you may spend 1 action and end it to deal 1 piercing damage six times, to a character in range 6, ignoring cover. If you do so, you can't use the stance again for the rest of combat.

NOTHUNG

2 actions, Attack, Range 2, Arc 4

You summon a blade of pure lightning energy, sweeping it in a shining arc.

Effect: Teleport 1

Attack: *On hit:* 2[D] + fray. *Miss:* fray.

Area effect: fray

Effect: Teleport 1, then deal 1 piercing damage again to your target for every foe or ally adjacent to them, to a maximum of four times.

Slay or Infuse 3: GRAM

Effect: After the ability resolves, release a flurry of slashes in a burst 2 (self) *area effect*, dealing 1 piercing damage, twice, to all foes.

TALENTS

- I. When used against a bloodied foe, Nothung deals bonus damage, and deals 1 piercing damage again to its target on hit.
- II. *Comeback:* Increase teleport to 4

MASTERY: EXCALIBUR

All 1 piercing damage listed by this ability becomes *divine*.

ÄTHERWAND

1 Action, Range 4
Terrain effect

You summon the highwinds to batter your foes.

Terrain Effect: Swipe your weapon to create a line 3 area of crackling winds in range, with the following features:

- The area is *difficult terrain*.
- Allies may use any space of the area for *cover* as if it were height 1 terrain.
- Foes that end their turn in the area are *shattered*.
- Once a round, when you include any space of the ätherwand in an *area effect*, you can infuse the triggering ability with stormy power, teleporting all characters targeted by that ability and any characters in the wall 1 space.

The area lasts until created again.

Infuse X: Äthersturm

Infuse X aether, and extend the area by 1 spaces for every Aether infused, up to a maximum of +3 spaces.

TALENTS

- I. When you use this ability again, it doesn't replace the old area, but extends it, as long as at least one space of the new area is adjacent to the old.
- II. At the start of your turn, you can move the area 1 space in any direction. If it moves into the space of a character, it shoves them 1.

MASTERY: HELLERWIND

You can create a powerful gale instead. If you do, you can't extend or move the area, but it becomes *impassable terrain*.

FULMINATE

1 Action, Mark

You charge your target with unstable magnetic energy, causing unstoppable attractive force.

Mark: A character in range 6 is marked. The character gains aura 2 while marked. At the start of your turn, or when marking your character, you may teleport all characters in the aura 1 space, all ending either closer or further away from the character than they started.

TALENTS

- I. When marking a character, you can increase the area to 3, and the teleport to 2, but it only affects allies.

- II. When marking a character, you can condense the aura to 1, but increase the teleport to 2 spaces instead.

MASTERY: HAND OF TYR

Ranged attacks against the target change depending on whether you marked a foe or ally.

- On a foe, attacks are pulled towards it. They have no maximum range if they have a listed range and target the foe, deal bonus damage, and ignore cover.
- On an ally, attacks made from range 2 or greater cannot critical hit (turn any critical hit into a regular hit), cannot deal bonus damage, and gain +1 curse

BIFRÖST

1 action

You slash a line of rampant multicolored lightning aether, a blinding arch of light that can carry you or your allies to safety.

Area effect: Sweep your blade to cut a line 3 crackling lightning arch, dealing 2 piercing damage to all characters in the area.

Terrain effect: The arch remains in the air. Yourself and allies that enter any space in or adjacent to the area can grab on to it as a *free action* ability to immediately teleport to any other free space in or adjacent to the area. Then the area is consumed, removing it.

Infuse 3 or Slay: Heimdal

Create a new line 3 terrain effect, which cannot overlap the first. This second effect does not deal damage but has the same terrain effect as the first.

TALENTS:

- I. The teleport from Bifröst can interrupt other actions and does not stop movement.
- II. Bifröst areas grow by 2 spaces, added anywhere to the total area in any pattern, at the end of each round. When they grow, deal 1 piercing damage to all characters inside.

MASTERY: PATH TO ERENHELION

Bifröst bounces if its end space lands in the space of an object, creating a second line 3 area that extends the total area effect and terrain effect area.

CHAPTER 2

RAMPANT NAIL

1 action, Range 3
Power die

A weapon of pure lightning energy impales itself into the earth, flying from a phantom arsenal, and crackling with potential.

Terrain Effect: You impale a fierce spike of lightning aether in a space in range. The spike lasts until activated (see below) or a new spike is summoned.

Lightning Spike

Terrain effect: The spike has aura 2. Whenever you or an ally deals 3 or less damage to a character in the aura, gain a d6 power die at 1, or tick the power die by up 1. At the start of any turn the die is at maximum, the spike becomes charged with energy. While charged, you can cause the spike to explode as a *free action* ability, dealing 1 piercing damage, twice to all characters in the aura as an *area effect*, *shattering* them, and shoving them 1 away from it. The spike is then removed.

Infuse 3 or Slay: RUINÖS

Re-summon the nail after it detonates, discarding the first power die.

TALENTS:

- I. While the nail is active, a small blast area centered on the nail is *dangerous* terrain.
- II. At the start of your turn, tick the power die up by 1 for every bloodied foe or ally in the area.

MASTERY: VORACIOUS NAIL

Characters that start their turn adjacent to the nail become *vulnerable*. Vulnerable characters are *vulnerable+* instead while inside the nail's aura.

STURMREITEN

Interrupt 1

You transmute yourself and your gear into pure lightning Aether, coursing through the boundaries between worlds in a moment.

Trigger: You are damaged by foe's ability, and the ability resolves

Effect: Draw a line 3 *area effect*, then teleport to the end space. If you can't teleport there, this ability can't be used. All other characters in the area take 2 piercing damage.

TALENTS

- I. You may teleport one adjacent ally with you to any free adjacent space after this interrupt resolves.
- II. *Comeback:* You may extend Sturmreiten's area by another line 3 area, drawn in a different direction.

MASTERY: MJÖLLNIR

Create an arc 5 area any time you would create an area with this ability instead.

CHAPTER 3

Great Wind Riding: Once a turn, when you teleport, you can also teleport an adjacent ally with you, placing them in a free adjacent space after your teleport resolves.

DRIFTING LEAF

2 actions, Attack, Line 6

Agile and alert, your swordcraft spells doom for your foe. When they go to retaliate, you were never there.

Attack: On hit: 2[D]+fray, *Miss:* fray damage.

Effect: Foe is *shattered*.

Area effect: Fray

Effect: After the attack resolves, teleport 1, then gain the Leaf on the Wind interrupt until the start of your next turn.

Leaf on the Wind

Interrupt 2

Trigger: A foe enters a space adjacent to you

Effect: Teleport 2, then deal 1 piercing damage to that foe.

Infuse 3 or Slay: PHANTOM BLADE

Until the start of your next turn, this interrupt has unlimited uses.

TALENTS:

- I. Drifting Leaf deals bonus damage against bloodied foes, and its interrupt deals 1 piercing damage, twice to them instead.

- II. You may teleport your foe to any space adjacent to you instead of teleporting yourself 1 instead when this interrupt triggers.

MASTERY: GREAT CYCLONE

At round 4 or later, Drifting Leaf's *infuse* is always active.



Aerothurge's Guild Spellblade



STORMBENDER

Dire Navigator, Master of the Waves

The seas of Arden Eld are its most treacherous terrain. Boiling over with monsters, and wracked with unnatural and freakish weather, most folk prefer to give them wide berth. However, there are still those brave and hardy souls that live on the islands around Arden Eld, and the merchants, sailors, and travelers that rely on the sea for fast passage and the movement of cargo, the lifeblood of the continent's great cities.

The storm benders are the great masters of the sea, the supreme navigators that make sailing even possible around Arden Eld. Water-attuned wrights, they are most at home on a deck, or clambering the rigging. Each of them are sailors of the highest caliber, coming from all over - old trade guilds, islander clans, and nautical churner enclaves.

Bending the essence of the sea to their beck and call, the storm benders can clear the skies with a swipe of their hands, feel the currents ahead for aquatic monsters, turn weather away from the hull of the ship, and blow wind into its sails. It doesn't matter that many of them dabble in a little light piracy on the side - they are the undisputed masters of their element, and they wouldn't have it any other way.

PLAYSTYLE

Stormbenders are seafaring masters of battlefield **terrain effects**, deal more damage to characters in those effects, and can even use their **selkie** summon to carry foes into these effects, or carry allies out of them. Since storm benders **fly** inside their own terrain, they can ignore its adverse effects, and use it to travel over other adverse terrain and enemies.

It's other summons, **salt sprites**, are perfect combos with **collide** effects and can help move around allies. With setup, a storm bender can move allies around the entire map, and easily send enemies hurtling into dangerous terrain or pits.

Stormbender's limit break, **Elemental**, transforms them into a much larger form that is also a living *terrain effect*, allowing them to become much sturdier, fly, and greatly slow down enemies in their area.

RELEVANT RULES

- **Dangerous Terrain** - Entering or exiting a dangerous terrain space causes a character to take 2 piercing damage. Characters can only take this damage once a turn.
- **Difficult Terrain** - Costs +1 space of movement to exit.
- **Auto-hit** - This attack doesn't make an attack roll but always scores a hit (not critical hit or miss).
- **Collide** - A *triggered effect* that occurs on all characters shoved into an obstruction by this ability.
- **Flying** - A flying character ignores terrain damage and movement penalties, height movement penalties, obstruction, and engagement.
- **Mark** - Places a mark, an *ongoing effect*, on a specific character. Each ability can only place one mark at a time, and a character can mark another character with one mark at a time. If you place a new mark on a character with a mark from you, you can choose which to keep or which to discard. Marks end when the character that placed the mark is defeated, or under other listed conditions.
- **Shove X** - Move a character involuntarily X spaces in a straight line away from you. If they would move into another character's space, an object, or into a higher elevation space, they *Collide* and stop moving.

TRAITS

Selkie: You have a bound elemental. At the start of any combat, **summon** it in range 3.

Selkie

Size 1, intangible, flying

Summon Effect: Your Selkie can share space with characters, and is also considered a *terrain effect*.

Summon Action: The Selkie may fly 3 at the end of your turn. Any character standing in the Selkie's space when it moves is removed from the battlefield, then placed back in its space, or adjacent to it if that space is occupied.

Dash on the Rocks: 1/round when you cause a character to *collide*, you may gain 1 aether and deal 1 piercing damage as a burst 1 *area effect* centered on that character.

Sea Legs: You deal bonus damage to characters in pits, difficult, or dangerous terrain. While inside any of your own terrain effects, you have *flying*.

Pelagic Rage: At the start of round 5 and for the rest of combat, you are buoyed up by a huge swell of elemental water. You gain aura 2. Yourself and allies in the aura gain *flying* and *cover* from all direction, and the area is *difficult* and *dangerous* terrain for foes.

LIMIT BREAK: ELEMENTAL

3 resolve

Free action

*On account of the magic that is in my body,
Turn aside, detested of Sea and Storm,
Thou wretch, go with thy face diverted!
I call the elements into the temple of my body.
Be scattered like dust, and feed the wind!*

Effect: You take on a fearsome elemental form, gaining the following benefits for the rest of combat:

While you are an Elemental:

- You gain flying and phasing.
- You release aura 2 around you. The area is a *terrain effect* that moves with you that is

difficult and *dangerous terrain* for foes, and allies gain *cover* from all directions in the area.

- You can share space with characters. You have *resistance* to any character sharing your space, and allies have *resistance* while sharing your space.

UTLIMATE: SHIELD OF THE FOUR WINDS

If you so choose, when an ally would be shoved, teleported, or removed from your area, you can completely prevent that ally from being moved. This effect can trigger only once a round.

SUMMONS

Many stormbender abilities summon a Salt Sprite. When a Salt Sprite is summoned, it can be summoned in range 2 unless a different range is specified. You can have a maximum of six active Salt Sprites.

Salt Sprite

Size 1, intangible, immobile

Summon Effect: The Sprite is both a *summon* and *terrain effect*. It can share space with other characters, and its area counts as *difficult terrain*.

Effect: When a character is *shoved* into the sprite's area, it triggers **collide** effects and awakens it. Allies shoved into its space can fly 2. Foes are shoved 2 in any direction. Then, remove the sprite.

ABILITIES

RIME

2 actions, Attack, Line 6
Summon

You pull an enormous weapon made of pure ice out of the air, and hurl it through foes.

Attack: On hit: 2[D]+fray. *Miss:* Fray

Area effect: fray.

Effect: Shove all characters 1 to either side of the line. You can shove in different directions for all characters. Then shove the attack target 1 and summon a *salt sprite* in any space in range 2 from them.

Collide: Summon a *Salt Sprite*

Infuse 3: DAGON

This ability gains range 6, and gains *collide*: creates a watery *pit* under this character after this ability resolves.

TALENTS

- I. If the end space of Rime hits a pit or object, the weapon bounces back and deals 1 piercing damage, twice, as an *area effect* to all affected characters again.
- II. If the end space of Rime hits a pit or object, it explodes into a shower of icicles, dealing 1 piercing damage to one or two characters as an *area effect* in range 3 of that pit or object, and summoning a salt sprite adjacent to each of those characters.

MASTERY: MAGNARIME

Infuse X: MAGNARIME

Rime can be infused with massive aether, becoming **Infuse X**. If so:

- The area gains range 6 and becomes Arc 4, plus one per aether infused.
- Summon a *pit* in the area after the ability resolves for every two aether infused.
- Deal 1 piercing damage to all characters in the area again after the ability resolves for every two aether infused.

TSUNAMI

2 Actions
Terrain Effect

The stormbenders can ride swells of water as easily as any terrestrial steed. For those not as gifted, the experience is less pleasant.

Terrain effect: Create a huge swell of elemental water. The area is a medium blast terrain effect that is *difficult* and *dangerous* terrain that you may place anywhere as long as its edge is adjacent to an edge of the map.

When you use this ability, choose another edge of the map. When you use this ability, and the start of your turns, your tsunami moves 4 spaces in a straight line towards that edge. When a space of the tsunami would move off the map, the effect ends.

Any non-flying characters in Tsunami when it moves are dragged with it, shoving them. If they are blocked by obstructions, they *collide* which could cause Tsunami to move on without them.

Collide: Character is *shattered*.

All your Tsunamis disappear if you use this ability again, or they reach an edge of the map.

Infuse 1: STORMLASH

Free Action

Choose an edge of the map. Your active tsunamis move 2 spaces in that direction.

TALENTS

- I. Tsunami creates a pit in its center space after completing its movement. The pit remains even if Tsunami moves on.
- II. Foes inside Tsunami take +1 curse on saves.

MASTERY: LEGENDARY STORM

At round 4+, Tsunami becomes 1 action, moves anywhere from 1 to 4 spaces instead of a flat 4, and also affects flying foes.

CRYO

1 action, Attack, Line 8
Pierce

You shoot a spear of frozen water aether at your foe, stirring up ambient water aether in the air.

Effect: Foe is *shattered* and shoved 1 towards you.

Attack: Auto hit: 1 damage.

Area effect: 1 damage

Effect: Gain 1 Aether

Effect: If any character is already *shattered*, create a *pit* under them.

Infuse 3: CRYOTIC

Change area to Line 8, increase damage to fray damage, and gains **effect:** summon a *salt sprite* for every character in the area adjacent to those characters.

TALENTS

- I. At round 4 or later, this ability generates +1 Aether when used.
- II. At round 4 or later, this ability *shatters* all characters in its area.

MASTERY: MAGNACRYO

Magnacryo benefits from all *Cryo Talents*

Infuse X: MAGNACRYO

2 actions, Line 4, Attack

Pierce

Special: Increase the line length by 2 and attack deals bonus damage for every two aether spent

Attack: On hit: 2[D] + fray. Miss: [D]+fray.

Effect: Attack target is *shattered*.

Area effect: [D]+fray

Effect: The attack target is impaled with an icy harpoon, then shoved along the line as far as possible towards you, until they collide or are stopped by an obstruction.

GEYSER

1 action

Object, summon

You awaken the water aether lying dormant in the land or sea, causing it to surge up in a vigorous burst.

Object effect: Summon a height 1 *geyser* object in a free space in range 4. If any character either starts or ends their turn on a geyser, you can cause it to erupt, removing that character from the battlefield, then placing them one or two spaces away. Then, remove the geyser.

Effect: After the geyser is removed, summon a *Salt Sprite* in its space.

Infuse 3: VOLCANIC GEYSER

Create a Volcanic Geyser instead. When it erupts, it removes and places all characters in a medium blast area effect centered on it, and creates *dangerous terrain* under foes.

TALENTS

- I. Increase the height of all geysers by +1 at the start of your turn. Allies standing on a geyser have *cover* from all directions.
- II. Once a round, when a character *collides* with a geyser, summon a Salt Sprite in range 2 from them.

MASTERY: GREAT GEYSER

Allies can be placed up to three spaces away by a geyser and after landing gain *flying* until the end of their next turn.

GUST

1 action

Terrain effect

The stormbenders are friend to breeze and gale, and have learned how to coax the wind into doing their bidding.

Terrain effect: Create a line 3 terrain effect.

Characters that enter any end space of the line gain *phasing*, then are shoved to the other end space of the line, or as far as possible. Once they stop, they are flung out and shoved 1 in a direction of your choice outside of the area. Characters entering a middle space can be shoved in a direction of your choice.

Collide: Character releases a wind blast as a burst 1 *area effect* centered on them, shoving all characters inside 1 space away from them and dealing 2 piercing damage.

The area is replaced if this ability is used again.

Infuse 4: Great Gust

Gust can be created over characters, and immediately activates its effect when it is created, as if characters inside had entered its space.

TALENTS:

- I. Gust can be used for *cover* by allies as if it were height 1 terrain.
- II. Yourself and allies that are shoved by gust can fly 2 after stopping instead of being shoved.

MASTERY: NORTHSOUL

Gust's area is not replaced if the ability is used again, though you cannot have more than three areas active.

HEAVE-HO

Interrupt 1

Better get your sea legs.

Trigger: A foe damages you or an ally adjacent to either you or a summon you control with an ability

Effect: After the triggering ability resolves create a crashing wave in a medium blast *area effect* placed adjacent to you or your summon. Characters caught in the area are shoved 1, and foes become *vulnerable*.

Collide: Summon a salt sprite.

TALENTS

- I. If only one foe is caught in the area of wave, also create a *pit* underneath them.
- II. If you don't use this interrupt, stock up another use of it at the start of your turn. You can stock it up to interrupt 3.

MASTERY: TIDAL SMASH

Infuse X: TIDAL SMASH

The shove spaces become shove X. *Collide:* foes are *shattered*.

CHAPTER 2

DEEPWRATH

1 action, mark

You mark your foe with the symbol of the Deep Water Titan. No matter where they step, the deeps come up to claim them.

Mark: Mark a character in range 6. While marked, create a watery *pit* under them at the start of their turn.

Effect: If the marked character ends their turn inside a pit, you can drag them under, removing them from the battlefield, then placing them in the space of any other pit in range 3 from their original location.

TALENTS

- I. Marked allies gain +1 boon on saves in pits, and foes don't gain any height advantage against them while they are inside pits.
- II. Marked foes take bonus damage from all sources and are *shattered*+ while inside pits.

MASTERY: DARKTIDE

The first time the marked character vacates a space during their turn, they leave a *dangerous*

terrain space behind them. Marked allies are immune to dangerous terrain, and marked foes take +1 more damage from dangerous terrain.

WATERSPOUT

1 actions

You grab the reigns of the storm and pull it to earth, causing a rippling tornado of water.

Terrain effect: Summon a waterspout in a space in range that is *difficult* terrain. When summoned, or at the start of your turn, you may have the waterspout suck in any characters of your choice in range 2 of it. Foes can pass a save to avoid this effect, and allies can always choose to avoid it. When a character is sucked in, they are removed from the battlefield. At the end of your turn, the waterspout spits out all characters it sucked in, in any order, placing them in any other free space in range 2 outside of the spout.

Effect: Once during your turn, you may move the waterspout 1 space.

The spout is replaced if this ability is used again.

Infuse 2: Great Waterspout

The waterspout can also suck in objects in the area, removing and placing them before all characters.

TALENTS:

- I. After characters are spit out, they are shoved 1 away from the waterspout.
- II. If only one foe or ally is inside the waterspout, it can move 3 space instead, and leaves a space of difficult terrain in one space that it vacates.

MASTERY: HURRICANE

At round 4 or later, waterspouts grow to a small blast area instead of a single space. They become *dangerous* terrain, and characters that start their turns adjacent to the area are shoved 1 in a direction of your choice.

CHAPTER 3

Whirlgang: You are highly attuned to the ambient air currents and can command them at will. At the start of your turn, yourself and every ally in range 2 of you may fly 1 in the same direction as an *effect*.

EYE OF THE STORM

1 action, Attack, Range 8, Medium Blast
Pierce

A storm of vigorous thunder and acid rain descends at your command, but the center remains calm.

This attack has no attack space. Instead, the attack space is clear and exempt from this area.

Area effect: [D]

Effect: If an ally is in the center space, they may fly 4 after the ability resolves. If an enemy is in the center space, they become *vulnerable*.

Infuse 3: AEONCLOUD

Increase area effect to a large blast and damage to [D]+fray. The center space is still clear.

TALENTS:

- I. If there is no character in the center space, create a *pit* there. The pit is also *dangerous* terrain.
- II. The center character may also take 1 piercing damage, once, for every foe or ally in the area effect, up to three times.

MASTERY: GREAT AEONCLOUD

Object: If there is no character in the center space, you may also create a height 1 *aethercloud* object in the center space. At the start of your turn, the cloud drifts 3 spaces in a space of your choice. Any character on top of the cloud when it moves moves with it, and is *unstoppable* while moving this way.

III. THE BOOK OF ADVENTURE

INTRO

This section is about the basic game flow and structure. It includes rules for running **expeditions** and handling **rewards**, including **custom rules** for expeditions, **camp upgrades**, **trophies**, and **relics**.

This section is mostly for the GM, except the Relic rules on pg. XX. If you're a player you might find it helpful to skim through.

GAME FLOW

Here's a quick refresher and guide on the basic game flow:

Games generally start in **narrative play**, where characters freely role play. When the tension of a situation can't be resolved except by high stakes battle, you can dip into **tactical combat** or use narrative combat, then return to narrative play after the fight is resolved.

During play, characters embark on **expeditions** to try and pursue their goals. On an expedition, time is usually a little more limited, and characters might be able to take a break and **camp** a few times. When the expedition is over, the game dips into an **interlude**, which is a more loose period of downtime.

EXPEDITIONS

Characters are generally on an expedition when they leave a place of safety with a clear goal in mind. Before embarking on an expedition, take the following steps:

1. **Define your goal.** What are the heroes setting out to do?
2. **Choose some custom rules, if applicable.** You can find them in this section. This is strictly optional.
3. **Define the number of camps.** Usually characters can camp 0-2 times. Once for a medium length expedition, and twice for a long expedition.
4. **Set your job and abilities,** if you expect tactical combat.
5. **Reset your character** - Choose a narrative kit, clear all effort, strain, and wounds.
6. **Define possible rewards.** All expeditions normally reward 6 xp and 3 dust if they're successful. There may be other intangible

rewards, such as resources, allegiance, friendship, or survival.

7. **Set out!** Get your feet on the road and cut to the action.

Characters can abandon expeditions but also abandon any rewards, and their goal becomes **beyond their grasp** for a while, or possibly forever.

CAMP

When characters **camp**, they take a break for little bit. Characters need about an hour and a relatively stable or safe location to camp, but this is pretty loose (they could easily camp overnight or even for a few days if that's the tone of your game).

- Characters that camp can heal all **strain** and regain all **effort** from narrative play, and **heal all hp** from tactical combat.
- Camping **loses all resolve** that characters have accumulated (to use Limit Breaks).
- Characters that have accumulated **7 xp** can acquire +1 ap and may immediately spend it to acquire a new ability or talent

Characters can upgrade their camp by spending dust. You can see a huge list of upgrade in the Camping section shortly.

INTERLUDES

When characters go into an interlude, they're going into a slightly longer stretch of downtime. This could be as short or as long as you like. Generally time is a little more loose and actions are relatively consequence free.

When characters go into an interlude:

1. Heal all **strain, effort, hp,** and **wounds.** Characters basically go through a full reset again except for their Burdens.
2. Get **xp** and **rewards** from the expedition you just completed. Then Heal Burdens and Pursue Ambitions in any order.
3. **Heal Burdens:** Characters can heal 3 segments across any burdens they have, unticking segments. If they don't take this action, they can help someone else heal 1 more segment. Burden clocks are 4, 6, and 10.
 1. If a character had 3 burdens and was broken this expedition, they have to sit out the next expedition in order to take care of themselves or retire.
4. **Pursue Ambitions:** Characters can work on a personal goal, craft, or project, making a fortune roll to see how they do, and filling out segments on the clock (1-3: 1 segment, 4-5: 2 segments, 6: 3 segments, Critical hit: 5 segments). Ambitions are a 4, 6, and 10 clock, and completing them, in addition to any other benefits, rewards 1, 2, or 3 xp respectively.
 1. Characters can also work on group ambitions instead of their own. Group ambitions reward 1 xp to the entire group.
5. **Free play:** Characters can freely role play at any point during an interlude, but should always aim to bring it back to another expedition.
6. At the end of an interlude, characters can **level up** if they have accumulated one by filling out their xp bar.

SESSION END

At the end of a session, check characters' **xp triggers.** They gain xp for each one they fulfilled. Characters can also level up if they have one available, or gain +1ap for hitting 7 xp. They may then spend any available ap or mastery points.

ADVANCEMENT

The power of characters in ICON is measured by their **level**. Characters start at level 0 and level up to a maximum of level 12. By default, xp bars are **15** long.

THE FIRST SESSION AND LEVEL 0

This game suggests you start new characters at level 0 for the first session only. This is to let players familiarize themselves with the system in a slightly more limited space (no limit break, no relics, only 2 combat abilities and 1 narrative power). It's perfectly possible to start a game at level 1 or later if you so choose.

If you're playing with the level 0 rule, it's not necessary to track xp during the first session but it's good practice. After the first session, all characters gain enough xp to take them to 15 xp and accumulate a level up, leaving them at **level 1** for the next section.

CHAPTERS

Every Chapter of the game represents 4 levels (1-4, 5-8, 9-12). Moving up a chapter is a group decision and represents a **different scale of power, scale, influence, and danger for characters**.

Certain abilities cannot be gained until later chapters, and certain foes are powerful and are generally not encountered until later chapters.

Until the chapter passes, characters **cannot level up** past the cap of each chapter, and **characters that are maxed out on xp can donate it to any character**. This is to allow characters to catch up on experience if they're behind, invest Dust they have earned, and also allows them to set the pace of the game, since foes become slightly more complicated in higher chapters of the game.

EXPERIENCE

During their adventures, characters earn experience points, filling out an experience bar. At certain breakpoints in the bar, they will unlock new abilities or talents.

The xp bar is 15 ticks long. At 7 xp gained, **during an interlude, at the end of a session or at camp** characters can gain +1 ap, and spend it to **unlock a new combat ability** in any job they have, or **gain a new talent** for an ability they already have. This only triggers once per level.

Once the bar is full (15 xp), a character can clear all xp and mark a **level up**. At the end of an interlude or session, they may cash in that level up to increase their level by 1. Certain benefits are only gained on level up.

Characters gain xp the following ways:

When you start an interlude, immediately gain xp for any expedition or quests you finished (6 for expedition, 1 per expedition for a quest)

Check at the end of a session :

1. Did you fulfill at least one of your **Ideals**? 1 xp. Two or more? 2 xp
2. Did your character overcome a challenge? 1 xp. Many times? 2 xp.
3. Accomplished an **ambition** (group or personal) - 1-3 xp
4. **Invoked** Burdens at least once - 1 xp

CHOOSING NEW JOBS

If you choose a new job at level 4 and 8, you gain +2 ap each time.

You may forgo choosing a new job at level 4 and level 8. If you don't choose a new job, you can gain an additional **mastery point**.

ALTERNATE XP

If you want to set a different or slower pace for your campaign, you can set escalating xp tracks. In chapter 1, all tracks are 12 long, with +1 ap at 6. In chapter 2, they are 18 long, with +1 ap at 9. In chapter 3, they are 24 xp long, with +1ap at 12.

You can play with slower xp (using the longer tracks in low chapters) but it will mean characters will take a while to fill out their abilities.

CHARACTER ADVANCEMENT

- Characters level from level 0 to level 1 after the **first session**.
- At the end of each session, each player checks the **xp triggers** for their character and gains xp if the trigger was fulfilled.
- At certain level ups, characters gain +1 ability point (ap). This ability point can be spent to gain a new ability, or unlock one of the two talents for an existing ability. Talents are mutually exclusive.
- At level 1 and every level afterwards, characters gain +1 ap when they hit **7 xp** and go into a camp, enter an interlude, or at the end of a session.
- When a character hits **15 xp**, they clear their xp bar and accumulate a level up, which can be spent at the end of a interlude (a downtime period) or at the end of a session to level up their character. Characters can't level higher than the **chapter** the game is currently in.

Lvl	Chapter	Combat Benefit	Narrative Benefit
0	1	Choose a job and two abilities.	Choose a Culture and Kin type. Then choose a Bond and gets 2 dots in a specific action, a Bond power, then gain 4 extra dots to improve actions. None can be taken past 3 at level 0.
1	1	Gain +2 ap and unlock Limit Break	Gain a Bond Power and improve an action
2	1	Gain your first relic	Gain a Bond Power and improve an action
3	1	Gain a Mastery Point	Gain a Bond power
4	1	Choose a second job and gain +2ap OR the same job and gain a mastery point.	Improve two actions or gain a Bond power
5	2	Gain +1ap	Improve an action
6	2	Get your second relic	Gain a Bond power
7	2	Gain a Mastery Point	Improve an action
8	2	Choose a third job and gain +2ap OR the same job and gain a mastery point.	Improve two actions or gain a Bond power
9	3	Get your third relic	Gain a Bond power
10	3	Gain a Mastery Point	Improve an action
11	3	Gain +1ap	Improve an action
12	3	Gain a Mastery Point	Gain a Bond power

REWARDS

DUST

Dust is the currency of Arden Eld and measured in abstract units. It is so prevalent in the arkenruins that merely venturing into them, small amounts can be scraped from the fingernails or the bottom of boots. It is primarily used to upgrade character's relics and their camp. Dust is earned in the following ways:

1. Completing a combat encounter infuses 1 dust into a relic of your choice.
2. The GM can offer dust rewards for retrieving extra treasure, artifacts, items, or completing extra tasks during an expedition, usually 1 or 2 dust. This dust can be carried on you and used in whatever way you like.
3. Finishing an expedition or quest rewards dust concurrent with how dangerous the quest is. By default this is 3 dust per player for an expedition.

Characters can't personally carry more than 8 dust on them.

Dust can be spent in the following ways:

1. Upgrading a relic costs a total of 6 dust per level.
2. Upgrading a relic to an Aspected relic requires a level 3 relic and a total of 12 dust.
3. Buying a camp upgrade or fixture costs 3-6 dust.
4. Dust can be used to buy benefits from the camp
5. Dust can be spent to increase ticks on an ambition or burden clock (2 dust for 1 tick)

GEAR

Characters can accumulate narrative gear and make it part of their *loose gear*. This could be things like a project they worked on or built themselves, something they looted from a dungeon, something they got as part of a contract, or something they bought from a merchant. They can then take two pieces of loose gear with them on any expedition.

TROPHIES

Trophies offer a way for GMs to offer additional minor rewards other than xp or dust. They mostly have effects in **tactical combat**.

Trophies is a loose term for anything powerful that is scavenged from the dungeons and ruins of Arden Eld, whether it's an arkentech wonder or something carved from a monster or beast.

Trophies are less powerful than Relics, however, having limited use and eventually running out of magical power and crumbling.

- All Trophies grant you either a trait or an ability, and last either a certain number of expeditions or combats, or a certain number of active uses. When uses are depleted to 0, the trophy crumbles or breaks and is no longer usable.
- Characters can hold on to **three trophies** at once.

General Dungeon Trophies are listed in the following section and there's more in each foe section as possible rewards. There will be more in the full game. Every legend (boss) fight in this game has unique trophy rewards.

OPTIONAL RULE: REPLENISHING TROPHIES

Trophies are intended to be a 'one and done' kind of deal, since they offer a lot of free power to a character. If you want the uses of the trophy to be able to be replenished, or a more permanent part of a character, then make it a long term ambition clock for a character.

GENERAL DUNGEON TROPHIES

d20	Trophy	Description and Effect	Uses
1	Frost enchantment	Use this enchantment at the start of combat to wreath your weapon in shimmering frost. Any time you attack a character this combat, you create <i>difficult terrain</i> under them.	3 combats
2	Flame enchantment	Your attacks this combat gain <i>exceed</i> : release a burst 1 (target) explosion, dealing 3 damage to all characters inside	3 combats
3	Lightning enchantment	Your attacks this combat deal 1 piercing damage to any foe damaged after they resolve	3 combats
4	Poison enchantment	Your attacks this combat gain <i>pierce</i>	3 combat
5	Gnarled horn	You can blow this horn as a free action ability to allow all allies to <i>rush</i> 3	5
6	Displacement Cloak	Wrap this cloak around you and blink in and out of existence. This expedition, you may make your standard move as a 4 space teleport	2 expeditions
7	Boots of Speed	Use these sleek boots to take the dash action as a free action	6
8	Valkyrie's Mantle	This expedition, you may <i>fly</i> with any of your movement	1 expedition
9	Crystal Skull	Crush the skull as 1 action ability. A foe in range 6 must save or <i>sacrifice</i> 50% of its max hp, or 25% of its max hp on a successful save. If this reduces it to 1 hp, it is also <i>stunned</i> . Has no effect on legends.	1
10	Whisper Cloak	Pull this cloak over you at the start of combat to gain <i>dodge</i> , <i>evasion</i> , and <i>stealth+</i> for the first round.	5
11	Stave of Flame	Point this stave at a space on the ground in range 6 as an action to release a spark of flame as a <i>medium blast</i> area effect, inflicting 4 damage to characters within.	5
12	Helm of the Ram	Use this heavy, horned helm as a free action to shove an adjacent character 2 spaces, then <i>rush</i> 2	3
13	Phase Shard	As a 1 action ability, remove yourself from the battlefield, then return in any free space	3
14	Gangariant's Stave	As a 2 action ability, force a foe in range 3 to save. On a failed save, they take 10 damage and are <i>stunned</i> and have a pit created under them. On a successful save, they are shoved 5.	6
15	Broken Key to Numenea	Use this key as a free action ability to travel briefly to the Titan City of Numenea, removing yourself from the battlefield and ending your turn. You return at the start of your next turn, in free space in range 3 from your original location.	1
16	Jotunn Mead	Drink this potent mead as a 1 action ability to gain 15 vigor. This vigor could put you over the maximum. However, at the start of your next turn, you are <i>stunned</i> .	2
17	Axe of Mork	Swing this axe at an adjacent foe at 8 hp or lower as a 1 action ability to instant <i>defeat</i> them.	2

18	Warding Armor	Start every combat this expedition with <i>defiance</i> and 5 vigor.	1 expedition
19	Tears of the Weeper	Feed this silky black liquid to any character at 4 wounds and <i>fallen</i> . During combat, this is a 1 action ability, after combat this can take place in narrative play. That character can return from being defeated if in combat, and recovers 2 wounds. They are no longer <i>fallen</i> . However, their soul aether begins to slowly drain away from them over the coming weeks, to a dark temple below the earth. Without intervention, they will become a soulless husk.	1
20	Fragment of the Ur-Spell	Spend 2 actions to read this fragment of terrifying Ur-magic and inflict 999 divine damage to a foe anywhere on the battlefield. Legends must save or take 25% of their maximum hp as <i>divine</i> damage instead, or 13 <i>divine</i> on a successful save.	1

RELICS

Relics are objects of power that slowly take on aspects of legendary heroes, becoming magical or famous weapons simply by being around you. A relic could be something you retrieved on your adventures or something you have always had that slowly awakens to power.

- Relics start with 1 level and take 6 dust each to unlock levels II and III.
- Infuse 1 dust into a relic of your choice when you complete a tactical combat.
- Characters gain a relic at level 2, 6, and 9.
- Once a Relic is level 3, it can be Aspected by either infusing 12 dust or completing a legendary task. These tasks are suggestions and can be adjusted by the GM to fit your game.
- Once at least one character has completed an aspect quest for a relic, other characters can aspect a relic for 4 dust.

Relic colors are thematic and any job can take any color of relic.

INVOKING RELICS

In combat, some relics have abilities that can be **invoked** for a powerful effect. Invokes have three types:

- **Attack Invoke:** When you make an attack, if the die used for the attack roll is a certain number or higher, you can invoke the relic's power against your attack target. This only counts the d20, and not the total attack roll. For example, in an **(Attack, 15+)** invoke, you could invoke the relic's power when you make any attack roll and the die is 15 or higher. This Invoke happens after the attack roll, but before damage and effects are applied. With attacks that don't have a roll, such as an auto-hit attack, roll 1d20 anyway to check.
- **Gambit Invoke:** An invoke that can be triggered under the listed conditions, but only once per combat. For example, an invoke that says 'gambit: your next attack is a critical hit on hit' works automatically, but can't be used again even if that attack misses. Gambits are usually always *effects* or *free actions*
- **Round Invoke:** Automatically, at a certain round of combat or later. These effects are

always active. For example **(Round 5+)** relics have effects that are always active at round 5 or later.

APE GOD

This gauntlet or weapon is oversized, studded with metal, and incredibly heavy.

- I. **Invoke (Attack, 17+)** - *Stun* your attack target.
- II. Become *immune* to *stun*
- III. When you *stun* a foe, you can also *stun* another foe within 2 spaces of that character.

Aspected: If your Invoke goes off, your attack also deals bonus damage, shoves all foes adjacent to your target 1, and you may shove yourself 2 in any direction after it resolves.

Aspect quest: Climb the highest peak in Arden Eld

CRIMSON KING

A blood red gem, similar to an Elixir Stone, is set into this weapon or armor.

- I. When you're at 25% hp or lower, you may reduce *all sacrifice* costs to *sacrifice 2* if higher, even those based on % of your hp.
- II. When you'd take any wound, roll a d6. On a 6, ignore the wound. If you'd already roll a d6 to ignore a wound, instead improve that roll by 1, to a minimum of 2+.
- III. **Gambit:** *Free Action: Sacrifice 4*, then deal 4 damage to a foe in range 4

Aspected: Crimson King I reduces costs to *sacrifice 1*

Aspect quest: Quench your relic in the abyssal blood of a powerful demon

ERYS

This helm, mantle, or pauldron is crowned with horns, spines, or a mantle of thick goat-like fur.

- I. **Invoke (Attack, 11+):** You may shove your target 1.
- II. When you are shoved, you can choose to reduce the shove distance by 1
- III. While you're bloodied, you may increase the distance of any your shoves by +1

Aspected: You can shove characters diagonally, as long as they move further away from the origin with each move.

Aspect quest: Take the horns of a legendary beast as your trophy

MAIDEN

Your relic bears a statuette or image of the Weeping Titan, impaled by spears.

- I. While you're bloodied, gain counter.
- II. While you have counter, you also grant all adjacent allies counter
- III. **Invoke (Attack, 11+):** You may deal 1 piercing damage to all adjacent foes.

Aspected: Your counter effect becomes *piercing* damage.

Aspect quest: Gather and reforge true iron nails from the sarcophagus of a Relict Emperor

ORPHEO

This relic has a cracked mirror, set on a pendant or into a shield or weapon hilt

- I. **Invoke (Attack, 17+):** Gain *defiance*. If you already have *defiance*, gain 4 vigor.
- II. When *defiance* triggers, you may deal fray damage to all adjacent foes
- III. **Invoke (Gambit):** When an ally in range 3 would be reduced below 1 hp, you can trigger your own *defiance* to grant its effects to that ally.

Aspected: When *rescued*, gain *defiance*.

Aspect quest: Bathe in the water of the river that leads to the underworld

UNGOLIANT

Your relic is a massive weapon carved from the fang of an ur-spider or beast of the deep caverns.

- I. Charged attacks gain +1 boon
- II. Charged attacks also deal 2 damage to all foes adjacent to your attack target after the ability resolves.
- III. When you choose to take a slow turn, you and all allies in range 3 can *rush 1*

Aspected: Invoke (Gambit) - Free action: This turn only, all your actions trigger all *charge* effects.

Aspect quest: Weave the aethersilk of an ancient Ur-spider into your relic

WYRMTOOTH

This weapon or armor has carvings made from pure wyrmbone. It is hot to the touch.

- I. While afflicted by a status, you no longer take bonus damage and cannot be critically hit.
- II. While afflicted by three or more statuses, gain +1 boon on saves and deal bonus damage with all abilities.
- III. **Invoke (Attack, 13+):** Inflict a status on your attack target that you are afflicted by.

Aspected: At the start of combat, you can choose to inflict one or two statuses of your choice on yourself.

Aspect quest: Carve the skull or horns of a wyrm and incorporate it into your relic.

TROLLHIDE

A cape, shield, or mantle of scaly leather, a hardy relic that knits itself back together like a living thing.

- I. If you don't attack on your turn, gain 4 vigor
- II. If you don't attack on your turn, gain +1 boon on saves until the start of your next turn.
- III. Whenever any ability resolves that grants you vigor, you may *rush 1*.

Aspected: Whenever you gain vigor, increase the *total* amount by +2

Aspect quest: Seek the wisdom of the keepers of the Deep Bog and do their bidding for three days.

TITANSBANE

A weapon or armor made of Arken black metal. Seethes with a fell energy. You can feel a killing intent from within.

- I. When you use a *delay* effect, you can *rush 1* before activating it. If you're *bloodied*, you can *rush 3* instead.
- II. Your *delay* effects deal *divine* damage to characters at 25% health or lower.
- III. You are *sturdy* while holding a *delay* effect.

Aspected: Invoke (Attack, 19+): You may activate the next *delay* effect you use this turn immediately, including as part of this attack.

Aspect quest: Pull and reforge a god-killing weapon from the corpse of a titan.

IRONSOUL

A relic made of sturdy and thick star-iron, cool and comforting to the touch.

- I. Gain +1 boon on attacks while adjacent to an ally.
- II. **Invoke (Gambit):** Reduce all damage from an incoming ability targeting you or an adjacent ally by 2 per adjacent ally, as if from armor.
- III. Regain your Gambit when used if you or your ally are bloodied. However, it can't be used more than twice a combat.

Aspected: At the start of your turn, shove one ally in range 2 one space towards you, even diagonally.

Aspect quest: Find and smith the Primal Iron Soul, a legendary meteorite that fell deep in the blight lands.

GLADESONG

Your weapon is carved from supple but durable gaia wood, sharper than any metal

- I. Your attacks against foes standing next to an allied summon gain +1 boon
- II. **Invoke (Attack, 11+):** Move all allied summons in range 2 of you 1 space, ignoring all movement penalties. All foes adjacent to at least one allied summon that was moved this way then take 2 damage.
- III. It always costs at most 1 movement for you to enter the spaces of allied summons.

Aspected: Invoke (Gambit): *Free action:* This turn only, entering the spaces of your allied summons costs at most 0 movement for you and allies.

Aspect quest: Drink from the primeval Gaia pool

GLOAM

This cloak or clothing appears to be made out of woven shadow. The cloth is richly textured.

- I. **Invoke (Attack, 14+):** *Blind* your foe. If your foe is already blinded, they take 2 damage.
- II. +1 boon on attacks against blind targets
- III. *Blind* characters gain +1 curse on attacks against you, and you may dash 1 after they any ability they target with you resolves.

Aspected: Any foe that starts or ends their turn adjacent to you and no other characters is *blinded*. Blinded foes take 2 damage.

Aspect quest: Find a source of True Darkness, deep underground, and capture it with needle and thread

HERMES

Intricate, curling silver wings are carved into this artifact, weapon, or armor

- I. **Invoke (Gambit):** *Free action:* Teleport 2
- II. When you use this relic's invoke, all other allies in range 2 of you can teleport 2 as well.
- III. Increase range of all teleports granted by your abilities and as part of this relic by 1.

Aspected: This relic's invoke becomes: *Free Action:* Teleport 1 space, then teleport 1 space. This teleport can be interrupted with other abilities.

Aspect quest: Weave a strand taken from the cloak of the Titan of trickery, the Laughing God, into your relic

MISTBORN

Your weapon is made from seeping mist, and doesn't seem to be entirely present

- I. **Invoke (Gambit) - Free action:** Gain *stealth*
- II. Attacks from *stealth* deal bonus damage
- III. If you end your turn with no other foes or allies in range 2, gain *stealth*. If you already would gain *stealth*, *dash 2*.

Aspected: *Stealth* now only breaks if you or an effect or summon you own deals damage to a foe.

Aspect quest: Sail to the edge of the world and bathe your relic in the mists there

RUIN

A weapon, bow, or stave carved from ancient stone, a heavy slab of a thing.

- I. You may trade in 1 boon, once per attack, for bonus damage.
- II. Become immune to *pacified*.
- III. Your first attack in any combat cannot miss (change any miss into a hit).

Aspected: Your first attack also gains +1 boon, and its listed ranges are increased by +2

Aspect quest: Gather rubble from the pillars of the oldest Arkenruin

SLEIPNIR

Odd wooden armor or a necklace of bones carved with the image of an eight legged horse.

- I. **Invoke (Gambit):** *Free action:* Fly 2. This free action can interrupt abilities.
- II. Once a turn, after you end any flying movement on a lower elevation than you started, you can fly 1 again.
- III. Increase all your flight effects by +1, including as part of this relic.

Aspected: Your invoke gambit can be taken twice a combat.

Aspect quest: Tame a titansteed, one of the enormous legendary wild horses

RIGOLETTO

A colorful token, built to look like a spinning wheel. When sewn into armor, weapons, or accessories, it allows its wielder to move with preternatural speed.

- I. Evasion triggers for you on a 3+
- II. When you or an ally in range 2 successfully evades an attack, deal 2 damage to the attacker.
- III. If you have evasion, you can also roll evasion for allies in range 2, but it only triggers on a 6.

Aspected: Invoke (Gambit): Activate at the start of any turn. *Effect:* This turn only, your evasion is always successful.

Aspect quest: Beat the shadow of the Laughing God in a foot race. He cheats.

HUNTRESS

This supple leather relic has been crafted with images of Gaia, the Hunter Titan

- I. Gain *dodge* against characters you marked.
- II. Attacks against characters you marked deal bonus damage.
- III. When you hit a character you marked with an attack, dash 2 after the ability resolves.

Aspected: Effects apply to any marked character, not just those you marked.

Aspect quest: Take the pelt of a legendary beast and incorporate it into your relic

FRAGMENT OF IZ

A shifting, crackling relic that seems out of sync with reality. Its color and shape seems to writhe and warp.

- I. **Invoke (Gambit):** *Free action:* Gain phasing until the start of your next turn
- II. When you phase through a character, you may deal 2 damage to them. This effect can only trigger once a round for the same character.
- III. While you have phasing, entering the space of other characters or objects costs a maximum of 1 movement for you.

Aspected: You always have phasing when you dash.

Aspect quest: Stand before the gates of the buried and ancient necropolis of Iz, and behold the horror.

DOMINUS

A relic that most often takes the form of a crimson gauntlet. The surface is oddly slick.

- I. All your attacks gain a new effect: *Slay:* Dash 2 after the ability resolves.
- II. **Invoke (Attack, 17+):** Trigger any slay effects of your attack
- III. Increase Dominus I to dash 4

Aspected: Your slay effects also trigger if they reduce a character to at or below 25% hp.

Aspect quest: Beat another wielder of a Dominus relic in single combat.

BYRAX

Goat horn engravings adorn this armor, weapon, or cloak, curling into intricate runes

- I. When you refresh a stance, dash 1
- II. **Invoke (Gambit):** *Effect:* Refresh all your stances.

III. On the first turn of combat, you may take any single stance that costs 1 action or less as a free action.

Aspected: You can hold +1 more stance than normal

Aspect quest: Find the resting place of the Wanderer Titan, take a splinter of one of their weapons, and reforge it.

ERENBRASS

A burnished metal helm, gauntlet, or mantle, bright in the sun.

- I. At the start of your turn, you may shove an ally 1 space in any direction.
- II. Erenbrass I can be taken at the start and end of your turn, and can choose different characters each time.
- III. Erenbrass I can also be a dash, teleport or a fly effect (your choice), and is increased by +1 if your chosen character is *bloodied*.

Aspected: Erenbrass can affected foes, as long as they are in range 3.

Aspect quest: Take command of an army, militia, or regiment in battle and fight to victory.

ESPER

This gem is a void of space within. If you stare long enough, you can see stars.

- I. **Invoke (Attack, 16+):** Cure a character in range 2 of your attack target.
- II. Increase range of all cure effects by 2.
- III. Cures can target foes and deal *fray* damage to them instead of any of its other effects.

Aspected: Cures against foes gain true strike and pierce.

Aspect quest: Find a shrine of the Titan of death and darkness, the Weeper, and survive the trials there

MERCY

This gold-filigreed choker or torc is surprisingly light, and includes imagery of grasping hands

- I. Your cures can target defeated characters. If you do, they are *rescued* before being cured.

II. When you *cure* a character at 25% hp or lower, they automatically clear one status they are affected by.

III. Characters cured by you can also save against any marks they are affected by, ending them on a success.

Aspected: When you *cure* a character at 25% hp or lower, they also gain *defiance*.

Aspect quest: Find and incorporate a twig of the eternal world tree into this relic

SCHEHEREZADE

This weapon emits a faint singing tone that can only be heard in a quiet room

- I. At the start of combat, gain 2 blessing tokens on yourself.
- II. When you spend blessing tokens to gain a boon on a save against a status, it automatically clears the status, but no more than once a turn.
- III. **Invoke (Attack, 14+):** Bless yourself after this attack resolves.

Aspected: The III effect also *blesses* an ally in range 3 when it triggers.

Aspect quest: Recover a genuine page fragment of the legendary Tale of Ages

STORM LORD

This armor is wrapped in knotted holy cords and imagery of the sea during a storm.

- I. At the end of any turn you didn't attack, you may gain a combo token, or spend one to dash 1.
- II. When you spend a combo token on an ability, you may deal 2 damage again to one of its targets, but only once per ability.
- III. You can expend combo tokens from any allies in range 2. Allies can also spend your combo tokens as long as they are in range 2.

Aspected: You can keep two combo tokens.

Aspect quest: Ride the lightning to the palace of clouds and learn from the teachings of the long-dead Storm Lord

VESSEL

This weapon or armor seems surprisingly hollow, despite how durable it is. It's cold and heavy.

- I. Deal bonus damage when at or under 25% hp
- II. When a foe breaks your vigor, deal 2 damage to them
- III. If you're at or under 25% hp, when any ally in range 2 of you gains vigor, you gain 2 vigor.

Aspected: Allied abilities that *mark* you become a *free action* if they're 1 action or less, or 1 action if they are 2 actions.

Aspect quest: Split a part of your soul into your relic at a deep shrine of the Black Blood Titan, the Holy Body

CHIME

This symbol of a bell shines with gentle power. A soft ringing can be heard in its presence, but only when it's very quiet.

- I. **Invoke (Gambit):** *Pacify* a foe in range 5.
- II. You are immune to statuses caused by *pacified* foes.
- III. Damage from your non-attack abilities does not break *pacified*.

Aspected: Invoke (Gambit): When you *pacify* a foe, you or an ally in range 2 gains 3 *vigor*.

Aspect quest: Ring the old temple bell of the hidden thirteenth chamber of the chroniclers

GILDED FINGER

A golden finger of a saint or holy icon - real or carved - set into armor or weaponry.

- I. **Invoke (Gambit):** *Free action:* You gain aura 1 until the end of your next turn. Foes inside the aura gain +1 curse on attacks, and allies gain +1 boon on attacks.
- II. Your gambit aura also gives foes +1 *curse* on saves, and grants allies +1 boon on saves.
- III. **Invoke (Attack, 14+):** You may immediately activate your gambit aura.

Aspected: The effects of your auras may also extend to characters adjacent to the auras, even if they are not inside.

Aspect quest: Retrieve one of the thirteen forbidden Arks - holy reliquaries from before the Doom thought to be lost to time.

SILVER RABBIT

A beautiful relic inlaid with a shining silver coin, embalmed with the image of the smiling Moon Titan, Tsumi.

- I. **Invoke (Gambit):** *Free action:* *Gamble*, then dash exactly that far in a straight line.
- II. After using this relic's gambit, you may also deal that much damage to a foe in range 3.
- III. **Invoke (Attack, 16+):** The next gamble you make can be any number from from 1 to 6.

Aspected: Silver Rabbit III can also be used on any single boon or curse die as part of your abilities, or any ability used against you.

Aspect quest: Travel to Arden Eld's moon.

APOPHTHIS

Coiling serpents cradle the hilt of this weapon or curl around the base of this necklace

- I. At the start of your turn, create a poison pool *dangerous* terrain space in free space adjacent to you.
- II. You are immune to dangerous terrain. If you start your turn in a dangerous terrain space, you may deal 1 piercing damage to all adjacent characters.
- III. **Invoke (Attack, 12+):** Create a poison pool *dangerous terrain* space under your attack target after the ability resolves.

Aspected: When you damage foes standing in dangerous terrain, it gains *piercing*.

Aspect quest: Infuse your relic with three scales of the ancient Wyrms Nidhogg

DOMAIN

A sceptre, weapon, or helm embedded with a deeply inset gem.

Gain trait: Domain: When you create a terrain effect or object, you can place your *Domain* over one of its spaces, a small blast terrain effect. Using this trait again moves the Domain instead of creating a new one.

- I. Gain +1 boon on attacks against foes in your Domain
- II. Foes that end their turn in your Domain take 1 piercing damage.
- III. *Dangerous* terrain deals +1 more damage to foes inside your Domain. *Difficult* terrain costs 2 spaces for foes to exit instead of 1.

Aspected: Invoke (Round 4+): Your Domain becomes *difficult* and *dangerous* terrain for foes.

Aspect quest: Gain a gemstone for your Domain relic from a ruler (dead or living).

CLOUDPIERCER

This bright metal weapon crackles with latent power.

- I. Gain +1 boon on attacks against foes at exactly range 3.
- II. When you attack a foe at exactly range 3, deal 1 piercing damage to them again after the ability resolves.
- III. When you attack a foe at exactly range 3, you may deal 1 piercing damage to all *other* foes at exactly range 3.

Aspected: At the start of your turn, you can set your 'exact' range effects, including as part of this relic, to range 2, 3, or 4, lasting until the start of your next turn.

Aspect quest: Survive a day in the Hundred Year storm

PLEIADES

A set of six star-diamonds, flickering with a distance light, set into earrings or a neck piece.

- I. **Invoke (Attack, 11+):** Create an icy patch of difficult terrain under your attack target.
- II. You are immune to difficult terrain. If you start your turn in a difficult terrain space, you can create an icy patch of difficult terrain in a free adjacent space, including under characters.
- III. Once a round, when you enter a difficult terrain space, you can slide and shove yourself 2 in the direction of your movement.

Aspected: During Pleiades III's slide, If you *collide* with a character, deal 2 damage to them and create an icy *difficult* terrain space under them.

Aspect quest: Find and learn from the observatory of the Stargazer Titan.

SKIPJACK

This gem-incrusted gauntlet is intricately made and seems heavy, but is oddly light to wear.

- I. Increase the listed range of all your abilities by +1.
- II. Your attacks with a range gain *rebound*. The rebounded ability has a maximum range of 3.
- III. When you bounce an attack, the attack explodes on its new target, creating a small blast area effect on them that deals 1 piercing damage to all characters, including the new target.

Aspected: Invoke (Round 4+): Skipjack attacks can bounce twice, exploding each time. Characters can only be damage by one explosion.

Aspect quest: Find and use the workshop of the Forge Titan in the heart of Arden Eld

TOWER OF BARBS

Coiling thorns have been set into this ranged weapon. The barbs sometimes curl towards your flesh.

- I. Deal bonus damage if a character is at maximum range of your ranged attack or in the end space of a line or arc area effect.
- II. Also gains *unerring* if a character is at maximum range
- III. **Invoke (Gambit):** Set the range and/or area of your next arc, line, or ranged attack to any number between 1 and 6

Aspected: Tower of Barbs III invoke becomes between 1 and 8, and can be used twice a combat.

Aspect quest: Climb to the top floor of the legendary dungeon the Tower of Barbs

RIFTWALKER

This relic has a contorted shape set into at - an impossible geometry that confounds the mind.

- I. You may cause any of your attack with area effects to include in the area any Pit spaces connected to them by adjacency, even diagonally.
- II. You can ignore movement and height penalties from pits.
- III. **Invoke (Attack, 11+):** Create a pit space in a free space adjacent to a target of your attack

Aspected: When you move, you can spend 1 space of movement to teleport from any pit into any other pit in range 3, but no more than once a turn.

Aspect quest: Enter the Eternal Maze - a dangerous pocket dimension, and escape with its secrets.

ARENHEIR

This weapon or armor has the imagery of a great fierce wolf on it

- I. Your critical hits deal bonus damage
- II. If your attack target is at 25% hp or lower, your ability triggers all *exceed* effects.
- III. Your threshold for *exceed* and *critical hits* is decreased by 1, and decreases again by 1 at round 3 and 5.

Aspected: When you score a *critical hit*, reduce the threshold for critical hits by 1. This cannot reduce it lower than 15+.

Aspect quest: Find the burial tomb of Arenheir's master, the ancient Berserker Titan, the Hundred Sword Titan, and pray there

CONQUERING KING

This relic has a regal bearing, with imagery of lightning bolts made of wrought gold.

- I. **Invoke (5th round+)** - All abilities deal bonus damage.
- II. **Invoke (7th round+)** - All attacks become *critical hits* on hit.
- III. **Invoke (Attack, 18+)** - Lower your threshold for any effects that rely on round number by 1, this combat only. This effect can stack multiple times. This applies to all abilities, traits, and relics.

Aspected: Conquering King III becomes **Invoke (Attack, 15+)**.

Aspect quest: Find and commune with an entrance to the Highest House, the divine realm where the creators of the world are said to sleep.

PALEBLOOD

This relic has inlays of pale bone, intricately carved. When infused, the inlays light up.

- I. At the start of combat, gain a d4 power die, starting at 1. Tick it up by 1 at the end of each round. When the die is 4, you may expend it when you use any ability, discarding it, to grant that ability bonus damage and trigger *all* of the following triggered effects: *charge*,

collide, comeback, chain reaction, exceed, finishing blow, slay.

- II. **Invoke (Attack, 16+):** Tick a power die you have up or down by 1
- III. Your power die is not expended but resets to 1.

Aspected: **Invoke** becomes **(Attack, 12+)**

Aspect quest: Slay a powerful monster and find a smith willing to work with its bones.

THE CAMP

Adventurers in Arden Eld often get around on enormous aetherships, traveling wagons, vehicles, or caravans. They bring with them all kinds of supplies: portable shrines, elixir cauldrons, cooking pots, vittles, and lengths of rope for traversing caverns. **The camp** can be any of these things. It's representative of the gear, supplies, and transportation that the characters keep in common, and may take with them on an expedition.

When you start a group of characters, also start a **camp sheet**. Camp sheets have the following:

1. **Group Name:** You can name your group if you like, or leave it blank until later.
2. **Ambitions:** Write 1-3 long term goals for your group. If you accomplish an Ambition during an interlude, everyone in your group gets 1 xp, then write a new ambition. You can leave these blank for now if you like.
3. **Camp fixtures:** The various pieces of gear, shelter, and accoutrement that your group keeps around camp. Fixtures apply their benefits to everyone in the group and anyone can spend dust to purchase, upgrade, or use them. Start with **1 of your choice**.

CAMPING

During an expedition you can camp (usually a limited number of times) to clear all **strain**, regain all **effort**, and **regain all hp**. You scarf down a meal, put your feet up, clean your weapons, tend to your wounds, or polish your armor. You then **lose all resolve** you have accumulated.

Camping is pretty loose and could represent anything from a short break in a battle where you catch your breath or a momentary break on a trail to fix your boots to an entire night or even a few days spent in one place.

You only camp during an expedition, but you might spend time in your camp (or what your camp represents if it represents something like a caravan or airship) during interludes or in downtime. Either way, the camp is usually a character in its own right and often serves as a home away from home for Icons.

CAMP FIXTURES

Here at the various camp fixtures and their upgrades. When you make your characters, start with one. Additional upgrades and fixtures can be bought during an interlude and take effect at the end of an interlude. Anyone can spend dust on them.

If camp upgrades are nested (bulleted below each other), you need to take the previous upgrade to get the one under it.

- **Upgrade 1:** Characters need to take this upgrade...
 - **Upgrade 2:** ... before they can take this one!

Aetherpearls

Purchase: 6 Dust

Upgrade: 3 Dust

This small set of pearls are etherically linked together, and can be inset into armor or worn as jewelry. There are always just enough for all player characters and no more.

Every character can add +1 to their charm or command rating, up to a max of 3.

Characters can add aetherpearls to their adventurer's kit. While wearing a pearl, characters can talk to any other character wearing a linked pearl within a mile. They must talk out loud and hear the other person's voice in their ear.

Upgrades:

- **Extended pearls:** Up to 6 additional pearls can also be given to NPC allies. Pearls can also be linked to any other pearl network within their range, connecting them together.
- **Resonant pearls:** When in a populous location with an etheric field (like a city) the pearls don't have a maximum distance
- **Silent pearls:** Within the same room (or a very short distance) anyone wearing a linked pearl can communicate telepathically, without speaking out loud

Aethervault

Purchase: 3 Dust

Upgrade: 3 Dust

You can keep up to 6 Dust inside this crystalline prism, where it is safely stored. Characters can deposit or withdraw Dust from it by touching it. Only characters attuned to the prism (your group, and any NPCs you choose) can withdraw or deposit dust, and it is practically indestructible unless you hurl it into an high powered Aetherforge.

The vault has a clever but slow acting condenser inside. At the end of each interlude, if there is at least 1 Dust inside the Vault, it attracts more Aether, adding 1 Dust to the vault. If there's no room in the vault, not more Dust is generated.

Upgrades:

- **Empowered attunement:** Dust can be withdrawn or deposited into the Vault from anywhere, ending up in a specially attuned vial on each character's waist.
- **Aether Sapphire:** Increase the vault's capacity to 12
 - **Aether Ruby:** Increase the vault's capacity to 16
- **Upgrade condenser:** If it's at least half full, the vault condenses 2 dust instead of 1.

Cabinet

Purchase: 3 Dust

Upgrade: 3 Dust

This dusty cabinet or traveling trunk allows you to keep additional gear with you.

During camp, you can swap out your **abilities** and **gear** at will.

Upgrades:

- **Soulstone:** Characters can also change jobs at camp
 - **Great Soulstone (6 dust):** Characters can take 7 abilities instead of 6 on an expedition.

Cauldron

Purchase: 6 dust

Upgrade: 3 dust

A heavy iron cauldron and apothecary where characters can brew flasks.

Characters can brew one of the following **flasks** during an interlude by spending **2 dust**. Flasks can be drunk as part of making an action roll (in narrative play) or as a *free action* ability in combat. Characters can only hold on to three flasks, and up to one major flask.

- **Flask of Action:** Gain +1 boon on their next narrative action
- **Flask of Resolve:** Regain 2 effort
- **Flask of Alacrity:** Dash 4
- **Power Flask:** Gain bonus damage on your next action
- **Major Phoenix flask:** An incapacitated character can drink a Phoenix Flask at the end of a round to Rescue themselves. They can do this even while incapacitated.
- **Major Healing flask:** *Cure* yourself
- **Major Power flask:** Gain bonus damage on all actions until the end of your next turn.

GMs can offer flask ingredients as rewards for treasure collected during an expedition, or side tasks. If that's the case, forgo the dust cost for brewing a flask if you have the ingredients. Ingredients are usually for a specific flask.

Upgrades:

- **Flask belt:** Characters can hold on to four flasks
 - **Improved flask belt:** Characters can hold on to up to two major flasks
- Add the following to your flask brewing by taking an upgrade for each. They cost increased dust to brew and take rarer ingredients. You can ignore the dust requirement if you have ingredients as normal.
- **Major Flask of Divine Speed:** 5 dust. Until the end of your next turn, increase all move, rush, dash, fly, and teleport amounts by +2
 - **Major Flask of Divine Strength:** 5 dust. Your next action deals bonus damage and is a critical hit on hit if it is an attack.
 - **Major Flask of Divine Luck:** 5 dust. Until the end of your next turn, all attacks miss you and you cannot miss attacks (a miss becomes a hit instead).
 - **Major Flask of Divine Health:** 5 dust. Clear all statuses and gain a *vigor surge*.
 - **Major Flask of Divine Grace:** 3 dust. Increase the effect of your next narrative action to superpowered.

Cooking Pot

Purchase: 6 dust

Upgrade: 3 dust

When you embark on an expedition, or when you camp, one character can cook a meal for everyone.

A character's **cooking skill** is a unique action, starting at 1d6. A character can improve their cooking by investing 2 xp to improve their cooking skill by 1, up to a maximum of 4. Xp invested in cooking has to be spent when you gain xp and not from your bar.

Roll 1d6 per level of cooking skill and choose any die as the final result.

Meal effects apply to the **very next combat only** you get into.

D6	Result
1	Burnt meal - No effect!
2	Nutritious meal - Ignore <i>difficult terrain</i>
3	Refreshing meal - Saves are successful on an 9+ instead of a 10+
4	Invigorating meal - Deal bonus damage in the first round of combat
5	Healthy Meal - Start that combat with 2 vigor, or +2 vigor if you already start with Vigor.
6	Hearty Meal - Gain resistance to all damage in the first round of combat

Upgrades:

- **Foraging:** Your group can forage or shop for ingredients during an interlude. Roll 1d6. You can hold on to that number until used during cooking. If you roll and save a 1, you can use it as insurance. Discard it when you roll a 1 cooking result to re-roll, taking the second result as final.
 - **Improved ingredients (5 dust):** When you cook, you can keep any 2 dice and combine their effects.
- **Variety:** If a different character from the last one cooks each time you camp or go into an interlude, roll +1d6 when cooking.

- **Masterclass:** If you get a critical hit on a cooking roll, the effects apply to *every combat* until you camp or go into an interlude.

Campfire

Purchase: 6 dust

Upgrade: 6 dust

Your camp has a bright and well fed fire. It's easy to take a load off and talk around the fire, and it burns brightly even in dark moments.

During Heal Burdens, characters can tick a free segment on a burden of their choice.

Upgrades:

- **Commonality (3 dust):** Characters that help others heal their burdens instead of healing their own allow that character to tick 2 segments instead of 1
- **Momentum:** When you finish camp, gain 1 personal resolve.
- **Memories of purpose:** Once a session, all characters can heal 1 strain merely by taking a moment to breathe.
 - **Memories of hope:** When using memories of purpose, characters also regain 1 effort
 - **Memories of home:** All characters gain +1 effort box and +1 max strain.

Elixir Stone

Purchase: 6 dust

Upgrade: 3 dust

This unsettling and extremely valuable blood red stone, found in the very deepest depths of the arkenruins, is condensed Dust and life essence in its purest form. When exposed to Aether, it bleeds a substance that can be condensed into elixirs that can heal wounds.

A party embarks with one elixir. A character can drink an elixir any time outside of tactical combat to heal a wound. Healing a wound also replenishes 25% hp.

Upgrades:

- **Elixir Brewing:** When they camp, or during an interlude, characters can brew a new 1 elixir by spending 4 dust. A GM might offer elixir ingredients as a reward, allowing you to waive this cost.

- **Deep Elixir Stone:** When you brew elixirs, brew two elixirs instead.
- **Clarity:** Characters can drink an elixir to heal all strain

Fishing Pole

Purchase: 6 Dust

Upgrade: 3 Dust

Once an expedition, if there's a water source nearby, one character can fish. A character's **fishing skill** is a unique action, starting at 1d6. A character can improve their fishing by investing 2 xp to improve their fishing skill by 1, up to a maximum of 4. Xp invested in fishing has to be spent when you gain xp and not from your bar.

Roll 1d6 per level of fishing skill and choose the highest result as the final result.

D6	Result
1	Line Snapped - No result
2	Got away - No result. Next time you fish, add +1d to your roll.
3-5	Common Fish: Collect 2 of these fish and they can be sold at market for 1 dust. Dungeon guppies, cave carp, and Arken trout are all pretty common examples.
6	Rare Fish! - Roll 1d6. Can be sold at market for 1 dust. <ul style="list-style-type: none"> 1: Glibfish - Eat to gain +1D and improve effect on all command and charm rolls for a scene 2: Muscelfish - Eat to gain +1D and increased effect on Endure and Smash actions for a scene 3: Wrightfish - Ask the fish for advice. If you follow it, gain +1D and improved effect on your next narrative action. 4: Elixir Fish - Can be drunk to gain a vigor surge. 5: Panaflounder - Eat as free action to end all statuses and foe's marks. 6: Golden Gizzet: Can be sold at market for 3 dust

D6	Result
6,6	<p>Super rare fish! This super hard to catch fish can be sold for 3 dust at market. Roll 1d6.</p> <p>1-3: Wishfish - The fish is infused with reality warping Aether. You can use the fish to perform one action roll as superpowered, expending it.</p> <p>4-6: Godfish- This magnificent specimen sells for 5 dust at market. Alternately, its scales are so tough it can be used as a shield. At the start of combat, expend the fish to give a character 10 vigor, which could put them over their maximum</p>

Upgrades:

- **Bait:** You can spend 1 dust to add 1d6 to a fishing roll any number of times.
 - **Improved tackle box:** Gain 1 free use of bait an expedition
- **Beginner's luck:** If a character fishes that was different from the previous time, they fish with +1d
- **Trophy board:** If you catch a super rare fish, everyone gains 1 xp.
- **Catch and release:** If you release a fish you caught without gaining its effects, all characters can tick 1 segment on a burden.

Forge

Purchase: 6 dust

Upgrade: 3 dust

A workshop for building weapons or armor, and keeping them in tip top shape.

Every character can add +1 to their endure or smash ratings, up to a maximum of 4.

Upgrades:

- **Forge kit:** Characters can add armor repair kit, whetstone, oil, tongs, hammer, nails to their *loose gear*.
- **Tool Rack:** Any project clock or ambition clock involving crafting starts with 1 segment filled in.
 - **Improved Workshop:** Gain +1d to fill in *any* clock involving crafting
- **Relic Forge:** At the end of each session, infuse 1 dust into a relic of your choice. Aspect infusions cost only 10 dust.

- **Ancient Relic Forge (6 dust):** Characters can take an extra relic. They can still only take 3 with them on an expedition.

Liftstone

Purchase: 6 dust

Upgrade: 3 dust

This stone is etherically linked to a set of similar stones, all of which are clones from a great shard theorized to be buried deep in the heart of Arden Eld. Most of them have been recovered and are inset into major cities, but others still resonate in ruins, lost libraries, or deep locations in the world. You can tune a stone by tapping it to a mother stone. A liftstone can only be tuned to one stone at a time.

Once attuned, you may raise this stone aloft and charge it with Aether to instantly lift everyone within about a ten foot radius into the world's aetheric network, transporting them instantly back to a clear space near the mother stone. This carries all player characters, one or two NPC allies, and their equipment, but anything bigger than a pack animal will have to get left behind.

Once a lift stone is used, it must be recharged by either not using it for the duration of 1 expedition, or re-infusing it with 3 dust.

Upgrades:

- **Wakeful Stone:** The stone can be used twice before it needs to recharge
- **Resonant Stone:** The stone affects a larger area when used, and can transport anything smaller than a wagon in about a thirty foot radius.
 - **Grandmother stone:** This stone is a chip off the great shard. It can be tuned to any mother stone in a ten mile radius or so without physically being present.

Portable Library

Purchase: 6 dust

Upgrade: 3 dust

A collection of well-worn tomes, manuals, and scrolls.

Every character can add +1 to their tinker or study rating, up to a max of 4.

Upgrades:

- **Library kit:** Characters can add *almanac*, *monster guide*, *local maps*, *simple ritual tome*, *tome of legend lore* to their loose gear.
- **Training Manuals:** At the end of each interlude, each character gets +1 xp.
 - **Focused Training:** Instead of healing burdens, characters can train to gain +1 xp. Stacks with training manuals.
- **Arkentomes:** Characters can make rolls to recall or gather information about dungeon or monster lore at +1D
- **Productive research:** Instead of healing burdens, characters can turn xp into dust, at a 2 to 1 rate.

Kapkat Table

Purchase: 3 dust

Upgrade: 3 dust

This table is for playing kapkat, a competitive and collectible card game that simulates a battle between demons and brave warriors called bearers of the flame. The colorful character and card art is very popular with certain circles.

Though a basic deck isn't hard to come by, quality decks of cards are usually beautifully printed and kept by wealthy individuals as a luxury item, with rare cards going for a lot of dust, but they end up making their way down to enthusiast collectors, where there is a healthy secondary market.

Your Kapkat deck quality is a number from 0-5. If you're a new player, your deck starts at 0. NPCs can also have kapkat decks, and their deck quality is always obvious to you if you play.

When you play Kapkat with someone else, both players roll their deck quality as a fortune roll. The higher number wins, and in case of ties, go to the second highest number (so 6,6,4 would beat 6,5,2).

Once a session, someone can play a wagered game of kapkat, which must be done at camp or during an interlude. If you win a game of kapkat, you take **1 dust** from the loser. However, the reverse is also true, even with NPCs.

When you enter a populated location where someone might sell cards, you can buy **rare cards** to upgrade your deck for 2 dust a rare card. Every 2 rare cards upgrades your deck 1 quality.

A **competitive** game of kapkat is played in 3 rounds, with best of 3, and requires at least 1 rare card. The loser gives a **rare card** to the winner.

Upgrades:

- **White Demon Card:** You can burn a rare card to re-roll your Kapkat roll. The card is gone forever unless you win the match. You can't burn it if it's your last rare card.
- **Ruby Princess Card (1 dust):** Gain +1d and increased effect on social rolls against anyone else with this card (anyone playing kapkat has about a 50% chance of having one, check with a d6).
- **Vessel of Avarice card:** It's uncertain what this rare card actually does, but having it does make rare cards cheaper by 1 dust.
- **Sapphire Warrior Card (1 dust):** You can wager up to 3 rare cards on competitive matches if your opponent agrees.
- **Verdant King Card (1 dust):** You can sell rare cards for 1 dust.
- **Golden Maiden card:** You have a special, repeatable ambition clock you can attempt to fill out for free each downtime (6 segments). When you fill it up, get a rare card instead of gaining xp.

Shrine

Purchase: 3 dust

Upgrade: 3 dust

Shrine to the Titans, the slain precursors. Grants Divine Mercy. When characters would take their last wound and die, roll a d6. On a 2+, they ignore the wound instead and miraculously heal all wounds and hit points. Divine Mercy can only occur once for a character ever in their life time.

Upgrades:

- **Commune:** Once a session, a single character can pray at the shrine and ask a yes/no question about a person, place, or object. The GM will answer with one of the following: Wheel (yes, positive), Stone (no, negative), or Chaos (mixed outcome).

- **Absolution:** A broken character with 3 burdens can pray at the shrine during camp to recover from being broken. They must still take a break from the next expedition.
- **Grace:** A fallen character (someone who took 4 wounds) can be granted grace during an interlude by burning **10 dust**, as long as they fell in the next year, even if they are dead, retired, corrupted, or gone in some way. They return from being fallen, recovering all wounds, effort, strain, and hp. However, the character is living on borrowed time as the dust is fortifying their body and cleansing their soul and must undergo a journey or expedition to make things permanent. The GM can set up an expedition or an ambition for this.

Spirit Idol

Purchase: 6 dust

Upgrade: 3 dust

You can pray at this shrine to summon its etheric spirit - usually in the form of an animal, small creature, or fairy. The spirit is friendly to your group, and can be played two ways: either as **an NPC**, or as **a character** (for a player to control).

The spirit can only be summoned as a character if it's controlled by someone who is not already playing a character, including the GM. Playing a spirit for a group is a good way for someone not familiar with role playing games, guesting for a session, or calling in remotely for a session to participate, since it is relatively simple.

As an NPC, the spirit has the following powers:

- **Narrative:** The spirit has 2 effort, regains all of it when you camp, and can burn it to give someone **aid**. It doesn't take strain and doesn't take actions otherwise.
- **Combat:** The spirit is not a unit in battle, but can be invoked any time by a character as an interrupt to aid someone, letting them roll twice on any d20 roll and choose either result. This ability works once per battle.

As a character, the spirit has the following powers:

- **Narrative:** The spirit has 3 effort, 3 strain, and rolls 1 dice for all actions. It heals all effort and strain at camp. If the spirit takes maximum strain, it must disperse for a scene and can take no more action, then re-enters the next scene with 0 strain.

- **Combat:** The spirit is a size 1 allied *summon* lacking the *intangible* trait with 10 hp, 10 defense, 0 armor, and 4 speed. It heals to full HP after each combat. It can take a standard move and the following actions:
 - **Spirit slash (1 action, attack, range 3)**
On hit: 1d6+1 damage. Miss: 1 damage
 - **Push (1 action):** An adjacent character is shoved 1 space
 - **Spirit blast (1 action):** A character in range 3 is *sealed* or *weakened* (spirit's choice).
 - **Dash (1 action):** The spirit dashes 3 spaces

If defeated in combat, the spirit disperses and reappears in a space in range 3 from an ally at the start of the next round with half hp.

Upgrades:

- **Empowered spirit:** The spirit gains +1 effort and its combat ability as an NPC can be used twice a battle instead
- **Great spirit:** As character the spirit can choose to become Size 2 when it starts battle. If so, its speed is reduced to 2, but it also gains +6 hp, becomes *Sturdy*, and deals 1d8 damage with its attack instead of 1d6. It can also reduce or enlarge itself as a 1 action ability during combat.
- **Spirit vengeance:** As a character, the spirit can do each of the following once a session: take a superpowered action, or deal 2d damage with its spirit slash attack instead of 1d

Survival Gear

Purchase: 6 dust

Upgrade: 6 dust

Knives, tanning racks, cooking spits, climbing gear, and supplies for wilderness survival.

Every character can add +1 to their traverse or sense ratings, up to a maximum of 4.

Upgrades:

- **Survival Kit (3 dust):** Add good cloak, waterproof clothing, extra rations, sturdy tent, tanning racks, quality tools to *loose gear*.
- **Rangers:** Start the first combat of any expedition with 4 vigor
 - **Toughened:** Also gain this benefit after you camp.
 - **Footwork:** On the first turn of combat only, all characters can move diagonally

- **Advanced Footwork:** On the first turn of combat only, characters can dash as a free action

Thieves' Gear

Purchase: 6 dust

Upgrade: 3 dust

Lockpicks, cloaks, keys, sacks for carrying loot, and magitech devices for spying or listening.

Every character can add +1 to their sneak or excel ratings, up to a maximum of 4

Upgrades:

- **Thief kit:** Add pouch of chalk, lock pick, crowbar, extra rope, ball bearings to *loose gear* for all characters.
- **Skeleton Key:** 1/session you can make any action roll to open, unlock, or activate a device or door *superpowered* in effect.
- **Shadow cloaks:** For the first combat after you embark on an expedition, start with *stealth*.
 - **Whisper cloaks:** Also gain this benefit after you camp.

CUSTOM RULES

The following section contains custom rules for running different expedition types. When characters embark on an expedition and one of these rulesets is a good fit, the GM can choose to use these rules for the expedition.

Not every expedition needs specific rules, but using these templates can help set expectations for the entire group, and set up a clear structure and goals.

The first part of each ruleset asks the GM and the players to define the **goal** of the expedition, then has some rules about the overall basic **structure** of the expedition. Then there are some questions (mostly for the GM) to help **set up** the expedition.

The last section of each ruleset includes additional **custom rules** for each expedition type, including **expedition actions**.

- **Expedition actions:** These are special narrative actions that are **specific to each expedition type**. They are rolled just like regular narrative actions. Sometimes they'll call for a specific action, sometimes a range of actions, and sometimes any action. For example, an action that calls for a tinker roll can only be rolled with a character's tinker rating. Unlike regular narrative actions, these actions have **defined outcomes**, and often ask players to choose from a list of options depending on their final roll.

All together, these rules help create a story with the tone and pacing appropriate to the type of story the expedition is trying to tell. For example, a **Trek** expedition has optional rules about supplies, time, and weather - things we don't normally worry about in base ICON!

MIX AND MATCH

A GM is free to use any or all these custom rules as presented, or combine or mix them based on

the tone of their table. For example, if you want to use supply rules in your regular game, since you're telling a story about scarcity, you can take them from the Trek expedition type and port them into other expeditions, including the actions and fixtures related to supplies.

ESTABLISHING EXPECTATIONS

If you're going to use these rulesets, make sure everyone is on board - not everyone wants a game about tracking supplies, for example!

KEEPING THINGS LOOSE

These rules are kept slightly open for a GM and a player group to improvise within the tone of their table. For example, the weather section in the Trek rules have specificity about what 'terrible' weather means in terms of the game system, but don't really specify what that weather is - a rainstorm, a sand storm, fiery comets, a blizzard - it's dependent on your game.

WRITE YOUR OWN

You can use these custom rules as inspiration for creating custom rulesets for your own games. Clocks and scene trackers are extremely versatile tools that can be used to help set up rules for anything from building your own town, to running a trading operation, to exploring a mega dungeon. Try it out!

There are tons of custom rules for four different kinds of expeditions here: **Dungeon Crawls**, **Battles**, **Intrigues**, and **Treks**.

DUNGEON CRAWL

A **dungeon crawl** is a quintessential adventurer's journey, usually a descent into a dark and dangerous pit filled with wonderment, terror, and possible treasure. It could also be used to represent exploration of a wilderness area with vistas or points of interest, a lost or abandoned city, or any large, unknown, or mysterious place that is largely devoid of safety and people.

The rules in this section are loose since there are many different ways to run dungeons, some of which may be a better fit for your group than others. You can feel free to peruse this section and check out all the different ways offered to structure a dungeon, then use the rules that you feel are a good fit for your style of play.

GOAL

The goal of a dungeon crawl is to **follow the hook until you reach the bottom**. Good dungeons have a **hook** embedded in them. This is something that pulls the characters deeper. It could be something like a big monster at the center to slay, treasure to find, or someone to rescue. It could also be something like mysterious or forbidden lore, a way to talk to a divine being, access to sealed away power, or a way to lift a curse. Whatever it is, the goal of a dungeon crawl is to follow the hook to its conclusion.

Along the way, characters should **uncover the mysteries** of the dungeon. This doesn't mean fighting every monster or scraping every wall for loot, but rather learning that the dungeon has become a familiar place rather than something unknown or dangerous.

The best dungeons have a story behind them. It could be something like a monster's lair, a mage's sanctum, an evil temple or a forbidden fortress. It could also be something mundane, like the dungeon's original purpose as a prison, a dwelling, or a sunken city. Learning about the dungeon and becoming intimate with its history, terrors, hidden corners, architecture, and secrets is what a dungeon crawl is all about.

STRUCTURE

There are many, many ways to structure a dungeon crawl, but all the rules in this section use the **map, chamber and corridor**, and **point of interest** concepts.

Map

Most of these involve, at the least, having a **map** of the dungeon. A map doesn't have to be detailed, or specific, or even visible to the players most of the time. It could be a loose web of connected points of interest, rooms, or key visuals for the dungeon. In the **example setup** I've included a few examples of how to make a map for a dungeon.

Decide if this map is visible to the players or not, or if they have to make their own map, or uncover parts of it at a time.

Chambers and Corridors

Whenever there's a section of the dungeon in which there's major interest, history, activity, hazards, danger, or habitation, we call this a **chamber**. In other words, any room in a dungeon in which there is one or more **points of interest** (see below) is a chamber.

Chambers are connected by **corridors** (halls, staircases, doors, lifts, chutes, holes in the wall, etc). Usually corridors aren't very interesting, though they may contain hazards, traps, or obstacles. We don't spend a lot of time in corridors and prefer to narratively speed through them.

The idea of a 'chamber' is left pretty abstract and will control the pacing of your game. These rules were written thinking of a chamber as a large or interesting room in a dungeon (not every chute, closet or tiny 5'x5' room is a chamber).

In your game, or in some of the rules below, a chamber could be a cluster of rooms, or it could be a whole wing of a dungeon. You can also vary the scale of 'chamber' depending on the section of a dungeon.

Working on these scales can help make exploring faster or slower, and doesn't have to match the actual map scale of the area. You might decide the Spider Pits (a small but dangerous series of

rooms) has a lot of chambers in it, but the Earth Hollow (a big cavern a mile across) is just one chamber, or even a corridor, since it's mostly empty.

Points of Interest

A point of interest is something that **invokes intrigue, caution, mystery, or wonder** in characters. It could be a monster nest, a weeping statue, a slime pit, a decayed knight propped against a crumbling altar, a dungeon merchant, a shrine, another camp of adventurers, a big (creepy) hole in the wall, or something similar.

A point of interest is what makes a chamber a chamber. A chamber could contain more than one. If you can't think of a point of interest in a room, or its borderline, it's probably not a chamber.

Dungeons are often full of these kinds of rooms (10x10 room with prison bars and a bed, and there's ten of these on the floor, nothing interesting - maybe the whole floor is a chamber instead).

SETUP

For the players: Choose job and abilities, and make sure you've read your abilities and your camp fixtures. Then answer the following questions.

- Does anything inspire **fear, trepidation, or excitement** in your character about the dungeon?
- Is the upcoming dungeon delve **personally significant** to them in some way? Do they have some history with
- What does your character **desire** from the dungeon? What do they expect to find?

You can let your GM know your answers.

For the GM:

Figure out the **hook** for your dungeon crawl. What's pulling characters deeper into the dungeon? Without a compelling hook, characters often don't have a reason to descend into dangerous, lightless corridors, nor should we blame them.

Decide on how you're going to structure your dungeon crawl. You should **prepare a map**, depending on your setup. If you're using the rules in this section, decide what the chambers of this dungeon are (it could be simple as the major rooms) and figure out any **additional rules** you're using.

Dungeons often involve elements of combat. If you've got combat encounters (even just narrative ones), or dangerous challenges like trap rooms, etc, try and prepare them ahead of time.

Then answer any or all of the following questions:

- Does this dungeon have a **central mystery**? Is there a story, history, or purpose here?
- Is this dungeon **abandoned**? Who or what once lived here?
- Is this dungeon currently **inhabited**, owned, or infested? With who or what? How do they react to intruders?
- What **treasures** can characters find or pry from this dungeon?
- What **dangers** can they expect to find?
- What **monsters** or **foes**, if at all, can characters expect to fight here? If there are tactical combats expected, prepare them.
- What is the **reputation** of this dungeon? Is it well known, is it a total mystery, has it just surfaced, or is it infamous for eating adventurers whole? What **tales** do people tell about it, if any?
- Does this dungeon have any **set pieces** or **major points of interest**? Is there something wondrous, terrifying or breathtaking waiting within?
- Does this dungeon have any unique **quirks**? Is it underwater, or overgrown with heavy weeds? Do the forces of light, gravity, time, etc work the same in here?

GM PITFALLS

Here's some advice for common pitfalls:

- **Foreshadow danger or secrets.** If you're going to use hidden dangers like traps, illusory walls, hidden rooms, puzzle chambers, etc, make sure characters are least get some hint that they exist. This can be quite subtle: 'The air isn't quite right in this room' or 'The light is

hitting the back of the altar in a way that looks a little odd’.

- **Let characters wander on.** Don’t force characters to backtrack if they missed something.
- Make sure characters enter with a **clear goal**. Dungeons need a compelling reason for characters to press on.
- **Don’t waste time backtracking.** Characters that have passed over traps, hidden doors, journeys through darkness, etc can reasonably be assumed to go back through them again without having to roll or play a scene out.
- Clearly communicate when characters are chasing a **dead end**. It’s ok to break the fourth wall a bit to tell characters there is no more treasure or secrets to be found here.
- Make sure **paths are clear** for characters. An easy way to do this is always leave an open door for them. If they need a key to progress, they should be able to intuit where to find it. If a bridge is down, they should be able to see the other side of the chasm.

BASIC STRUCTURE

Here are two suggested ways to structure a dungeon crawl.

Traditional Map

You can easily run dungeons with just a **printed traditional map**, like the kind you’d get from an RPG adventure module. If you’re not using rules that track chambers (like the light or encounters rules below) then don’t worry about them.

Otherwise, decide what on the map is a **chamber**. In traditional modules, these are usually numbered rooms (like in Deeptower, the example adventure for this book).

If you’re using a pre-generated adventure or map, they probably already have points of interest written out, but if not you can write down encounters, treasure, points of interest, etc for each chamber.

ICON doesn’t particularly care about chamber dimensions (in feet, squares, etc) unless a chamber becomes a tactical combat map. If you’re using a pre-generated adventure map from

another system, you can usually pretty comfortably ignore them.

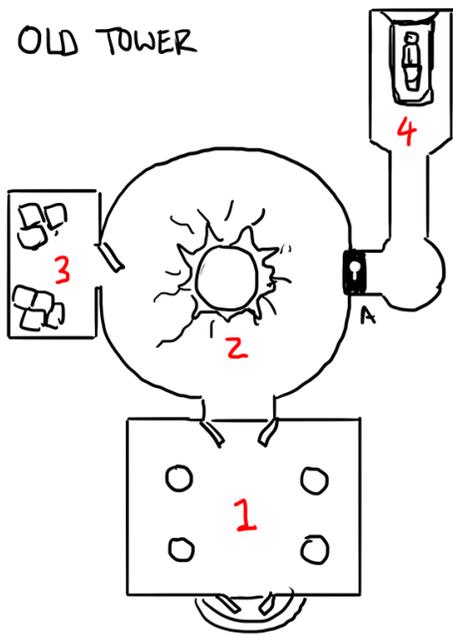
Abstract Map

Draw or write out the chambers in your dungeon, and connect them with corridors. You can draw each chamber out as a box without any specific dimensions, then connect them with lines. You don’t have to be a good artist, just be able to figure out how each chamber connects to another.

In this setup, there’s no actual map for the characters, and its physical geometry doesn’t matter too much. This is good when running something like a wilderness area as a dungeon, but can also easily be used to run traditional dungeons.

Number each **chamber**, then write down the size, look, details, points of interest, possible treasure, dangers, encounters, and mysteries inside each box or on a separate sheet of paper. If there are smaller zones or rooms inside those chambers, you can also detail those.

For each **corridor**, figure out what it looks like and if there’s any special notes, write them down (the corridor is hidden at first, it’s underwater, it’s trapped, etc).



CHAMBERS

1. ANTECHAMBER

- Pillars, signs of battle
- open doors
- traps (arrow traps in pillars)

2. Old Tree

- Potential combat: Tree Spirits
- 1 x Wissen (4 players)
- 2 x Bark Spirit
- 5 x Sprigg
- Wissen can be convinced to let characters pass if they beat it in a battle of wits (difficult)



Battle of wits



Wissen attacks

3. Store room

- old key here - opens door A
- huge spined rats - danger (no tactical combat)

4. Relic Room

- Relic here + Z dust
- Spirit guarding relic. Not hostile.

ADDITIONAL RULES

Here are a number of rulesets you can use to modify or add to a dungeon crawl to reach the experience that your group is looking for.

HAUL

For this rule, characters must gather up something from inside the dungeon and carry it up to the surface. Traditionally this could be arkentech, dust, artifacts, or other valuable or powerful artifacts, but it could also be things like medicinal herbs, food, supplies, or even something like rescued captives.

You can tie this to the rewards characters would normally receive for finishing an expedition if you like, to put some tension in the expedition. If you do so, make sure there are more rewards available than normal.

With this rule, characters track **Haul** for the group, which is a number (like 1, 2, 3, etc) that

abstractly represents the stuff characters have to keep on them. Decide what the thing the characters have to carry out is worth in haul and establish this before the expedition. For example, 2 dust = 1 haul, 1 rescued person = 2 haul, 2 bundles of medicine = 1 haul, etc.

To represent Haul being a problem to lug around, you can use the **Haul check** action. Only make this check in **tense** situations - like running from monsters, dodging traps, or escaping a collapsing dungeon.

Action: Haul Check

In a tense situation where haul would slow down, impede, or endanger the characters, roll 1d6 per piece of haul they have with them.

For every '1' result, characters must choose one of the following:

- Make a **tradeoff, sacrifice, or pay a cost** (in strain, time, safety, light, etc).
- Start a new ticking clock with dire consequences, or tick up an existing clock

If characters can't pay this cost or choose not to pay this cost, they must immediately abandon 1 haul for every '1' result they got.

LIGHT

Use this rule when light is a factor and darkness represents a major impediment or danger.

Characters embark on an expedition with a certain number of **torch dice**, representing lantern oil, torches, magical reserves, etc. These are d6s. Typically characters embark with a number of dice equal to the chambers they expect to pass through, plus a couple more.

If characters run out of torch dice, they run out of light and things become pitch black. All narrative actions become **riskier** and **less effective**, and in tactical combat all player characters and allies are **blinded+** and take **+1 curse on all attacks and saves**. In tough situations, you could rule that pitch black means characters are forced to retreat completely and abandon the expedition.

Every time characters **exit a chamber**, they make a **torch check**.

Action: Torch check

When characters exit a chamber, take a torch die and roll it. On a 1 or a 2, discard the die.

The GM can also force characters to make a torch check as a **complication, consequence**, or **tradeoff** from their actions.

Action: Take your time

If you want to be more cautious or careful about an activity, **when you make a narrative action roll**, you can burn a torch die and roll it as +1d6 (a boon) as if you had just pushed yourself, without spending effort. This represents taking a little more time.

Characters can find more light by taking the **Kindle** action

Action: Kindle

Once every three chambers, characters can attempt to find more light. Choose one character to kindle, who makes an action roll (*smash* furniture into kindling, *tinker* with a wall lantern to see if it can be extracted, *study* monster parts to see if oil can be made from them, etc).

On a 1-3, characters may take one extra torch die, but must confront a risk or danger first, or pay a cost (in strain, time, or safety).

On a 4-5, characters can either find 2 torch dice and pay the cost as above, or find 1 torch die

On a 6, characters find 2 torch dice.

VARIANT: DARKNESS

With this variant rule, the waning light of the torch fuels an almost supernatural malice. Every time a torch die is spent, it becomes a darkness die.

In a **tense situation** where darkness could impede the characters, make a darkness check.

Action: Darkness check

In a tense situation where darkness would impede, or endanger the characters, roll 1d6 per darkness die.

For every '1' result, the GM chooses one of the following:

- Force a character to **pay a cost** (in gear, supplies, time, etc) or **become separated from the group**
- Put a character in a bad or worse situation
- Start a new ticking clock with dire consequences, or tick up an existing clock

Darkness goes away when characters camp, exit the dungeon, or go into an interlude.

WANDERING ENCOUNTERS

If you want to add an element of tension to a dungeon crawl, you can add 'random' encounters or wandering monsters to the dungeon.

Set up an encounter clock, from 3-6 segments. Longer clocks mean less encounters. You should generally make the clock visible to players, but if it fits the tone of your group you can also keep it hidden. Each time characters exit a chamber, roll 1d6.

On a 1 or 2, tick the clock up by 2
On a 3-5, nothing happens
On a 6, tick the clock down by 1.

You can also tick the clock up as a consequence, tradeoff, or complication from characters' actions, and tick it down if characters take action to try to move more quietly or mask their trail.

In certain situations, you could also tick it up if characters get into a fight (fights are noisy!) or camp (they are spending a lot of time in one place).

If the clock fills up, characters get an encounter, then it resets. This could be a narrative or tactical combat, but doesn't necessarily have to be something dangerous - it could be something like a wandering merchant or a harmless but curious monster. You can use encounter tables (write up a table using a d6, d8, d20 etc and assign encounters to each number) or just have a preset list of encounters for an area.

Do not use random encounters at all for anything the players need to progress through the dungeon - they should be a purely extraneous layer.

TRAPS

Traps are a pretty common component of dungeon crawls. In ICON, players always have the initiative, so traps must be run with two caveats:

- If you're going to use traps, you can only spring them on players as a consequence or complication of their actions.
- Traps **can only inflict strain** on characters if you've **established them** (the normal rules for inflicting strain). You must show characters that there's some danger - a corpse, a strange scrape in the stone, a weird gust of wind, etc. Strain inflicted depends on the risk of the action characters are taking, as normal, not the potency of the trap.

Traps are best played out as a narrative challenge, using those rules.

If you include traps in tactical combat, they can easily be represented with terrain pieces, difficult, or dangerous terrain. You can also represent them

with oddly shaped terrain effects (like lines) that trigger if characters enter them. If they need to inflict more damage, they should trigger like a once a round **interrupt** (ie once per turn), require a save and deal around 1d8 or 1d10 damage.

CARTOGRAPHY

This is a variant rule that's pretty simple. Characters don't start with a map, but must make their own and assign a cartographer.

The cartographer gets +1 xp at the end of the session if they made an honest attempt to fulfill their responsibilities.

DEPTH

With this rule, dungeons have an assigned **depth**, from 1-4. Depth is pretty abstract, but it's tied directly to chapter number. Challenges and tactical combats in a dungeon of depth 1 are chapter 1, challenges in a dungeon of depth 2 are chapter 2, and vice versa.

This can represent physical depth, or just challenge. You can also have one dungeon contain chambers, floors, levels, or areas that are different depths entirely.

This allows characters to wander into different dungeons or areas of dungeons that are more challenging than they are expected to take on. If you're using the depth rule, characters should always be aware of how deep a dungeon is.

EXPLORE

With this rule, characters are incentivized (perhaps by someone that hired them) to explore as much of the dungeon as possible. Before going on the expedition, decide on a certain number of special **points of interest** in the dungeon, and let characters know that number. Characters should generally know what they're looking for. These could be something like ancient inscriptions, parts of an ancient spell, old murals that tell a story, pieces of a broken statue,

etc. Someone might have hired them to take wall rubbings, or map the dungeon, or clear a safe route through, or something similar.

If characters find a majority of the points of interest, give them all 1 xp or a dust reward. If they get all of them, give them 2 xp or a higher dust reward.

LABYRINTH

In this dungeon, there is no map, and the spaces between chambers is a twisting maze of passages. If you draw the map for this kind of dungeon, don't connect the chambers at all, since characters can end up in any chamber from another one.

When characters move from any chamber of the dungeon to another chamber, the GM chooses where they go.

Otherwise, characters that intend to go somewhere specific must use the following action:

Action: Navigate the maze

When you try to go somewhere specific in the labyrinth, make an **action roll** (*strain* the walls for your own tracks, *tinker* with a piece of string to mark your path, *smash* through the maze walls, etc). Check the final result:

On a 1-3, you get hopelessly lost. You end up in a brand new chamber you've never been to before, which the GM can choose. If characters have been to all chambers, upgrade this to a 4-5 instead.

On a 4-5, you can find your way to where you need to go, but suffer a cost (light, time, supplies, strain), must make a tradeoff, start a ticking clock, or suffer a complication.

On a 6, you get where you intended to go.

Usually there is a **secret of the labyrinth** that characters can figure out to avoid making this action.

PALACE OF DOORS

A madcap variant of this setup. Doors in this dungeon are arkentech, ensorcelled, or connected

to an extra-planar space. Assign every chamber in this dungeon a number or range of numbers on a d20, until every number on the d20 is filled. Whenever a door is opened, it leads to a random room each time it is opened (roll the d20) unless characters use the *Navigate the Labyrinth* action.

LAIR

A simple and classic variant of a dungeon crawl. This dungeon is the lair of a huge, ancient, or very powerful monster (probably a Legend if you're using tactical combat). When thinking about the character of this dungeon and its rooms, chambers, and points of interest, they should all **relate somehow to this creature**.

Often, points of interest in these kinds of dungeons offer additional ways to reach the monster, potential allies, special ways to harm or fight it, or ways to protect against its nastiest attacks, offering incentive for characters to explore.

MEGADUNGEON

This is a setup that allows you to simulate a truly enormous dungeon, and is pretty simple. Set up multiple dungeon expeditions. Each could represent an 'area' of the mega dungeon, a wing of the dungeon, or a new layer or level.

Write each expedition in a box out on a piece of paper, then connect them visually to each other. You could draw it out in detail, or just draw lines between each box to show the connections and their nature. You're basically setting up a new dungeon, with each chamber of the dungeon being a dungeon itself.

Characters can't tackle a mega dungeon all at once, but only complete the individual expeditions once at a time. When characters complete an expedition in a mega dungeon, they should get a chance to have some downtime and an interlude to replenish their camps and renew their resources. Decide how this is possible - maybe they have a mobile camp, or there is an underground settlement they can return to, or they have access back to the surface quickly.

WONDER

This is a simple rule that rewards characters for exploring and finding points of interest. It adds the following xp trigger for all characters for narrative play. At the end of a session, ask this question:

Did you see something glorious, wondrous, terrifying, or truly impressive? If so, take 1 xp.

Characters don't have to necessarily all agree with each other but the GM gets last word on whether this triggered or not.

BATTLE

A **battle** is an expedition where characters should be expected to take direct and often violent action, often in a conflict that is larger than they are able to handle on their own. The rules here can be used to represent a field battle, a series of fast-paced fights, a field battle, or a siege that lasts several days.

Battles don't necessarily have to involve combat, especially tactical combat, every scene, or even at all. It's easy to think about situations where speed, daring, and physical action can be interweaved with fighting, or even stand alone without any fighting at all.

For example, a battle expedition can be used for rescuing people from a disaster situation, a sports competition, a debate, or a trial of skill.

Usually there's not much breathing room between action scenes in a battle, so these expeditions are good when pushing the drama and action to the forefront. They can become exhausting if used back to back unless you have a group that's onboard for that sort of thing.

GOAL

The goal of a battle is to **reach its conclusion**, preferably alive. Victory is usually preferable, but not necessary to reach the conclusion. When the battle has run its course, it's over, and characters must deal with the **aftermath**.

Before you start a battle, name the **stakes** of winning or losing this battle. Here's some questions to help you out.

Based on the outcome of the battle...

- What is **at risk**?
- What must be defended at **all costs**?
- What could **characters lose**?
- What will be **irrevocably changed** or **lost forever**?

Make sure they are abundantly clear.

STRUCTURE

A battle is played out in two, three, or five **action scenes**. Less scenes will mean a shorter battle. Odd numbers are usually better but you can use a 2 scene battle for a shorter and more manageable experience.

Each scene is played sequentially, one after the other, that advance some kind of narrative. Characters must advance in one direction but might have a choice about the order.

Examples (each bolded phrase is a scene):

- Characters must **fight through the gates** of the dark citadel, **OR scale its walls**. Once inside, they have to **locate the throne room**. Then finally, they must **confront the Cinder King**.
- Characters must fight the battle of Arlen Loch throughout the day. In the morning they must **survive the assault**, in the afternoon they must either **blow up the bridge** to prevent enemy reinforcements **OR help the left flank**, and in the evening they must **survive until dawn**.
- Characters must rescue the villagers of the valley from the encroaching volcano, and can choose any order to check the **temple**, the **village proper**, and the **lake** for survivors.

For each scene, establish the **situation** (what's going on), **setting** (where is it taking place?) and **stakes** (what's at risk). The space in between the action scenes can be pretty freeform.

Characters play through the scenes, and based on their actions and how the scene plays out, the GM decides that it either resolves **positively** or **negatively**, based on the **stakes** of each scene and the stakes of the battle as a whole.

Once all the scenes are played out, figure out the **aftermath** of the battle. Go through each scene's resolution and decide what impact that has on the overall stakes, based on how the scene went.

You can play the aftermath out narratively (describe what happens rather than play it out) or play it out like normal. Either way, the battle is over before the aftermath and characters have to cope with the fallout of whatever happened.

There are different ways to run these scenes and the aftermath itself in the rules below.

Quick Example

For example, characters are doing battle with a force of imperial soldiers from a local overbaron who are invading a local village and capturing the residents since they are too poor to pay the annual tax. That's the **overall stakes** of the battle (can the characters save this village from the invading imperials and rescue the villagers?).

Individual scenes might be (1) freeing prisoners from imperial transports, (2) putting out the fires that are burning through the village, (3) driving off the main imperial force. Characters can tackle these scenes in any order.

You'll notice in this setup each scene is described by its major situation/stakes. There are easy ways each scene could end positively or negatively as a whole, and affect the overall outcome.

SETUP

For the players: Choose job and abilities, and make sure you've read your abilities and your camp fixtures. Then answer the following questions.

- Will your character be **tested** by this battle?
- Is it **personally significant** to them in some way?
- What does your character **expect** from this battle?

You can let your GM know your answers.

For the GM:

Set the number of action scenes. For each **action scene**:

- What is the basic situation?
- What is at stake?
- What is the danger or opposing force here?
How powerful is it? Can players expect to face it alone or without preparation?
- Do you expect a tactical combat in this scene? If so, prepare it.
- Do you expect to use any clocks or narrative challenges in this scene? If so, prepare them.

Figure how how characters are expected to move from scene to scene. Then check out the

additional rules here and see if any of them fit the kind of battle you're preparing.

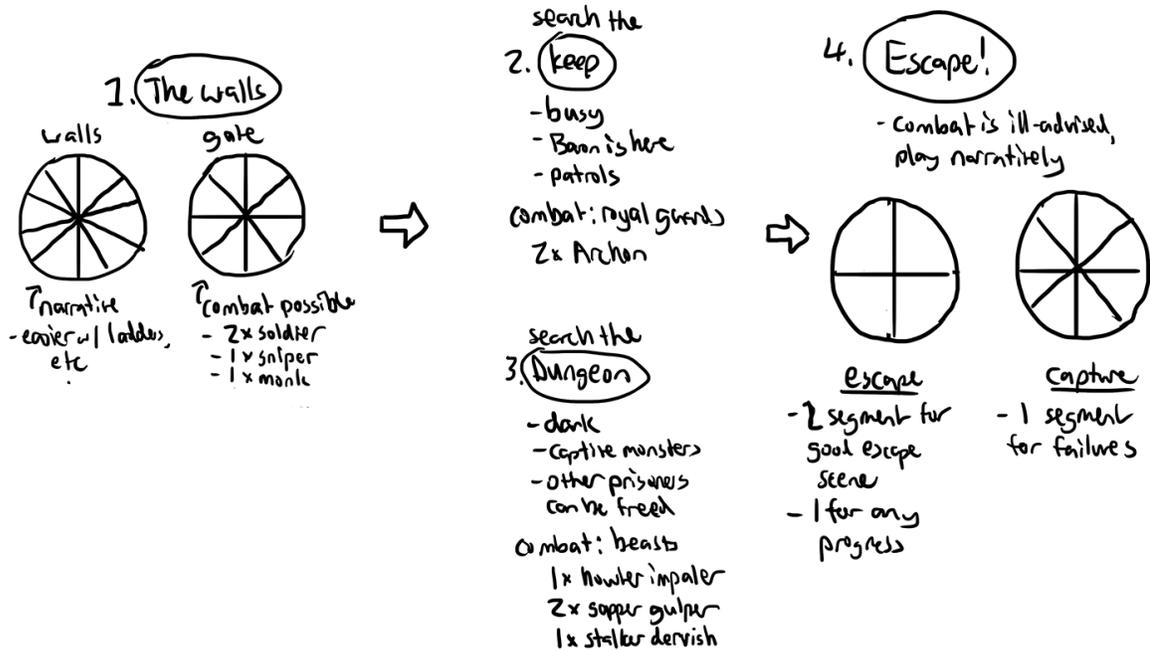
GM PITFALLS

Here are some common pitfalls:

- **Put the spotlight on the player characters.** It's common to have a lot of allies or NPCs in battle scenarios. Generally the player characters should lead the action and have the spotlight, not the NPCs. No matter how cool the thing is that's going on in the background, the characters are the main characters of the story!
- **Let characters make decisions about how to progress.** Battles can be pretty linear, but characters should still be able to choose how they approach or deal with situations or problems as they come up.
- **Don't focus entirely on combat,** even in a pitched battle. Try to vary up the situation so characters have business to do other than just fighting - like rescuing innocents, raising up a shield, crossing a boiling river, etc.
- **Make sure each action scene has interesting business.** Think of a cool set piece, or set up, or scenario, or interesting stakes for each scene. Don't just do a scene for the sake of a scene. If you think about your favorite action movies, there's always something interesting going on in the best action scenes, whether its the setting, characters, or story.

Assault on Castle Drakk

Stakes: Rescue Willem and his family from execution by Baron Drakk



ADDITIONAL RULES

Here are some more specific rules or ideas for setups you can use for different kinds of battles.

BATTLE ASSETS

For this rule, characters are fighting alongside allied forces or other NPCs in a battle that is too large for them to handle everything themselves. You can use this to represent large field battles, sieges, or defenses.

Each scene in a command scenario represents characters aiding or dealing with a threat instead of their NPC allies or prepared assets. There is always more points to aid or defend than characters have time for, and they have to choose where to fight.

To prepare for this, ask characters what the important **points of interest**, **weak points**, or **critical factors** are in the coming battle; ie. 'This bridge must be defended', 'The enemy commander must be taken out', 'The enemy artillery needs to be silenced'.

Prepare at least 2, and probably no more than 6 or so action scenes (less will make a shorter battle). Characters can personally attend to one, two, or three less of these scenes than there are maximum. For example, you might have a battle with 3 important points, and characters can only attend to two of them, or a battle with six, and characters can only attend to three.

For each scene, establish with characters what group of people or assets will handle the scene if they can't personally attend to it. This could be an NPC or group of NPCs like a group of soldiers, a captive monster, a legendary warrior, or

something inanimate or intangible like a wall, a moat, a magic warding spell, etc.

Action: Allied Trust

At the end, after characters have done what they can, in the aftermath roll a number of d6s to see how the scenes they didn't show up in played out without the characters present.

If the asset or people are **weak** compared to their task or foes, roll 2d6 and pick the lowest. If they're on level or the outcome is **unclear**, roll 1d6. If they're **strong** compared to their task, roll 2d6 and pick the highest. Then consult the following:

- **On a 1**, the scene is catastrophic failure. Allies are slain or scattered, objectives are failed.
- **On a 2-3**, the scene is a failure.
- **On a 4-5**, the scene is a success.
- **On a 6**, the scene is an unexpected success and enemies are routed, scattered, or slain.

Action: Command

In the above scenario, characters can use their skill to aid or help **one asset** of their choice. Perhaps they personally train some soldiers, tinker with a catapult, prepare traps, etc. Make an **action roll** or a team action and check the final result:

- **On a 1**, the preparation goes poorly and that asset rolls -1 die
- **On a 2-3**, the preparation has no further effect
- **On a 4-5**, the preparation gives that asset +1 die
- **On a 6**, the preparation goes better than expected and gives that asset +2 die

VARIANT: FIELD BATTLE

You can use this rule when characters are contributing to a very small part of an overall battle.

Give the characters' side in the battle a 'score' they need to be considered victorious, equal to the total number of scenes minus 0, 1, or 2, depending on how tough the battle is. This includes *all scenes* - the ones characters can attend to personally, plus scenes they may need NPCs to attend to.

For every scene that resolves *positively* (for characters) or that is a *success* (for NPCs), the characters' side scores 1 point. If they equal or surpass the 'score' they need, they are victorious. If they score under the 'score', they are not victorious. You can consider the difference in score to judge how the battle went overall. Victory by 1 or 2 points is a sound victory, victory by 0 points or a loss by 1 point is a close thing.

Tides of Fate

If you want to add a random element to this setup, roll 1 additional d6 after the battle is over. On a 1-3, adjust the score down by 1. On a 4-5 adjust it up by 1, and on a 6 adjust the score up by 2. This can represent weather, natural disasters, morale, random luck, or other unexpected situations.

VARIANT: DEFENSE

You can play this scenario out by giving characters an incoming threat, then a number of days to build up these assets before an attack comes. Play out those days narratively, with characters taking time to gather allies, build defenses, etc. Set up a timer for when the attack comes and fill out it as characters take action, or as a consequence or complication from their actions.

Characters can build out a **2 clock** for a **weak** asset, a **4 clock** for an average asset, and an **8 clock** for a strong asset.

For an example setup, characters have a **12 clock to prepare** that fills out 1 each time someone takes action, or as a consequence for their rolls (they have to take more time, resources, etc to prepare). There are four points of interest to defend, and characters can only attend to two of them. When the clock fills out, the attack comes immediately.

VARIANT: HARD CHOICES

In this simple rule, in the scenes characters don't attend to personally, their allies will **always lose**, having to buy some time, space, or hold the line. Characters are aware of this.

LAST STAND

This variant rule is when characters are fighting in a hopeless battle and don't expect to win. In the overall narrative, characters will be forced to retreat in almost every scene, even if they 'win' that scene. Make sure this is clear to everyone before using this rule!

For each scene before the final scene, characters must retreat, even if they 'win' the scene. If the scene ends **positively**, the characters can choose **one thing they can save** and take it with them to the final scene. 'One thing' will depend on the tone of your game - whether that's a single person, artifact, etc, or a whole group of people.

Everything else is lost.

If the scene ends **negatively**, characters can save **nothing but themselves.**

In the final scene, characters must **fight to save everything they brought with them.** If the scene ends **positively**, they can make it out of the battle with everything they saved, and possibly even win. If the scene ends **negatively**, go through each thing characters brought with them. A character must make a **major personal sacrifice** worth at least as much as the thing they're trying to save in order for that thing to make it out safely. Otherwise, **it's lost.**

MUSOU

This variant rule is purely for tone, and fits high-powered characters and campaigns. In this rule, only foes and challenges in actual action scenes are worthy of the characters' attention. Whenever characters **transfer between scenes** in a battle, characters should describe how they **totally blow through, overwhelm, or smash past all the obstacles and foes in their way.**

PIT FIGHT

This simple variant rule can be used for gladiatorial fights or combat trials. In this variant, run an odd number of scenes, with each scene representing a **round of battle** in the arena, and

figure out the **payment** for winning a round, or a majority of rounds (dust/glory/access/accolades/freedom, etc).

Unlike a normal expedition, characters are able to **change their job or abilities** in between action scenes, to represent them preparing for the next fight.

RESCUE

Characters have to rescue people from some kind of encroaching danger or natural disaster. They can't really prevent the danger from happening, but only forestall its arrival. It could be a huge horde of monsters, an erupting volcano, an encroaching army, etc.

There might be combat involved, but the focus should be on rescuing people and getting them out of danger. To represent the **encroaching threat**, you can use a 6 or 8 segment clock, ticking 1 segment up whenever characters take action, move on to a new scene, or as a consequence of their actions. Whenever the clock fills out, the situation gets worse and it gets harder and more dangerous to rescue people (increase the risk of narrative actions, increase the size of clocks to rescue them, add reinforcements to combats, etc). If this happens **3 times**, characters have to leave with whoever they've managed to rescue and have to bail out on the expedition.

SPORTS

This battle is a sports competition, using 2 or 3 scenes. Each scene represents a **half or quarter of a sports competition.**

Action: Scoring

If you're playing with this setup, put out two clocks, representing the score for each side, with 4 or 6 segments. **When characters take action to try and score**, tick the characters' score clock up, and tick the other side's score clock up as a **complication, tradeoff, or consequence.** When a score clock fills up, reset it (extra segments don't 'spill over'), and score 1 point for that side.

You might limit each scene to just 1 point scored, or put out a time clock that ticks up whenever characters take action, ending the scene when it fills up.

If you're running this set up, it's important to communicate what sport the characters are playing (a ball game, wrestling, etc), who is actually playing (as opposed to supporting, etc), and what the goal/scoring of the game is. **Let characters be creative** in what actions they take to further the score clock.

Action: Locker Room

Between each scene, **play out a locker room or backroom scene with the characters.** Based on the outcome of that scene, you can adjust the score clock up or down for either side. Maybe characters had a pep talk and get to reduce their score clock to 4 from 6, or maybe the other side attempts to sabotage the characters, increasing the size of their score clock if not prevented.

TRIAL

This variant rule can be used for when the characters are being judged as a whole. It could be a divine trial in a dungeon set up by ancient beings, a judgement trial by combat, a series of tasks set up by a corrupt king, a friendly series of sparring matches, or a series of tough competitions.

In this variant, run an odd number of scenes. **Character's actions are judged as a whole** based on whether there were more scenes with positive outcomes than negative, or vice versa.

INTRIGUE

An intrigue is an expedition where characters are trying to **investigate** something - track a foe, uncover a mystery, or unveil something hidden. Usually intrigues are much less combat focused than other expeditions and may not involve combat at all, but there are exceptions to that rule.

If characters are solving a murder, trying to gather clues at a masked ball, socializing at a party so they can uncover a traitor, or exploring the woodland to find the hidden door into the underworld, that's an **intrigue**.

GOAL

The goal of an intrigue is to **uncover** and **confront** something **secret or hidden**.

Characters might know what they are looking for exactly, or in vague terms. For example, they might be hunting down a murderer, looking for a hidden door, uncovering a conspiracy, or searching for the secret name of a demon in an ancient library.

Either way, establish what characters are looking for before you start. This can change as they learn more information.

STRUCTURE

Intrigues have a very basic structure:

The Intrigue Clock

Set out an **Intrigue clock** with around 2-5 segments. When characters **complete a scene** that moves them closer to their goal, **find out a critical clue**, or the **nature of what they are looking for changes**, then **advance the clock** by 1 tick.

When the clock fills up, characters find what they are looking for and can reveal and **confront it**, whatever that may be.

Longer clocks mean longer intrigues. A good way to judge the length of a clock is thinking about the critical steps that characters might need to take to uncover the truth, such as gaining people's trust,

finding clues, uncovering objects (like keys, maps, notes, etc), or learning critical facts. You can run a very long multi-session intrigue with much longer clock but it might take multiple expeditions to complete.

It's important to keep things flexible and **allow characters to fill out the clock on their own**, using their own strengths, skills, and deduction skills. It's perfectly alright for characters to reach the end of an intrigue without going through a series of steps, or knowing all the information. In fiction, characters stumble on to the truth through their own luck and persistence all the time. If characters simply complete a scene that moves them closer to their goal, you can *always* move the clock forward.

Confrontation

When the intrigue clock fills out, characters find what they're looking for and can **confront it**.

What 'confront' means depends on what they're looking for, and might involve playing a final, climactic scene out. If they're looking for a rogue monster, they might have to fight it in tactical combat. If they're looking for buried treasure in a flooded cavern, they might have to dig it up before the tides come in. If they find out the identity of a murderer, they might still have to make some accusations.

Sometimes no scene is necessary and characters can move on with their prize - information, wealth, etc, and end the expedition.

The Tension Clock

Intrigues aren't very interesting without tension, so if you set up an intrigue clock, also set out a **tension clock**. The clock should usually be around 3-4 segments.

Any time something happens due to the decisions or actions of the characters that would raise the tension of the intrigue, you can tick the clock up by 1. You can also tick it up as a complication, consequence, or tradeoff for the characters' actions.

When the tension clock fills up, **the tension breaks**, usually in a bad way. Characters are confronted with some kind of twist, problem,

ticking clock, confrontation, or consequence that will either slow them down or have dire personal consequence.

What this means depends on the intrigue you are running. You can also set a **failure state** if the tension clock fills up too many times (usually around 3-4 times).

Here are some examples:

- Characters are trying to track down a murderer. When the tension clock fills up, the murderer kills again.
- Characters are investigating a corrupt guild boss. When the tension clock fills up, the boss' goons track the characters down and confront them.
- Characters are trying to find out the identity of the queen's secret lover at a ball. When the tension clock fills up, characters find themselves accused of a new crime or trespass they didn't commit, complicating the situation. If it fills up three times, they get kicked out of the ball.

SETUP

For the players: Choose job and abilities (if there's even going to be combat), and make sure you've read your abilities and your camp fixtures. Then answer the following questions.

- Does your character have **personal stakes** in this intrigue?
- What does your character **think is the truth?** Is that different from your allies?

You can let your GM know your answers.

For the GM:

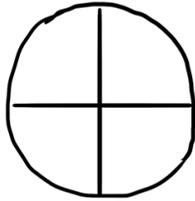
Set the length of the intrigue clock and tension clock, then answer the following questions:

- What is the basic situation? What are characters looking for, or what do they think they are looking for?
- What is at stake? What will happen if this situation was left on its own?
- What do you think will fill out the intrigue clock? Are there important clues or pieces of info the characters can uncover that will move it further?

- What happens when characters are able to confront what they're looking for?
- What happens when the tension clock fills out?
- Is there a danger or opposing force to the players?
- Do you expect tactical combat in this intrigue at all? Communicate that to the players.

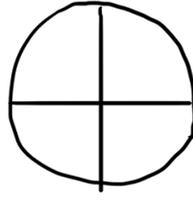
Intrigue: Comb the Caverns

Goal: What happened to the missing caravan? Find survivors + artifacts



Intrigue

- 1 segment on progress scene
- each segment that fills out, find a survivor or artifact



Tension

- When tension breaks:
 - cavern collapse
 - poison gas
 - monsters investigate
 - survivor gets in peril

Confront:

When Intrigue clock fills up or tension fills 3x, cavern starts filling with gas and characters must escape w/ what they have

ADDITIONAL RULES

Here are additional rules you can use to represent or modify a basic intrigue scenario. Some of them change the basic setup quite drastically!

INFILTRATION

In this variant, the 'intrigue' is actually **using stealth and subterfuge to enter a dangerous or guarded location**, in order to accomplish some goal and get out safely.

You can use this for sneaking into a dangerous monster's lair to rescue someone, stealing a jewel from the greedy under baron's castle, or infiltrating an imperial war camp in order to sabotage their mega-tank.

The intrigue runs as normal, except there's extra options with the tension clock:

The first option is to run the tension clock like normal. When it fills out, **characters are found out** (or almost found out) and must fight, flee, or

escape detection. If this happens three times, the mission is over and characters must abandon it.

The second option is to run the tension clock like above, except when it fills up and resets, **it also raises the alarm level**. The alarm level starts at 0, and goes to 3. **Increase the risk** of all narrative actions when it goes to 1, and increase it again if it goes to 2. Additionally, you can **increase the difficulty of possible tactical combats** by adding one or two more points to encounters (see page XX) as reinforcements or elites for each level of the alarm. If the alarm goes to 3, characters are found out and can no longer sneak about.

EXTRACTION

To speed things up, you can usually assume characters that fill out an intrigue clock and reach their goal can make it out the way they came in. Sometimes, however, it's fun to run a (maybe shorter) intrigue clock to get out again, with the added difficulty that you might be escorting someone, or weighed down with loot.

If extraction is going to be a part of the expedition, make sure that everyone understands this before the expedition starts.

MASQUERADE

You can use this variant when characters **enter a location disguised** to undergo an intrigue. Maybe they are at a masked ball, maybe they are in an enemy camp disguised as their foes, or maybe they are magically transformed in some way.

Run the intrigue as normal, but characters all also have a disguise clock with 3 segments. Each time the tension clock fills out, **knock a segment off everyone's disguise clock**.

You can also knock a segment off a characters' clock as a consequence or complication due to their actions. When a character has 0 segments remaining, they are **unmasked** and the disguise no longer works.

Action: Deep Cover

If you want to increase the disguise clock for yourself or your group by 1 or 2, describe what you want to do to the GM. The GM will tell you what you need to do, from one of the following:

- You need to gain the trust of someone on the inside
- You need to find or create additional materials, uniforms, outfits, makeup, or paperwork.
- You need to create a distraction
- You need to make a personal sacrifice

The scale of what you need to do will always be concurrent with your request. It's always possible, but play a scene out to see if you can do it or not.

Action: Rip off the mask

You can intentionally unmask yourself to gain initiative and shock onlookers, destroying your disguise. If you do so, you get the benefits of **pushing yourself** on your next narrative action without spending effort (+1d or effect). You can also do this to **resist** an action as if you'd spent strain to avoid consequences. If you do this, you can't ever get your disguise back on the same expedition.

Action: Cover up

If someone is unmasked, other characters can cover for them by spending 2 segments (total) of their disguise clock to restore 1 segment of the unmasked characters' disguise clock.

HEAL

This variant is for when characters are trying to **heal an illness** of some kind. It's usually a more peaceful sort of intrigue, but can be harrowing regardless, or even still involve combat. The illness doesn't need to be an actual sickness, and it doesn't necessarily need to affect people. For example, it could be dark magic that is warping a location, a blight that is killing all the crops, a disease that is driving animals mad, or supernatural weather that is destroying the land.

Run the intrigue like normal, except the tension clock represents the illness getting worse. Each time the tension clock fills out, the **illness gets worse, and inflicts visible suffering around the characters**. Characters can use the **ameliorate** action below to try and lessen this.

You can run this with a fail state if you like - if the illness gets worse more than 3 times, it becomes a more long-term part of the land or people, settling in, and characters **will have to return** with more powerful assets, allies, or knowledge to heal it.

Action: Ameliorate

When the illness gets worse, characters can forestall this by this by **playing out a scene to fight back or treat the illness**. If they are successful, **they reduce, but can't eliminate, the suffering**.

Alternatively, characters can eliminate the suffering by **taking the suffering into themselves**. This causes them to take a burden, depending on the nature of the illness. Characters might get sick themselves, or take an injury, or suffer from anger or resentment.

HUNT

In this variant, characters are pursuing a **quarry** of some kind - a bounty target, a wild monster, a fleeing criminal, or perhaps merely someone that doesn't want to be found.

Run the investigation clock like normal, only when the clock fills up, the final confrontation is catching up to the quarry.

Each time the tension clock fills up, an **obstacle** gets in the way of the characters. For example, the monster the characters are tracking starts an avalanche, a corrupt inspector confronts the characters and tries to shut down their expedition, or the characters run into some unsavory types who are also on the trail of their quarry and don't want competition.

Failure to avoid or confront the obstacle slows the characters down and makes their quarry more prepared for them when they arrive. You can, as always, set a failure state after the tension clock fills out 3-4 times to give characters a time limit.

If you're intending to use tactical combat, it's best to save a tactical combat encounter with the quarry as the final confrontation - as doing so communicates that characters can fight and win. If you want a monster to show up earlier to attack the characters (only to escape or get away), run it as a narrative encounter and make it clear to the characters they can't catch or pin down their quarry in real tactical combat without completing the investigation.

VARIANT: CHASE

You can also run an inverted hunt as a chase. In this case, characters are the quarry, and are fleeing from something. Instead of confronting their pursuer, if they fill out the intrigue clock, they escape. If the tension clock fills up too much, they are caught.

NEGOTIATION

In this variant, characters are trying to broker some kind of agreement between different warring factions - a peace agreement, a settlement of debts, a trade-off of prisoners, etc. Sometimes characters are present as mediators, or guards, to

make sure things go smoothly, rather than negotiating directly.

Figure how **how many factions** are present, and **what they want** out of the negotiation. This works best with 2 factions, or an odd number, like 3 or even 5 (for more complicated expedition).

Instead of running one investigation clock, **set up a shorter clock for each faction**, representing their **needs or demands**. These clocks can be different lengths (an easy to satisfy faction might have a 4 clock, and a hard faction might have an 8 clock). When the clock fills up, that faction is willing to negotiate in good faith.

The investigation ends when the majority of factions are willing to negotiate. In the case of a 2 sided negotiation, both sides must be willing.

The terms that get worked out are usually in favor of the factions that have received aid from the characters, ie the factions whose clocks are full. **Those factions get their demands met**, in some way.

The tension clock in this scenario represents factions or outside forces **interfering with negotiations**. When the clock fills out, characters must act to prevent interference. If they fail to do so, the GM can adjust all clocks up or down 1 or 2 segments to represent this.

You can set an interesting fail state with this scenario by having a faction that nobody wants to work with, or that has malicious intent (like an empire demanding surrender). When the tension clock fills up, they can fill their demands clock up, and if it ever fills, **negotiations collapse in their favor**.

TREK

Simply put, a trek is a journey from place to place. However, it's not just any journey, but one through a dangerous, perilous, or unexplored area - perfect for heroes.

The trek rules are highly flexible and part or all of them can be used by a group. Make sure the group agrees which rules are in play before embarking on a trek!

GOAL

The goal of a trek is always **to arrive at the destination**. When you're leaving on a trek, you're usually heading out from a place of safety, but that's not always the case. You may be traveling to a dungeon, traveling *through* a dungeon, escorting a nobleman's son home, undergoing a journey through a deep and monster-filled swamp, or taking a shortcut through an infested mine.

When you embark on a trek, **name the destination**, and if there's any special caveats, like cargo or passengers you have to take with you. When you reach the destination safely, the trek is over.

Treks are **always dangerous or challenging** to some degree. Name the possible dangers and challenges that lie ahead.

STRUCTURE

Treks are split into **legs**. An average trek has 2-3 legs. A longer trek has 4 or more, and very long treks that might take multiple sessions to complete have more.

Each leg of a trek represents a period of time spent traveling through a different region with a different challenge, sights, people, etc. A leg can include possible tactical combat, but the total trek shouldn't include more than 3-4 tactical combats unless it's very long.

The GM **sets up a clock** for every leg of the trip with 1-4 segments. Each time characters **complete a scene or accomplish a goal that**

furtheres them on their journey, fill out a segment. This could be scaling the side of a mountain, completing a tactical combat, charming the way past a bridge troll - anything that moves them further along.

When the clock fills out, characters can progress to the next leg of the journey if they so choose. Shorter clocks mean less time spent in a particular leg of the trip and control the overall pace of the trek. The GM is free to completely advance a clock if they feel like the pace is suffering and move characters along to the next part of the trip.

SETUP

For the players: Choose job and abilities, and make sure you've read your abilities and your camp fixtures. Then answer the following questions.

- Will your character be **tested** by this journey?
- Is it **personally significant** to them in some way?
- What does your character **expect** from this journey?

You can let your GM know your answers.

For the GM:

Set up each leg of the trek:

- **How long** is this leg of the trip? Set a clock for each leg.
- What kind of **environment** is on this leg of the trip?
- What **dangers** and **challenges** lie along this leg of the trip? You may have already detailed this earlier.
- What **points of interest** are during this leg of the trip?
- Are there **side activities, opportunities, or rewards** during this leg of the trip?
- What **choices** will characters have to progress this leg of the trip? Characters should always choose how to progress on their journey. You should make sure to present them with options, even if that's just a fork in the road, and to be flexible when players improvise.
- Are there **tactical combats** in this leg, if you're using them? If so, prepare any expected fights, and decide what situations will trigger them.

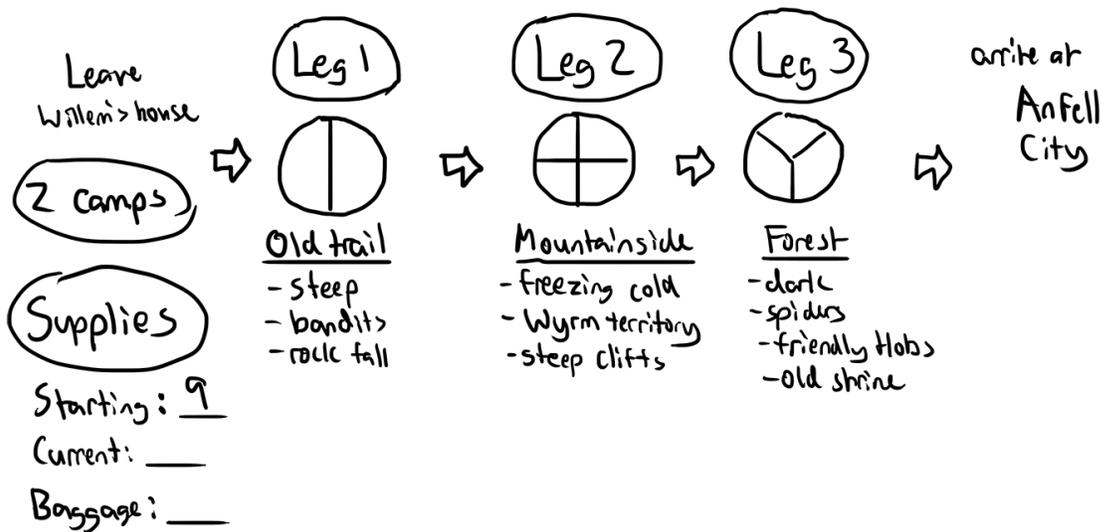
Then, think about the answers to the player facing questions above and see if you can't use them for inspiration.

Finally, think about the **additional rules** or **variant rules** from below you want to use for this trek, and clear them with your group.

GM PITFALLS

- Make sure characters and players always **choose** how to progress through a trek. A trek that feels too linear can feel boring.
- **Don't rush things along** - let characters play out scenes in between the rolls to progress the journey. But also **don't let things linger too long** in one place - a trek is about traveling, after all. If characters get too comfortable along the way, remind them of their goal.
- **Don't force characters to see something.** Characters will often unintentionally avoid or walk right past content you have prepared. If you're trying to get characters to see a cool sight, encounter, or NPC, make sure you foreshadow it first (for example, by having other NPCs talk about it before the journey). If they walk by it anyway, let it go. You'll think of something else.
- **Foreshadow danger, risks, and threats.** Make sure characters know what to expect on each part of the journey.

TREK through the Splinterthorns



ADDITIONAL RULES

Here are more specific rules that can be used depending on the tone of your game and the type of trek you want to play through.

SCOUTING

If you want characters to have limited or unknown information about the dangers in the next leg of their journey, you can use the Scouting action. The action can be taken by only **one character**, **once per leg**, though they can receive help.

Action: Scout

If the **dangers ahead are unknown or unclear**, the GM can call for a one character to make an action roll to gather information (*study* tomes, *recall survival* info, *charm* the locals, *sense* the terrain, etc). Decide what you're looking for (paths, terrain, possible monsters, etc). Make the roll and check the final result.

On a 1-3, you can get the info you need, but will immediately get into danger or trouble.

On a 4-5, you can get the info you need, but you need to take a risk, expose yourself to danger, or make a sacrifice or trade off to get it.

On a 6, you get the info you need with no tradeoffs.

SUPPLIES

You can use these rules when the Trek is through a part of the world where supplies are scarce, like a desert, deep dungeon, icy waste, or ocean.

Track two things on the camp sheet: **supplies** and **baggage**.

- **Supplies** are an abstract resource that represent food, medicine, parts, etc.
- **Baggage** are situations, facts, or objects that could potentially slow the group down or make them require more supplies, such as sickness, a broken cart, an NPC they are escorting, or a lack of warm clothing, etc. When you get baggage, describe it briefly on the sheet.

To move on through a leg of the trek, characters need at least **2 supplies**, **+1** for every **baggage** currently affecting them. Otherwise, even if characters fill the clock out, they can't advance.

To advance, characters that lack supplies have to **take some action to gain supplies or to clear the baggage affecting them**. To a clear baggage, characters can play a scene out, make an action roll, or make a tradeoff or hard choice, as offered by the GM, and depending on the nature of the baggage. **There are some actions below** that characters can use for this.

Starting supplies:

Characters usually start with all the supplies they need for a trip. This can be made harder if they start with less, or start with some baggage (maybe they're escorting a nobleman's son, or refugees, or have a broken wagon, for example)

Gaining supplies:

Characters can gain supplies or make tradeoffs with the actions detailed below this section.

Losing supplies:

When character advance a leg of a trek, they lose all the supplies they just paid to advance.

Characters might also lose 1 or even 2 supplies during the course of their actions as consequences, tradeoffs, or choices that they make.

Losing baggage:

If you dump baggage, you're not necessarily physically getting rid of it - it just stops being an issue or a burden.

Action: Forage

Once per leg of a trek, your group can forage for supplies. Either make a **team action** to look for supplies, or designate one person a forager (they can receive help as normal). You hunt, fish, scavenge, pick up food, herbs, etc, or just scrape what you can from your environment. **Make an action roll** (*strain* the land for resources, *study* the dirt for animal traps, *endure* cold weather, etc).

On a 1-3, you find 1 supplies, but they are in a dangerous, challenging, or contested location. Perhaps they're at the top of a waterfall, or guarded by a monster, or you're not sure if they're poisonous. Back off and lose them, or play a scene out to see if you get them.

On a 4-5, choose: same as above, but you can gain 2 supplies instead, OR gain 1 supplies, no complications.

On a 6, you gain 2 supplies with no complications

On a 6, 6, you gain 2 supplies and can also ignore the effects of 1 piece of baggage.

Action: Push through

When characters lack supplies to move on to the next region, they can make the following choice on how to progress:

- **Take baggage** equal to the difference in supplies needed. Detail them. This can't be done for the final leg of a journey.
- All characters **take strain** equal to the supplies needed. This strain can be resisted as normal.
- The GM can offer characters an **opportunity, trade-off, or hard choice** in order to gain the supplies necessary to progress.

Action: Make things complicated

When a character would take any amount of strain, consequences, or a burden from their actions, the GM can offer baggage instead.

OPTIONAL RULE: LIMITED CAMPS

With this rule, characters can camp any time, but camping costs 2 supplies +1 per point of baggage.

TIME LIMIT

The Trek has a time limit - perhaps characters have to reach somewhere fast, are trying to outrun something, or are taking a limited opportunity. This can be represented with a clock (usually with 6, 9, or 12 segments), which starts full and you *untick* as time progresses. When the clock is empty, characters have run out of time and suffer the consequences, which could mean failing their goal.

A basic setup is to have a clock with a number of segments equal to the number of legs + 2 or 3. For example, you could have a 6 segment clock for a 3 leg trek. Untick one segment each time characters advance through a leg of a journey, and untick a segment when offering characters a tradeoff, opportunity, moral choice, or as a bad consequence or complication of their actions. For

example, you could untick a section if characters have a string of bad rolls and get catastrophically lost, if they decide to take a slower but safer path, if they linger in one place to ambush their pursuers, or if they decide to help a farmer right their cart instead of moving on for the day.

Makes sure characters have enough time to complete a trek and a little time to spare. If you want to make time really tight, make sure it's clear with the group first, or give them ways to regain some time or make the clock longer.

Action: Buy Time

When characters need more time, they can choose to pay the cost in one of the following ways. Characters can choose the cost to pay, and the GM can decide on the details, how effective that choice is, and how much time it will buy.

- Start trouble, or start a ticking clock, with a dangerous faction, monster, or force of nature
- Offend or let down an NPC ally or allied faction
- Make a personal sacrifice

WEATHER

Weather is a simple optional rule. Use it if poor weather is possible during parts of the trek to add a random element. When characters enter a leg of the journey, roll 1d6.

Weather adds to the cost of any other supplemental or variant rule in this section (**supplies** to move to the next leg of a journey, **time** taken by each leg of a journey, **wear** on the caravan)

- 1 - Terrible weather, +2 costs
- 2 / 3 - Bad weather. +1 costs
- 4+ - Clear weather, no effects

If characters take some action to mitigate weather (for example, being prepared with proper gear, using their abilities to shield themselves, crafting cloaks from animal hide, etc), they the cost can be avoided. This can be done before the cost has to be paid - for example characters that want to move through a region that are using the supplies rule can weatherproof their gear before spending supplies to advance.

MAP CRAWL

Instead of moving through legs of a journey, characters move through regions on a map, and the expedition can be ended voluntarily by the characters when they enter a significant point of safety or refuge on the map. When preparing such a map, the GM should mark out those locations and make them clear to the characters.

To prepare a map for a map crawl, split any map into regions, with each region representing a leg of the journey. Regions can be as small or large as they need to be. Use the clocks for each region (that you would normally use for a 'leg' of the trip) as a guide. Steep, frosty, mountains might be a 3 or 4 segment clock region, but a peaceful valley a 2 clock. Then mark out the places where characters can rest safely and end the expedition.

You can use variant rules, such as supplies, in different regions if you want to represent adverse conditions.

Optional rule: Granular movement

If you want more granular movement, split each region into sections/hexes/squares.

If you need relative speeds:

In one daytime period or nighttime period:

- A person on foot is expected to travel about 1 space
- A mounted person can move about 3 spaces
- Characters can push themselves or their mounts by taking strain, complications, or consequences (around 2 strain) to move 1 extra space.

You can adjust this up or down 1 or 2 spaces if characters have exceptional means of travel, like flight, good roads etc. You can adjust it down due to weather, complications, or if characters choose to move slowly (to spot ambushers, for example). This can't reduce speed to 0 but could cause speed be reduced to 1/2 (takes a full day and night to move 1 space)

GATEKEEPER

With this rule, characters can't automatically move on to the one of all of the legs of the journey without beating, avoiding, or surpassing some challenge - such as a huge cliff, a massive monster, a valley full of stampeding beasts, a river of lava, etc.

This does slow down the pace of the game, so it's important to make sure that a gatekeeper is an interesting or dramatic set piece or challenge. Characters shouldn't be barred from moving on completely but shouldn't be able to make it out unscathed if they just barrel through.

PEACEFUL TREK

This is a very simple variant rule. There is no tactical combat or combat or any kind expected on the trek. The problems characters will face may be dramatic, dangerous, stressful, or painful, but won't involve fighting.

THERE AND BACK AGAIN

This is a variant rule to use when characters must arrive at their destination and then return using the same route. It helps speed up play. It's a simple rule: when returning, if characters are using the same route, skip any costs they have to pay, and **only play out the problems, dangers, or situations that they failed to resolve, confront, or overcome on their way over**. Otherwise, you can just 'montage' them back to their starting point.

PATROL

This is a simple variant. Characters are tasked with completing tasks or solving problems in at least two or three legs of the journey. Make sure a leg has only one major task if it has one. If characters move on without confronting or resolving it, the situation is either left to chance or progresses on its own, usually for the worse.

CARAVAN

Characters have something to **escort**: an actual caravan, goods, a group of soldiers, a valuable beast, food, aid, passengers, an NPC, or an object. The 'caravan' has a **wear** clock (with 4,6,8,12 segments as normal). Moving from one leg of a journey to the next ticks the wear clock up by 1. Longer clocks indicate more durable caravans.

The clock can also be ticked up as a consequence, tradeoff, or choice for characters' actions. Characters can untick the clock by taking action, making tradeoffs, or playing out scenes to reinforce, heal, or repair the caravan.

Any time, you can check the clock and see what condition the 'caravan' is in:

- No wear, or 1 segment: Excellent condition
- Under half full: Good condition
- Half full or more: Poor condition
- Full: Falling apart

The condition of the caravan could affect characters' pay, the state of NPCs, morale, the quality of supplies or food being delivered, etc.

If the clock is full and the caravan would gain more wear, it is lost, destroyed, injured, etc until repaired or recovered.

Optional rule: Random Wear

When you advance a region, roll 1d6. 1-3: Wear advances 2, 4-5: Wear advances 1, 6: Wear advances 0.

IV. THE BOOK OF FOES



FOES

The ruins that litter Arden Eld and churn beneath its surface are sometimes peaceful, hollow affairs - full of dust and destroyed monuments to a dead empire. More often than not, however, they are host to innumerable monsters that slither, crawl, and stalk through their hallways, born of the Doom that befell the Arken Empire and the grand technomagical projects they undertook. These ruins can be deadly places despite the riches they offer, and occasionally when a ruin surfaces, it disgorges hordes of monsters that eventually boil over into the surface world, called a **Blight**. Minor Blights can deform and destroy the landscape and threaten nearby villages, towns, and cities, and every few decades a blight surfaces that can threaten large portions of the world. Left alone, the borders of a Blight will steadily grow, and turn the world above into a mirror of below - poisoned, twisted, and crawling with monsters.

MONSTERS

The creatures that stalk the halls of the ruins are a mix of mundane beasts that have been warped by the ruins' influence, native fauna that have grown accustomed to dungeons, terrifying horrors from beyond the realms of understanding, and the remnants of the old empire, animated by the ruins' magic.

Monsters are dangerous and beyond reasoning with. Though some have some shred of intelligence, they are motivated by hunger, pain, survival, or a supernatural desire for destruction. Monsters typically **can't be bargained with** and have **simple motivations** for violence (food, territory, aggression, or survival). In many cases (but not all), **monsters will fight to the death**.

KIN

The ruins draw all kinds of adventurers and contenders, seeking wealth and glory, and not all of them are pure in intent. Even outside of the ruins, in the cities and towns of the world, people of all kinds plot to exploit, hurt, or deceive their fellows for personal gain.

Banditry and highway robbery is steadily increasing in the Churning Age, with the large number of blights and the decreasing safety of the roads. Mountain bandit, lowlander, or coastal pirate clans will often organize and maintain large hideouts, where they will periodically raid nearby towns for loot and captives to ransom. In the ruins themselves, some adventurers make a living not only off the ruins, but also off robbing their fellow adventurers. In the cities, wealthy criminal syndicates, sometimes masquerading (or acting openly!) as guilds, pursue enrichment at all costs, running kidnapping schemes, forcing labor, or using debt to control large numbers of people.

Mistrust has reached the point that some towns and cities have begun eyeing the legacy of the Arkenlords, arming themselves for what they see as a coming grand conflict between Kin. War between city states or towns, so rare between Kin in the Green Age, is becoming more common and increasingly severe in scale. Some powerful towns or city states see themselves as inheritors of an imperial legacy, with the warlords helping them titling themselves a new Emperor, seeking to unite the cities by force into Arden Eld's first nation. The ambitions of these self-styled Imperials remain unfulfilled - for now.

When Kin commit or threaten violence, it's **always motivated**. **Kin can be bargained with** (even if that bargain on your end is giving up all your money or throwing down your weapons in surrender!), they're people after all.

Kin will almost never fight to the death and will often flee or surrender if their lives are threatened.

MONSTERS AND KIN

In combat, there are a few rules to apply to monsters and kin:

1. **Kin always have reasons to fight.** If their demands or desire are met, then they are willing to bargain or avoid a fight.
2. **Kin will surrender or flee,** potentially ending a tactical combat, if they have suffered heavy losses or see there is no chance they will win. Ending a fight this way is up to the GM.
3. **Kin won't kill without a reason.**

Monsters can ignore these rules. They might still flee if they have some sense of self preservation.

INTELLIGENT MONSTERS

If monsters are intelligent, or can bargain, or are characters in their own right, **treat them like Kin.** Give them a reason to fight, a reason to kill, and decide when they will surrender or flee. Their bargaining demands might be more extreme (flee my tomb or perish) but make sure they are clear.

HOW TO USE THIS SECTION

In tactical combat, foes in ICON have statistics such as HP or armor, abilities, and actions just like player characters. On their turn, they can take 2 actions and can standard move as a free action, also just like player characters. Unlike player characters, they are **limited to a few basic actions and the actions in their profile**, and they are also **much simpler**.

CLASS

Foes in ICON can be sorted into four **classes**. Each class mainly grants every job its general **statistics** and **traits**, and are roughly equivalent to the four player classes. When those statistics are different from the usual, it's listed in each job's stat block.

- **Heavy:** Slower, melee focused enemies that defend their allies with their higher hp and defensive traits.
- **Skirmisher:** Fast, mobile, short ranged enemies that deal high damage but are fragile themselves.
- **Leader:** Foes that improve the combat capabilities of their allies or heal them. Have traits or auras and effects that improve or move their allies
- **Artillery:** Long range, slow enemies that become powerful if left alone. Deal the highest damage but relatively little defense or health.

Though they may vary slightly, stats are the same for **every foe of the same class**. That means there are only four basic stat blocks in the game. Where foes differ greatly is in their available abilities and traits, granted to them by their **job**.

JOB

Within each class, a foe also has a **Job**, much like a player character. Unlike player characters, there are scores of foe jobs, which describe anything from axe-toting warriors to giant birds.

BASIC JOBS

ICON provides a large number of **Basic Jobs** that are 'generic' jobs you can adapt to your game, such as soldier, monk, priest, blaster, etc. These jobs are simple and flexible and fit a lot of different fantasies and roles. They generally describe how a foe functions in combat, with the details and flavor left up to you - so you could make a **soldier** that is an armored knight, or a soldier that is a giant ant.

Basic foes are the bread and butter of ICON's combat. If you're trying to fill an enemy roster out, you can't do much better than using basic foes. You can make an entire combat from basic foes with no issues. They are easier to run and can be flavored however you like.

FACTIONS

Many other foes belong to **Factions**. Factions describe a whole group of foes, like the lightning-powered undead Relict, or the giant Jotunn. These factions have unique mechanics, and fight in ways that reinforce those mechanics.

Factions all have a **template** you can apply to a basic foe to make it part of that faction. For example, all Jotunn (being giants) are size 2, so any basic foe you make part of the Jotunn faction gets bigger!

They also have a number of their own **faction jobs**, split by classes and stand-alone foes called **uniques**. Unique jobs all have the faction template by default, and have variants that get more powerful each faction, so you will get a different experience fighting them as you get more powerful.

Factions also have their own unique powerful Elite and Legend fights.

USING FACTIONS

You can mix and match in basic foes with faction foes to up the complexity and challenge of a fight, or even run an entire encounter full of faction foes for a flavorful and impactful fight.

Generally only **one faction** is meant to be used at once due to having more mechanics than basic foes, though you can mix and match them if you feel up to the challenge.

SPECIAL CLASSES

There are a few special classes for foes in ICON that change the gameplay of foes up slightly:

- **Mob:** Mobs are a horde of weak, numerous enemies that are run as one enemy. They can be used for a more 'heroic' feeling game where characters cut down enemy after enemy.
- **Elite:** Elites are more powerful foes that take two turns and have increased hp. They are akin to 'mini-boss' encounters in a role playing game, representing a more powerful or skilled enemy.
- **Legends:** The most powerful foes in ICON. *Legends* are fights worthy of an entire group, and meant to represent legendary warriors, or huge and ancient monsters, such as wyrms, giants, or elder demons. They take multiple turns, have phases (different actions and abilities based on different situations), deal high damage, and have high hp.

CHAPTER AND FOES

All foes are gated by Chapter (I-III). Later chapter foes represent more powerful, rare, or complex opponents. Lower chapter foes will occasionally gain additional abilities in later chapters.

SPECIAL FOE RULES

Foes can all make a **standard move** like heroes, and can all **dash** or **interact** with something. They cannot use any other abilities other than what's in their profile.

Foes have some special rules, tags, and traits that apply only to them:

Unique Rules:

- **Repeatable X:** This action is repeatable any number of times in a turn, ignoring the no repeats rule.
- **Multimark:** This mark can apply to any number of characters. It can only still be applied once per character.
- **Limited Use:** Some abilities are only usable under specific circumstances. Common limits are only when bloodied, only past a specific round, and only a certain number of times per combat.
- **Round Action:** This ability is used automatically at the start of the round, and takes effect at a specified time during the round. It doesn't cost any actions to use or count as taking a turn. Usually these are found on Elites and Legends.
- **Combo:** Some foes have **combo** abilities like players, but for foes they are a sequence of abilities instead of a token they gain and lose. Each part of the sequence must be used in order, must be used on different turns, and they loop back to the start after the last part is used.

Additional Rules:

- Foes can never choose to take a slow turn unless specified
- Player characters can sometimes save to avoid effects from foes right away.
- Foe stances refresh automatically
- Foes cannot randomly critical hit with attacks unless specified. If they are able to critically hit, they deal +[D] like players, typically.

Foes may have additional or unique tags.

LARGE FOES

Some foes are larger than size 1. These foes have the following rules:

- When they place an AoE ability with an origin of self they can place it on any of their spaces.
- Bigger foes can choose whether to be affected by any of their own area abilities.
- AoE abilities used against a large foe can only affect them once, even if two or more of their spaces are hit. For example, a large character hit by an attack and area space of an AoE ability is only affected by one or the other (the ability owner can choose).
- Large foes are not slowed down by terrain or height movement penalties.
- However, Large foes count as being 'inside' any effect (such as an aura, difficult terrain space, pit, dangerous terrain, etc) if at least one of their spaces is inside.
- Large foes ignore engagement from and can move through but not end their turn in the spaces of smaller characters.

DIFFERING FOE STATISTICS

Foes all have statistics that are very similar to player characters (VIT, HP speed, etc). The statistics are generally the same for all jobs of the same class, but sometimes have differences, which are noted above a foe's traits.

Foes that start with less or more health don't gain more or less VIT - it stays the same.

SPECIAL TRAITS

Foes that have an effect as a trait always have that effect active. For example, a foe with *sturdy* as a trait is always harder to move, or a foe with flying as a trait can always fly when they move, etc.

OPEN INFORMATION

ICON is a game best played with open information on NPC abilities and traits. By knowing NPC's capabilities, players can make better decisions when fighting them.

The first time characters fight any foe, the following information is always available:

On sight:

- Job, class, and faction

- Special class, like mob, elite, Legend
- Traits

When triggered:

- Effects when a player character is marked by a foe or that foe gives that character a negative effect
- Conditional effects such as 'If a character is standing here, they will take X damage'
- Triggered effects, like interrupts, when they trigger
- If the foe is bloodied or not
- If a Legend changes phase

For example: "This foe is a Knuckle. It's a heavy so it has *Guard*, and also has the Rook trait which allows it to grant *cover*."

The second time or further characters fight any foe, **full information** (abilities, statistics, etc) is available to them, though that information does not have to be current. You can simply show players a stat block if you like. For example, characters can know a Soldier's hp and armor, but not its current hp in every round of combat.

You can play with full information all the time if you wish. Some groups feel like this can take some of the mystery out of fighting a powerful foe for the first time, while other groups prefer having better tactical decision making available to them.

MOBS, ELITE, AND LEGENDS

These special classes have a few rules to make running them different to regular foes.

MOBS

- A mob is a mass of weaker foes that is treated like one foe.
- Each mob comes with a certain number of members. Each member is a character, but as a whole, a Mob takes up one 'enemy' slot in a combat and has one set of actions.
- Members don't have hp. Instead, each member has two 'hits'. When a member would take damage from any source, knock a hit off, so members will always be defeated when damaged twice.
- Individual members of a mob are removed from the battlefield when defeated, and don't trigger slay effects when defeated. When all members of a Mob are defeated, the Mob is defeated.

- Each member of a mob tracks effects separately. A mob and all its members are immune to statuses.
- Members of a mob don't cause engagement.
- When taking a turn, a mob can move all of its members with its standard move.
- When a mob takes actions, it takes its actions through one of its active members.

ELITES

- **Elites** have double the health of normal foes, and take 2 turns.
- Some Elites may have **Round Actions**

LEGENDS

- **Legends** have health that scales based on the number of players, with a minimum of 2 player scaling.
- Legends have the Juggernaut trait, which allows them to remove a status or mark at the start of each round.
- Legends take one turn for every player character in combat. This includes defeated players.
- Legend interrupts recharge at the start of each round, instead of at the start of their turn
- Legends have **phases**, which change up their available actions and traits. Phases trigger based on set factors.
- Legends often have **Round Actions**
- Legends often have **unique mechanics** that don't appear anywhere else in the game

MAKING FOES AND BALANCING ENCOUNTERS

To make a foe, pick which job you think represents it. If you're using a basic foe, you can also add a faction template to it.

Balancing encounters for ICON is very simple. Count the number of players, then add 1. This is the point total for your encounter.

- A mob is worth 1
- 1 regular foe is worth 1
- 1 elite is worth 2
- 1 Legend is worth the entire encounter budget

For example, if I have 3 players, I can run 4 regular foes against them, or one elite and 2 foes, or 20 mobs, or 1 legend.

To balance up or down, add or remove 1 or 2 points from the encounter budget. The most important balancing factor is **action economy** - ie how many fighters are on one side or another. If your players outnumber your foes, no matter how powerful their enemies are, they will typically win!

RESERVES

You can always hold foes in reserves to change the pacing of a fight. Foes in reserve typically appear at the edge of the map at the end of a round, then act normally starting with the following round. You can increase the difficulty of a fight slightly without making it overwhelming by adding 2-3 more points to the encounter and bringing the additional enemies in as reserves at the end of round 2 or 3.

ATTRITION, BALANCE, AND THE ONE FIGHT BALANCE RULE

ICON is designed to be somewhat attritional, with characters taking wounds and deciding whether to push on and gain more resolve, or camp and reset to regain their healing resources. The game expects characters to go through two or three fights for each camp. If you're expecting less fights, or don't have the time, energy, or plans for more fights, you can use the **one fight balance** rule.

To balance for one fight, you have points equal to twice the number of players. Start with the normal budget of foes on the map, and hold the rest in reserve. Deploy up to half the reserves on the map at the end of round 2, and the rest at the end of round 3. They can act normally in the round following the round in which they appear.

This can make a pretty exhausting fight, so use your judgement!

BALANCING ON THE FLY

One more tip - this game is (by the author's estimation) balanced as intently as possible, but the final point of balance is the game master, who can adjust encounters on the fly if they are too difficult or too easy.

An easy way if you're not sure about the balance of an encounter is to hold some enemies in reserve (1-3 enemies, or an elite, or something similar). If the fight is too easy for players, you can add reserves as needed. If it ends up being difficult, you can hold off on bringing in reserves. Do this sparingly once you have a good feel for your group, and you can also communicate this to your group for good practice.

game mechanics. If you want to ignore this (you have a group that's comfortable with tactical combat games, for example), you can do so at your leisure.

USING THE CHAPTER SYSTEM

The chapter system is intended to give players a sense of progression through the world - that there might be monsters that are beyond their capabilities lurking out in the world that they will later be able to fight on even terms.

Generally speaking, characters should fight foes that are in the same chapter as them or lower. Lower chapter foes are generally less complex, are easier to run, and have less tricks. Players at higher chapters will have more access to tools to counter the more powerful foes at higher chapters, so they tend to be more complex.

You can have players encounter foes that are a higher chapter than them as a way to introduce a powerful enemy. There's a few ways to do this:

1. **Don't go into tactical combat at all**, and make it clear that this is a fight characters can't win.
2. Run tactical combat, but run the higher chapter foe as an Elite.

Conversely, if players run into foes that are a lower chapter than them and you want to give them a sense of power, don't go into tactical combat at all (let them deal with them narratively), or run those foes with half HP to represent how weak they have become.

Since statistics remain the same across chapters, all chapters of foes are still threatening to the characters and will remain so throughout the game.

IGNORING CHAPTER

The chapter system gates some foes off as a way to gradually expand the enemy roster, give a sense of breadth to the world, and introduce more complex

CREATING INTERESTING FIGHTS

It's perfectly ok to run ICON battles as straight fights - side vs side, whoever is left standing wins. However, running all your battles like this can sometimes cause strategy and planning to become stale, and can lead to the same outcomes.

Dynamic fights with varying terrain, objectives, and set pieces can be extremely fun and memorable for everyone involved. This section offers two ways to swap things around to keep things fresh and interesting - **scenarios** and **setting**.

SCENARIOS

Scenarios are ways to make your combats in ICON more interesting by offering alternate victory conditions. Often these scenarios have a time limit, zones of control, or specific objectives that make the goal more complicated than just defeating the opposition.

OBJECTIVES

Some of these scenarios use **objectives**. Objectives are either characters or objects that are immune to all damage and statuses. They can be any size from 1-3. When a character takes their standard move, they can pick up the objective and move it with them, placing it in a free adjacent space after their standard move finishes. If there are multiple characters from different sides adjacent to the objective when a character attempts to move it, have them roll off (each roll a d6), with the highest roll on one side keeping control for this turn while they are adjacent.

ZONES

Many scenarios include objective or goal zones. These zones are simply marked areas on the map that must be controlled or have things brought to them. To be inside a zone and to count as being inside a zone, a character needs to be not defeated, alive, not a summon, *intangible*, and at least 1 space inside the zone.

DEPLOYMENT AND REINFORCEMENTS.

Take care when placing enemies on the map in these scenarios. Typically the GM should place all enemies first, then player characters can place themselves on the map - but the GM may choose to change this up depending on the players' information.

Typically players deploy close to a side of the map, but that may not always be the case - perhaps they came down an elevator, dropped through a hole, or something similar. You can keep the same thing in mind when adding reinforcements to the map on the NPC side.

SCORING SCENARIOS

Summons and mobs count for 0 characters when scoring scenarios. Elites count as 2 characters, and Legends a number equal to the number of player characters.

Scores for scenarios are always updated at the very end of the round, after all character turns, abilities, interrupts, etc have resolved.

- **Control:** Mark three zones in three different parts of the map. At the end of the round, a side (ally or foe) scores points equal to half the round number if they have a higher point value of characters in a zone than the other side. Most points at the end of round 6 wins.
- **Recon:** The same as Control, except there are four zones, one in each quarter of the map, and one has a hidden objective, which the GM determines. Characters inside a zone can spend a free action and end their turn to reveal if the hidden objective is there or not. At the end of the game, the side that holds the hidden objective zone, if it is revealed scores +3 more points.
- **Brawl:** An all out slugfest. Player characters score 1 point for defeating a foe equal to their character value (so 1 for regular foes or an entire mob, 2 for elites, and player number for Legends). NPCs score 1 point per wound they inflict on player characters, and 2 points if they defeat a player character. Most points at the end of round 6 wins.
- **Escort:** Characters have to escort an ally or object, who is an *intangible* object or character, to a goal zone or the other edge of the map. When characters end a turn with the objective in the goal zone, they win. Characters fail if they

haven't taken their escort to the goal in six rounds.

- **Gauntlet:** Player characters start at one edge of the map and must end their turn in an objective zone at the other end of the map to escape. Characters that do so are removed from the battlefield. All characters must extract by the end of round 6 to be fully victorious - any characters left behind are defeated, captured, etc. Use 2x the enemy budget for a normal fight. Deploy the normal budget of enemies at the first round, then bring in half of the reserves at the start of the second round, then half more at the start of the third
- **Holdout:** Characters must try and survive. Use 2x the enemy budget for a normal fight. Deploy the normal budget of enemies at the first round, then bring in half at the start of the third round, then half more at the start of the fifth. If characters aren't totally defeated by the sixth round, they win.
- **Scavenge:** Place objectives around the map equal to the number of players plus one. Evenly distribute them as much as possible. Mark out two goal zones, one close to where player characters deploy, and one close to where foes deploy. Characters must pick up and carry the objectives back to their goal zones. At the end of six rounds, whichever side has more objectives in its goal wins. Objectives outside of goals don't count, even if a character controls them.
- **VIP:** Characters must defeat one to three specific foes. If these foes are not defeated by the end of round six, the players fail. More VIPs makes a harder objective.
 - **Extraction:** The same as above, but once defeated, VIPs become an objective that must be brought back to a goal zone. Use a smaller map or fewer VIPs.
 - **Hunt:** A VIP scenario, except the VIP is hidden in one of 3-5 interactive spaces on the map. The GM secretly chooses which before the start of the game. Characters can reveal whether the VIP is present or not by spending an action on or adjacent to that space, placing the VIP on the map adjacent to that space if successful. The VIP then either becomes a character or an objective that must be extracted.

COMBINING SCENARIOS

If you're comfortable with scenarios and have a more experienced group, you can combine them. For example, you can run a Control scenario with a VIP. Doing so significantly ups the complexity of a fight and probably shouldn't be done with an inexperienced group.

SETTING

The other thing to think about when designing a memorable fight in ICON is **setting** - the unique location, set-piece, or terrain that the fight takes place in.

This starts with the battlefield itself. Battlefields that have cover, interactable spaces, objectives, terrain of different heights, difficult or dangerous terrain, or odd shapes will be far more interesting than a plain empty field.

Asymmetrical battlefields can also be more interesting than perfectly symmetrical ones. Try running a fight in a battlefield that is made up of oddly space platforms, or a room that is a U-shape, or a room that is several underground chambers split up by narrow doors and impassable floor-to-ceiling walls everywhere else (a classic dungeon-crawling scenario).

Try to fill at least half your battlefield with points of interest. **Interactive objects** and **terrain** of all types (difficult, dangerous, elevation, impassable, pits) can be used to fill out a map. It may be helpful to review the terrain section on pg. XX before planning to create an interesting fight setup.

SET PIECES

You can also use the world of your game to add interesting and dynamic environments for your players. Think about them like a backdrop for a fight in a movie, game, or book. The drama's best when there's something cool going on in the background!

Not every fight needs set pieces or a unique setting, but they can certainly help make things memorable and switch things up for players.

Here's a list of ideas for interesting set pieces to get you started. You can use these to create or

brainstorm your own ideas for making dynamic fights.

For effects that use damage, you can use either 2 damage (for low damage) or a d6. Make the damage piercing, *divine*, or increase to 2d6 or 3d6 depending on how severe you think it is.

- A fight on four islands or platforms, with bridges between them. The rest of the map is *dangerous* terrain (like lava, etc).
- A fight in a forest with a large number of old and enormous trees (height 3 objects). Some are rotten and destructible, and destroying them makes the tree collapse and damage/stun characters in a line 5 area facing away from where the attack was made.
- A fight with more foes than normal, but split the foes into two factions that are also hostile to each other as well as the player characters.
- A fight on floating islands or rocks. Characters can interact with a teleporter in the middle of each island to teleport to different islands. Flying characters can move on the map normally, but other characters that are shoved or teleported off islands are left clinging on to the edge closest to where they moved off, counting as being inside a *pit*.
- A fight in a crumbling, sandy cave, where the walls are all destructible impassable terrain objects with 1 hp.
- A fight in a long, narrow tunnel. Characters can hit destructible objects to collapse sections of the ceiling, damaging and stunning characters in certain areas and creating difficult terrain.
- A fight with an extra sleeping Elite foe in the middle of the map that is hostile to all factions. If the Elite takes damage it wakes up and joins the fight - or it wakes up on its own at the start of round 4.
- A fight during an earthquake, where pits and poisonous geysers have a random chance to appear in each quarter of the map each round.
- A fight in a trap-filled catacomb, where entering certain spaces will trigger traps that stun, damage, or inflict statuses on characters. Characters can search for traps in range 2 by spending their standard move or 1 action.
- A fight in a dungeon with sectioned off rooms and interactive levers to open or close heavy doors, which are destructible objects that can be lowered or raised.
- An ambush in which player characters place their characters on the map *before* NPCs, and NPCs can deploy in any space that's not adjacent to a player character
- A fight in a pitch black map that permanently *blinds* all characters. Characters can pick up torches that give them aura 3. Characters in the aura can be targeted normally and also ignore *blinded* against any characters in the aura.
- A fight in a mountain hall with enormous pillars of impassable terrain that go floor to ceiling splitting up the room.
- A fight in a room that's filling with water, creating difficult terrain in more of the map round by round until eventually the whole map is pit spaces.
- A fight next to an ancient statue that targets a random character with a huge energy beam every round. At the end of that round, if that character isn't in cover from the statue, they are shot by the beam and take damage in a large area.
- A fight where the map is split into quarters. At the start of the round, a random section is marked, and at the end of that round, that section erupts, explodes, or is hit by artillery.
- A fight on a very steep cliff or hillside, or against a strong wind that counts as difficult terrain moving in one direction, but has no effect moving in another.
- A fight in a city street with civilian NPCs that can be hit by attacks and abilities. Civilians flee towards one side of the map at the start of the round, and characters must be careful not to hurt them.
- A fight in the middle of a battlefield where players can interact with objects on the map (raising flags, blowing horns, etc) to call in artillery or reinforcements.
- A fight in a canyon where both sides are elevation 3 terrain and the center of the map is a long pit.
- A fight in a burning building, with patches of dangerous terrain (fires)
- A fight in an underground cavern, where at the start of round 2 the center collapses into a huge pit.
- A fight at a dam, which has destructible sections. Destroying the dam creates a huge pit zone across the map which damages and shoves characters when it's created.
- A fight in a very small area (7x7) with impassable walls.

- A fight in a very large arena (10x20) with a lot of cover, against a large number of ranged foes

As you see, there's a tremendous amount of variety you can put into fights, depending on the story you're telling.

GLOSSARY OF FOES

All foes have the following statistics and traits, depending on class:

HEAVY

Vitality: 10
HP: 40
Speed: 4 (Dash 2)
Defense: 6
Fray damage: 4
[D]: 1d6

Guard: Has *Rampart*. Reduce all damage to self and allies in orthogonal spaces by 2, as if by armor.

SKIRMISHER

Vitality: 7
HP: 28
Speed: 4 (Dash 4)
Defense: 10
Fray Damage: 2
[D]: 1d10

Skirmisher: Can move diagonally, and dash moves full speed

Dodge: Immune to damage from missed attacks, area effects and successful saves.

LEGEND

Vitality: 10
HP: 50 per player character (minimum 100)
Speed: 4 (Dash 2)
Defense: 8
Fray damage: 3
[D]: 1d8

Legend: Takes 1 turn for each player character

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

LEADER

Vitality: 10
HP: 40
Speed: 4 (Dash 2)
Defense: 8
Fray Damage: 3
[D]: 1d6

Diaga (1 action): An ally in range 4 is *cured*.

ARTILLERY

Vitality: 8
HP: 32
Speed: 4 (Dash 2)
Defense: 7
Fray Damage: 3
[D]: 1d8

Slip: Movement ignores *rampart*, interrupts, and *vigilance*.

Aetherwall: Gains *resistance* against all abilities from characters that are outside of range 2 from them (*Cover halves ranged damage*).

MOB

Members: 2/player
[D]: d6
Fray: 3

Members:

Hits: 2
Speed: 4, Dash 2
Defense: 8

Traits: Mob (This character doesn't trigger slay effects, and is removed when defeated).

UNIQUE TEMPLATES:

Elite

You can make any foe without the Elite trait an Elite with the following template. It stacks with other templates:

The foe takes up 2 points in an encounter budget and gets the following trait:

Elite: This foe takes 2 turns. Double HP for the Foe.

BASIC JOBS

These jobs are flexible and can be used for simple, easy-to-run foes that can fit into any scenario or faction encounter. You can use these jobs to describe any person, monster, or beast that a character runs into, with a little adjustment to flavor. If you want to fit these jobs into a faction, you can apply a faction template.

MOB

Basic Mob

Weak foes that find strength and courage in numbers, fighting alongside their stronger allies.

Rabble (1 actions, attack, range 3): On hit: [D]+fray. Miss: fray. *Effect:* Target foe takes 2 damage once again for every other mob member in adjacent spaces to them, up to three times.

Rush (1 actions): *Effect:* Up to three members in any order may dash 2, then deal 1 damage to a foe and shove them 1 space.

Rally (1 action): *Effect:* Up to three allies adjacent to a member may dash 1 space, or one ally adjacent to a member may dash 3 spaces.

HEAVY

Warrior

Simple, hard-hitting melee fighter that attacks multiple foes at once.

Redondo (free action): Swap places with an adjacent ally, removing and placing both characters.

Cleave (2 actions, attack, true strike): On hit: 2[D]+fray. Miss: fray. *Effect:* All foes adjacent to the warrior or its attack target take fray damage.

Bull rush (1 action, repeatable): The Warrior *rushes* 1. An adjacent character when it finishes its movement is either *weakened* or shoved 1.

Soldier

Basic melee fighter, controls the flow of combat with deft strikes and slashes.

Slash (1 action, true strike, attack): On hit: [D] + fray. Miss: fray. *Effect:* Foe is *slashed*.

Bash (1 action, repeatable): An adjacent foe is shoved 2.

Valiant (2 actions): The soldier *rushes* up to 4 spaces in a straight line, then may use *Bash* as a free action

Impaler

A fighter that pushes around characters and keeps them pinned and at arm's length.

Special Traits: Sturdy

Advance (free action): Rush 1.

Spike (2 actions, attack, range 2, combo). On hit: 2[D]+fray and shove 2. Miss: fray and shove 1. *Collide:* Foe is *slashed*.

• **Impale (2 actions, attack, range 2, true strike, combo):** On hit: 2[D]+fray and shove 4. The Impaler *rushes* 3 towards the foe after shoving them. Miss: fray and shove 2. *Collide:* foe is *slashed* and *stunned*.

Greatsword

Straightforward, hard hitting foe that attacks with sweeping, heavy attacks.

Weapon Vault (free action): The Greatsword targets a character in range 2, then removes itself from the battlefield and places itself in any space adjacent to that character. Then, it may shove that character 1.

Great Slice (2 actions, attack, line 4, combo): *Effect:* Rush 1. On hit: 2[D]+fray. Miss or area effect: fray. *Effect:* *Slash* attack target.

• **Whirlwind (2 actions, melee, attack, true strike, combo):** On hit: [D]+fray. Miss: fray damage. *Effect:* The Greatsword *rushes* 1 space, three times. After it rushes, each time, it deals 2 damage to adjacent characters.

Brute

Large foe that can hurl allies and enemies around.

Special Traits: Sturdy, Size 2

Backhand (1 action, true strike, attack, combo): On hit: [D]+fray. Miss: fray.

- **Backbreaker (2 actions, attack, combo):** On hit: 2[D]+fray. Miss: fray. Effect: Foe is *stunned*. Effect: Brute may *rush 2* before using this ability.

Bulk up (1 action): Gain 4 vigor, or 6 if bloodied.

Hurl (1 action, repeatable): The Brute shoves an adjacent character or object 2. *Collide:* Character is *weakened*.

Knuckle

Heavily armored foe that taunts opponents and can strike multiple opponents at once

Heavy Armor: *Resistant* to damage from adjacent spaces

Overpower (1 action, attack, true strike):

On hit: [D]+fray. *Miss:* fray. *Effect:* All foes adjacent to the attack target take 2 damage

Crushing Advance (1 action): The Knuckle and all allies in range 2 may *rush 1* space. Then, all foes adjacent to the Knuckle take 2 damage.

Call out (1 action): A foe in range 3 must save or be shoved 2 towards the knuckle, then gain *hatred* of the knuckle. On a successful save, they are shoved 1 towards the knuckle.

Berserker

A reckless fighter that becomes more powerful when taking damage.

Special Traits: Defiance

Enrage: While bloody, gain +1 action

Bloody crescent (1 actions, true strike, attack, arc 3, combo): On hit: [D]+fray. Miss or area effect: fray. Effect: Attack target is *slashed*.

- **Full Moon (2 actions, attack, burst 1 (target), combo):** On hit: 2[D]+fray. Miss or area effect: fray. Effect: Berserker gains 4 vigor.

Furious Leap (1 action, repeatable): The berserker flies 2, then foes adjacent to the berserker take 2 damage.

Sentinel

Foe that uses its reach and alert senses to defend an area.

Trip (free action, range 2): A foe is shoved 1 in any direction.

Sweep (2 actions, attack, range 2, arc 3):

On hit: 2[D]+ fray. Miss or area effect: fray. s
Shove 1

Fortress (2 actions, end turn): The Sentinel may *rush 1*, then gains aura 1 until the start of its next turn. While this aura is active:

- The Sentinel gains *counter*
- Allies without this ability in the aura gain *resistance*.
- Any foe that enters the area without being shoved takes 3 damage, but no more than once a turn.

Crusher

Foe that uses its great strength to grapple or pin down its enemies

Special Traits: *Sturdy*

Headbutt (1 action, attack, true strike): On hit: [D]+fray. Miss: fray. *Effect:* Foe is *weakened*. *Effect:* Deals bonus damage to weakened foes.

Mighty Blow (1 action): The Crusher deals 2 damage to an adjacent foe and either shoves them 1 or creates a *pit* under them.

Grapple (1 actions, mark): The Crusher marks an adjacent foe. While marked, that foe must save if it attempts to break adjacency. On a failed save, it becomes unable to exit adjacency with the Crusher by any means for the rest of the current turn. On a successful save, the mark and this effect ends, but the foe is *weakened*.

Sledge

Hard hitting foe that inflicts stun with a heavy blow.

Bullheaded: Has *resistance* unless suffering from a status.

Chain hook (1 action): A character in range 3 is shoved 2 towards the Sledge.

Shoulder check (1 action, combo): Rush 1. An adjacent foe is shoved 1.

- **Crushing Overhead (2 actions, true strike, attack, combo):** *Attack: On hit:* 3[D] +fray and foe is *stunned* and shoved 1. *Miss:* fray damage and foe is *slashed*. *Effect:* Deals bonus damage to slashed or weakened characters.

SKIRMISHER

Pepperbox

A mobile ranged attacker that hits multiple times with a short bow or gun.

Riddle (1 action, attack, range 4, +1 boon):

On hit: 3 damage, three times. *Miss:* 3 damage.

Effect: Against foes at exactly range 3, inflicts *dazed* and gains *unerring*.

Strafe (1 action): The Pepperbox dashes 2, then deals 2 damage to a foe in range 3.

Flash Bomb (2 actions, range 3, small blast): *Area effect:* All foes take 3 damage twice and are *blinded*. *Effect:* If the Pepperbox catches itself or allies in the area, they gain *stealth*.

Hunter

A skilled ranged attacker that hunts down and eliminates single targets.

Wayfinding: Has *evasion* while inside difficult or dangerous terrain, and ignores the effects of difficult or dangerous terrain.

Hunter shot (1 action, attack, ranged 4, +1 boon): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Bloodied characters are shoved 1 in a direction of the Hunter's choice and *dazed*.

Set Trap (1 action): The Hunter creates a trap *dangerous terrain* space in free space in range 2.

Prowl (1 action, end turn): Dash 1 and gain *stealth*

Hunt (1 action, range 4, mark): A character in range is marked. The hunter deals bonus damage to the marked character and their abilities gain *unerring* against them.

Fencer

A mobile melee fighter that is an excellent duelist.

Iron Kiss (1 action, attack): *On hit:* [D]+fray, *Miss:* fray. *Effect:* May dash 3 after the attack.

Skewer (1 action): *Dash* up to 3 spaces in a straight line, then deal damage to an adjacent foe equal to the number of spaces moved +2.

Duel (1 action, range 3, mark): Mark a character in range. Gain *evasion* against the marked character, and when the marked character uses an ability, may dash 1 after the ability resolves. End the mark if the marked character hits the Fencer with an attack.

Assassin

A fighter that attacks in sweeping bursts.

Nimble: Has *evasion* unless suffering from a status

Razor Wind (1 action, attack): *On hit:* [D].

Miss: 1 damage. *Effect:* Repeat the following effect twice: Dash 1, then *area effect:* burst 1(self): 2 damage

Gust (1 action, range 2): The Assassin or an ally in range may fly 2.

Assassinate (1 action, range 3, end turn): The Assassin chooses a foe in range. At the end of that foe's turn, as long as they're in range 3, teleport to any space adjacent to them, deal 2 damage, three times to them, and *blind* them. Reduce this damage to just 2 damage if they have an adjacent ally. Then, fly 1.

Hellion

A flying combatant that is more powerful against solitary foes.

Special Traits: Flying

Rake (1 action, attack, Line 4): *On Hit:* [D] + fray. *Miss* or *area effect:* fray. *Effect:* Hellion can fly to any point on the line after the ability resolves. Foes in the area must save or be *dazed*.

Pinions (1 action, range 3): Deal 2 damage three times to a foe in range. Reduce this damage by one instance for every ally of that foe in range 2 of them.

Swoop (1 action, end turn): Leave the battlefield. Return to the battlefield in a visible free space at the end of the very next player turn with *stealth*.

Skulk

A sneaky foe that hits hard against weakened foes.

Sneak: While in stealth, has *evasion* and *phasing*.

Sneaky Stab (1 action, attack): *On hit:* [D] +fray, *Miss:* fray. *Effect:* Attack deals bonus damage to and does not break stealth against bloodied or blinded foes.

Throwing Knife (1 action, range 3, unerring): A foe in range takes damage equal to its distance from the skulk.

Blinding Dust (1 action, end turn): An adjacent foe becomes *blinded*. The Skulk then may dash 2 and gains *stealth*.

Shadow

A foe that becomes vastly more powerful when attacking from stealth. Can cross great distances instantly.

Special Traits: Phasing

Shadow Cloak (1 actions, combo): The Shadow teleports 4, then gains *stealth*.

• **Shadow Scour (2 actions, attack, unerring, range 4, +1 boon, combo):** *On hit:* [D]+2, twice. *Miss:* [D]+ fray, once. *Effect:* *Blinds* foe. *Effect:* Deals bonus damage to *bloodied* or *blinded* foes.

Dark Arts (1 action, range 3): Swap places with a character in range, teleporting. Foes can save to avoid this effect.

Smothering darkness (1 action, range 3): The Shadow creates a *darkness* terrain effect in a single space in range. The area is *dangerous terrain* for foes, and foes inside are *blinded*+

Arsonist

A fighter that uses bombs to disrupt the battlefield.

Bomb (1 action, range 4, small blast, +1 boon): *On hit:* [D]+fray, *Miss or area effect:* fray. *Effect:* If only one character is caught in the area of effect, deal 2 damage again to that character and they are *dazed*.

Kick Off (1 action): The Arsonist flies 1. Before they fly, they may shove an adjacent character 1

space, then deal 2 damage to them if they are a foe. If they do, they fly 3 instead.

Sticky Bomb (1 action, range 3): The Arsonist sticks a bomb at a character in range. At the end of that character's turn, the bomb explodes and they take 2 damage four times. For every adjacent foe or ally, reduce the number of times the targeted character takes damage by one, but deal 2 damage instead to that character. Then, end this effect.

LEADER

Errant

A holy warrior that can intervene and save nearby allies from harm.

Shining Sword (1 action, attack): *On hit:* [D] + fray. *Miss:* fray. *Effect:* Foe is *pacified*. *Effect:* Damage from this ability does not break *pacified*.

Intervention (1 action): The Errant gains the following interrupt until the start of its next turn. If this interrupt is unused at the start of their turn, the errant can teleport 3 instead.

Intervene:

Interrupt 1

Trigger: An ally in range 3 is targeted by an ability. *Effect:* The ally gains *resistance* against that ability and +1 boon on any saves against it. The errant may then teleport adjacent to that ally.

Blink Strike (1 action, repeatable): An adjacent foe is teleported 1 space, then the errant and all its allies in range 3 of that foe can teleport 1 space towards the foe.

Priest

Divinely infused foes with the power to shield allies from harm.

Special Traits: Defiance

Holy (2 actions, medium blast, range 4): *Autohit:* [D] + fray. *Miss or area effect:* fray. *Effect:* Attack target is *pacified*. *Effect:* Allies in the area gain 2 vigor

Pandaemonium (2 actions, range 4): The Priest targets a large blast area in range. It may remove all characters in the area, then place them back in any other space in the area. Foes can save

to avoid this effect, but are *sealed* on a successful save.

Shield of Faith (2 actions, range 2, mark):

Allied character in range becomes marked. When marked, the ally is *cured*. While marked and in range of the priest, the marked ally has *resistance* and +1 boon on saves.

Commander

Martial leaders that are excellent at moving allies around.

Commander's Aura: Aura 2. Allies in the aura have +1 boon on attacks.

Leader's strike (1 action, attack): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Up to two allies in range 3 can dash 2 spaces and gain 2 vigor.

Coordinate Strikes (1 action, range 4): A foe in range takes 2 damage once for every ally of the commander adjacent to them, up to three times.

Marching Orders (1 action, stance): When Commander takes this stance, as an action while in this stance, and at start of each of the commander's turns, the commander and all allies in range 2 can dash 2 in the same direction, or as far as possible.

Abjurer

A defensive expert that protects nearby allies with a powerful shield.

Aura of Shielding: Aura 1. The abjurer and allies in the area have *dodge*

Cleansing Bolt (1 action, attack, small blast, range 5): *Autohit:* fray damage. *Miss or area Effect:* fray. *Effect:* Does not damage allies. Deals bonus damage for each ally caught in its area of effect.

Cleansing Charm (1 action, range 3, terrain effect): The Abjurer places a charm in a free space in range. An ally that ends their turn adjacent to the charm can consume it to *cure* themselves and fly 2.

Empower Shield (1 action, stance): The Abjurer becomes *immobile*, but their aura of shielding increases to aura 2 and also grants *cover* from abilities used from outside the aura. They can exit this stance as an action.

Diviner

A fortune teller that relies on allies, fate, and the power of the stars to set up attacks.

Divination (1 action, attack, range 5, multi mark): *Autohit:* 1 damage and the foe is marked. *Mark:* A card attaches to the target. The next time the target is damaged by an attack, the card explodes in a small blast *area effect* explosion centered on them for [D]+fray. Foes within must save or become *sealed*. Then, the mark clears.

Dark Fate (1 action, range 5): The Abjurer chooses a foe in range. That foe is either *pacified* (1-3) and shoved 1 away from them, or *sealed* (4-6) and shoved 1 towards them.

Bend Fate (1 action, range 5): The Abjurer chooses an ally in range, then gambles, applying the effect:

1. Ally deals fray damage to all adjacent characters.
2. Ally may teleport 4
3. Ally gains *flying* for the rest of combat.
4. Ally gains *stealth*
5. Ally creates 3 spaces of difficult terrain in adjacent spaces.
6. Ally becomes *unstoppable* until bloodied, or until defeated if already bloodied.

Greenseer

A foe that draws upon the natural world to call forth overgrowth to hinder and harm their enemies.

Greenwrath (1 action, attack, range 5): *Attack:* On hit [D]+fray. *Miss:* fray. *Effect:* Deals bonus damage and inflicts *sealed* if a character is inside dangerous or difficult terrain.

Vine lash (1 action, range 5): A character in range is shoved 2 in any direction. If they move into difficult terrain during this shove, they take 3 piercing damage.

Healing Spore (1 action, range 5 terrain effect): The Greenseer creates a spore *terrain effect* in range. Foes are *pacified*+ while adjacent to the spore, and the spore grants 2 vigor to all adjacent allies when created. Only one spore can be created at once.

Wild Growth (2 actions, range 6): *Terrain effect:* Create a small blast area of *difficult terrain*. The difficult terrain provides *cover* for allies from abilities from the outside.

Judge

A tough foe that protects allies with a portable shrine and martial arts.

Justice Fist (1 actions, attack): On hit: [D]+fray. Miss: fray damage. Effect: Foe is *sealed*. Shove 1 and deal bonus damage against *sealed* characters. Collide: Foe is *stunned*.

Chastise (1 action): Effect: A character in range 4 takes 1 piercing damage. If that character attacks before the end of their next turn, they take [D]+fray piercing damage again and this effect ends.

Shrine of Sanctuary (2 actions, range 2): Summon a height 1 shrine destructible *object* in range (10 HP, attacks automatically hit). While adjacent to the shrine, allies have *resistance* and gain +1 boon on attacks.

Saint

A pacifistic foe that prefers to prevent any violence from happening at all.

Martyrdom: When defeated, *cures* all allies in range 2.

Starcall (2 actions, attack, arc 6): Autohit: [D]+fray and foe is *pacified*. Area effect: fray. Effect: Foe explodes for a burst 2 (target) area effect, dealing 3 damage to all foes within and granting 3 vigor to all allies.

Gentleness (2 actions, stance): The Saint becomes immobile and gains aura 2 until the start of its next turn. While in the aura, all characters gain +1 curse on attacks and take 1 divine damage each time they deal damage to another character with an ability. Allies at 25% hp or lower than end their turn in the aura are *cured*.

Immaculate (2 actions, 1/combat): An ally in range 5 becomes *immune* to all damage until the end of its next turn.

Cantrix

A charismatic foe that can strongly empower a single ally with the power of their voice.

Discord (1 action, attack, range 8, pierce): Autohit: Fray damage.

Chant of investiture (2 actions, range 10, mark, stance): An ally in range is marked by the Cantrix and gains *resistance*, *sturdy*, and +1 boon on all attacks and saves. While in this stance, the Cantrix is *immobile* and must spend 1 action

during their turn to maintain this stance. It ends if the Cantrix takes damage.

Hypnogogia (1 action, range 8): A character in range 8 of the Cantrix becomes *pacified*. If already pacified, the character becomes unable to dash, rush, or fly until the end of their next turn.

Escape (1 action) : The Cantrix swaps place with a marked ally, removing and placing both of them.

ARTILLERY

Blaster

A fiery foe that hurls blasts that greatly harm grouped up enemies.

Blast (2 actions, attack, range 8, medium blast): On hit: 2[D]+fray. Miss or area effect: fray damage. Area Effect: Deal 1 piercing damage again to all characters for each character caught in the area, up to a maximum of three times. Effect: At round 3+, increase blast to a large blast and deals bonus damage

Emberflash (1 action, small blast, range 6): Area effect: 2 piercing damage and create a *dangerous* terrain space in the center, which can be placed under a character.

Flash Fire (1 action, end turn): A character in range 6 becomes *vulnerable*. *Vulnerable* foes are shoved 2 and take 1 piercing damage twice.

Seismatist

A foe that draws on earth aether to create terrain and smash enemies.

Earth Bond: *Resistance* when adjacent to an object or inside a pit.

Rumble (2 actions, attack, arc 6): On hit: 2[D]. Miss or area effect: 1 damage. Effect: Releases a medium blast on the attack target as an area effect, dealing 3 piercing damage again. Effect: Deals bonus damage for every object or pit in the area. Effect: At round 3+, *stuns* any character on an object or inside a pit in the area.

Seismic Rumble (1 action, line 6): Characters are shoved 1 in the direction of the line, in any order. Collide: Character is *shattered* and takes 1 piercing damage twice

Upheaval (1 action, repeatable): Summon a height 1 boulder *object* or a *pit* in free space in range 6.

Storm Caller

A foe that draws on water aether to summon a storm and deny a large area of the battlefield.

Special Traits: Flying

Blizzard (1 actions, attack, range 8, small blast, pierce): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* Summon a *pit* in a free space in the area.

Frozen Spear (1 action, line 4, range 6): The first character in the line takes 2 piercing damage twice and is *shattered*. All other foes take 2 piercing damage.

Summon Storm (2 actions, range 6, terrain effect): Summon a medium blast terrain effect in range. The area is *difficult terrain* for foes and while inside, foes are *vulnerable+*. Allies have *flying* while inside. The storm caller can redirect any of its storms with 1 action, moving them up to 3 spaces, then dealing fray damage to any characters in their area. *Effect:* At round 3+, becomes 1 action

Rift Dancer

A foe that uses lightning aether to zip around the battlefield and harass enemies.

Dissonant Bolt (1 action, attack, line 6, pierce): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* Attack target is *vulnerable*. *Effect:* Foes in the line may be teleported 1. *Effect:* At round 3+, increase this teleport to 2 and deal 2 piercing damage again to foes teleported this way
Flash step (1 action, repeatable): Teleport 1, then either Teleport 2, or deal 2 piercing damage to a foe in range 3

Crackling Rift (1 action, terrain effect): The Rift Dancer creates a line 3 *dangerous* terrain effect in range 4. Allies are immune to damage from the effect and can teleport 1 if they end their turn in the area. Foes are *vulnerable+* while in the area.

Chaos Wright

A foe that can inflict a high number of blights, enabling its allies.

Special Traits: Phasing

Chaos Shard (1 action, attack, range 6, pierce): *On hit:* [D]+fray, Miss: Fray. *Effect:* Foe is *shattered*.

Destabilize Matter (1 action, range 6, mark): The Chaos wright marks a character in range. While marked, the chaos wright may teleport that character 2 spaces at the start of their turn. A foe can save at the end of their turns to clear this mark.

Chaos Rift (1 action, range 3, terrain effect): Create a *pit* in free space in range. The *pit* is also dangerous terrain, and characters cannot attack while inside. The Chaos wright is immune to damage and effects from its chaos rifts, and can teleport to the location of any active rift in range 3 as a free action during its turn.

Chaos Storm (2 actions): Teleport all characters 2 spaces. Foes take 2 piercing damage as an *area effect*. *Effect:* At round 3+, becomes 1 action.

Disruptor

A foe that relies on magnetic power to move around its enemies.

Magnetism (1 action, attack, range 8): *On hit:* [D]+fray. Miss: Fray. *Effect:* All characters in range 2 of the foe are shoved 1 towards or away from that character (Disruptor chooses). *Effect:* At round 3+, deals *bonus damage* and *shatters* all foes targeted.

Anchor (1 action, repeatable): An ally in range 6 is shoved up to 4 spaces towards the Disruptor with *phasing*.

Disrupt (1 action, mark): A character in range 8 is marked. While marked, they are *vulnerable+* and take 1 piercing damage, once, for every adjacent character every time they end their turn. If they end their turn with no characters adjacent, end this mark.

Scourer

A foe that uses bursts of overwhelming power to focus down one enemy and deny them shelter.

Scour (2 action, attack, Line 8, mark): *On hit:* 2[D]+fray. *Miss or area effect:* fray. *Effect:* Mark the target. Attacks against the marked target for the rest of combat gain +1 boon, deal bonus damage, ignore cover, and inflict *shattered*. This

effect does not stack. *Effect:* At round 3+, this effect can mark any number of targets.

Boiling Bolus (2 action, range 6): Create a medium blast terrain effect in range. Characters in the area take piercing fray damage as an area effect when the area is created. The area is difficult and dangerous terrain and new objects or terrain effects cannot be created in the area. The area lasts until this ability is used again.

Sapper

A foe that throws out arcing blasts of energy.

Chain Bolt (1 action, attack, range 8, pierce): *On hit:* [D]+fray. *Miss:* fray. *Area effect:* One or two different foes in range 4 from the target foe also take 2 piercing damage.

Entrench (1 action, terrain effect): The Sapper puts down a siege rune under itself, or in an adjacent space. While standing in a siege rune, the Sapper or its allies deal bonus damage, and their attacks shove 1 and inflict *vulnerable* on their attack target.

Fell Shot (1 action, terrain effect, range 8, end turn): Choose one or two free spaces in range. *Terrain Effect:* Characters that enter that space or start their turn there are struck by a projectile, taking 2 piercing damage twice, and ending this effect. Otherwise, it expires if the Sapper is defeated.

Alchemist

A foe that uses chemical power to dissolve and disrupt enemy formations.

Insulated: Immune to damage from terrain and terrain effects

Spray (1 action, attack, large blast, range 3): *On hit:* [D]+fray. *Miss or area effect:* fray. *Area Effect:* Attack target explodes, shoving adjacent characters 1 away from them and dealing 2 piercing damage to them

Volatile Mix (1 action, range 6): The Alchemist chooses a foe in range. At the end of that foe's next turn, they explode, taking 2 piercing damage and dealing 2 piercing damage in a large blast *area effect* centered on themselves.

Sticky solution (1 action, range 6): A character in range must save. On a successful save, they are *shattered*. On a failed save, they are

shattered and cannot target adjacent characters or spaces with abilities until the end of their next turn.

Justicar

A strong artillery foe that punishes its enemies for keeping their distance.

Bolt (1 action, attack, range 8, small blast): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* At round 3+, increase area to large blast and deals bonus damage.

Mighty Summoning (1 action): An ally in range 4 is removed from the battlefield, then placed in any space adjacent to the Justicar. Alternately, the Justicar can remove any adjacent ally, then place them in any space in range 4.

Riven (1 action, end turn): Choose a foe in range 8. At the end of that character's turn, they take 3 piercing damage, once, for every 3 spaces of distance between them and the Justicar.

Sniper

A hard hitting, simple artillery foe that can do high damage every other turn if left alone.

Aim (1 actions, combo): The Sniper ends its turn

• **Heart Seeker (2 actions, attack, range 12, +1 boon):** *On hit:* 3[D]+fray. *Miss:* [D]+fray. *Effect:* Cannot target characters in range 3. *Effect:* At round 3+, costs only 1 action and deals bonus damage.

Brace (1 action): Create a 1 space terrain effect underneath the Sniper. While standing in a brace, the Sniper ignores height disadvantage and deals bonus damage.

Grappling Hook (1 action): The Sniper flies 2. It may fly 4 if it ends its turn in a brace.

ELITE

ARCHON

Archons are armored, tough warriors that can be used to represent particularly hardy fighters, military leaders, or warlords. Alternately, they can be used to represent particularly ruthless or tough monsters.

HP: 80

Elite: Takes 2 turns

Special Traits: Sturdy

Enrage: +1 action while bloodied

Blackheart (1 action, attack, true strike, combo): On hit: Deal [D]+fray. Miss: fray.

Effect: Gains +1 boon and deals bonus damage for each of the following: character is stunned, slashed, or weakened.

• **Dark Edge (2 actions, attack, medium blast, combo):** On hit: 2[D]+fray and shove 2. Miss: or area effect: [D]+fray and shove 1. **Collide:** Foe is *weakened*.

Iron Blades (1 action, repeatable): **Effect:** An adjacent foe is *slashed*, if they are already slashed, they take 2 damage.

Great Slam (1 action): *Rush* 2 spaces, then all adjacent foes are shoved 1 space. **Collide:** foe is *weakened*.

Great Shieldwall (1 action, stance, usable when bloodied): While in this stance, becomes *immobile*, but attacks against adjacent allies gain +1 curse and adjacent allies have *resistance*. Ends at the start of the Archon's next turn.

ROGUE

Rogues are quick witted and quick on their feet. They can be used to represent skilled thieves, scouts, or assassins, or particularly agile or bloodthirsty monsters.

HP: 56

Speed: 5 (Dash 5)

Elite: Takes 2 turns

Slippery: Has *Evasion* while bloodied.

Disappearing Act (interrupt): **Trigger:** When bloodied. **Effect:** Remove self from the battlefield. At the start of the Rogue's next turn, return them to the battlefield anywhere in range 3 of a character, with *stealth*.

Wicked Slice (1 actions, attack, +1 boon):

On hit: [D]+fray. **Miss:** fray. **Effect:** Deals 2 damage again to the target for each of the following on the target: bloodied, blinded, dazed. **Effect:** Dash 1 before and after the attack

Blinding Dust (1 action, end turn): An adjacent foe becomes *blinded*. The Rogue then may dash 3 and gains *stealth*.

Dirty Fighting (1 action, combo): *Daze* two foes in range 3 of the Rogue and each other, then swap their places, removing and placing them.

• **Foul Play (1 actions, combo):** **Effect:** Teleport 4, then deal 4 damage to an adjacent foe. Can repeat this effect, but must choose a different foe in range each time unless a foe has already been chosen by this ability, or this effect has triggered three times.

SCION

A scion is invested with holy power, to protect its allies and punish its foes. It can be used to represent high priests, temple guardians, or monsters touched by some sort of divine power.

HP: 80

Elite: Takes 2 turns

Gran Diaga: Aura 2. At the start of the scion's turn, all allies in the aura gain vigor 3

Great Holy (2 actions, attack, range 6, large blast): **Autohit:** [D] + Fray. **Miss or area effect:** Fray. **Effect:** Attack target is *pacified*. **Effect:** Allies in the area gain 3 vigor.

Denial (1 action, range 5): A foe in range must save or become unable to attack until the end of their next turn. On a successful save, they take 2 damage and are *sealed* instead.

Gust (1 action, range 3, repeatable): The Scion or an ally in range may fly 2.

Blessed Ground (1 action, range 2, terrain effect): The Scion creates a space of Blessed Ground in range. The Scion and allies have *resistance* and deal bonus damage while inside. The spaces disappear if the Scion is defeated, and

it may have a maximum of four, choosing which to keep and end.

Immaculate (1 action, 1/combat): An ally in range 5 becomes *Intangible* until the end of its next turn.

CRUCIBLE

A crucible is a foe brimming with aetheric power, and could be used to represent a master wright, a war mage, or a monster that can draw upon magical forces or blasts of energy.

HP: 56

Special Traits: Flying

Elite: Takes 2 turns

Unstable reality (Free action): Self or an ally in range 3 may teleport 2

Annihilate (2 actions, attack, range 10, medium blast, combo): *On hit:* 2[D]+fray. *Miss or area effect:* [D]+fray. *Effect:* Attack target becomes *vulnerable*. *Terrain effect:* Create a pit under target. *Effect:* At round 3+, increase blast size to large blast, and deals 2 piercing damage again to *all* foes on the battlefield.

- **Great Slip (1 action, combo):** Remove self from the battlefield, then return in a free space in range 3

Fell Shot (1 action, range 8, repeatable): Mark an unoccupied space in range. *Area effect:* Characters that enter that space or start their turn there are struck by a projectile, taking 2 piercing damage twice, and ending this effect.

Liminal Arrows (1 action, range 10): Choose a foe in line of sight and range. At the end of that character's turn, it takes piercing fray damage 3 times if not in cover from the Crucible, or just piercing fray damage if it is. Then this effect ends.

BASIC LEGENDS

DEMOLISHER

The Demolisher is pure strength and rage personified. It can be used to represent particularly colossal warriors, giants, or huge armored beasts.

Special Traits: Size 2, *Sturdy*

Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Phases: Starts in Phase I and enters Phase II when bloodied.

Lumbering Charge (Round Action): At the end of the round, the Demolisher may *Rush* 1 up to four times. Before each space of this rush, it shoves all adjacent foes 1 space and deals 1 damage to them.

Phase I

Pound (1 action, true strike, attack, range 2, combo): *On hit:* [D]+fray. *Miss:* fray damage. Deals bonus damage for each: character is weakened, slashed, or stunned.

- **Battle Roar (1 action, end turn):** Foes in range 2 take 2 piercing damage. Bloodied foes are *slashed*.
- **Quake Strike (2 actions, attack, range 2, burst 1):** *On hit:* 3[D]+fray. *Miss or Area effect:* [D]+fray. *Effect:* Create a *pit* under attack target.

Hurl Boulder (1 action, range 4): *Effect:* A foe in range takes 2 damage and is shoved 1, then create a height 1 boulder *object* next to them.

Lash (1 action, range 4): The Demolisher whips a chain, hook, or weapon around a foe in range, shoving them 2 spaces towards the Demolisher. *Collide:* Foe is *weakened*. Weakened foes take fray damage.

Heavy Vault (1 action, 1/round): The Demolisher removes itself from the battlefield, then places itself in range 3. Characters under it when its placed take 2 damage and are removed

and placed in any adjacent space as they are tossed around.

Phase II

As Phase I but **Lumbering Charge** triggers twice.

Additionally gains the following traits:

Frothing Mad: Attacks gain +1 boon and can critically hit (+[D]).

Enrage: +1 *action*

Great Lash (1 action, range 4, 1/round): The Demolisher whips a chain or hook around *all* foes in range. They are shoved 2 spaces towards the demolisher. *Collide:* Foes are *weakened*. Weakened foes take fray damage.

TACTICS

The Demolisher is a relatively straightforward fight. Characters will want to avoid *colliding* from its abilities, and finish it off quickly in phase II, where it becomes much stronger

NOCTURNAL

The Nocturnal relies on extreme mobility and fear to strike down its foes. It can be used to represent winged demons, master assassins gargoyles, or other vicious and mobile foes.

Special Traits: Skirmisher

Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Pick Off: Attacks gain +1 boon against and can critical hit (+[D]) against foes with no allies adjacent.

Master of the Night: The Nocturnal has aura 2. It has *evasion* and gains *stealth* if there are no other characters in the aura.

PHASES:

Phase change triggers at the start of each round. The Nocturnal starts in phase I and goes up to phase II, then III, then back to I.

ACTIONS

Has the following actions in all phases:

Crippling Paranoia (Round Action): At the start of the round, the Nocturnal chooses a foe. At the end of the round, that foe deals 6 damage to all allies in adjacent spaces and *dazes* them, then the nocturnal can shove them 1 in any direction.

The Pain (1 action, attack, range 3, true strike, combo): Effect: Teleport 1. Attack: On hit: [D]+fray and shove 1. Miss: fray damage. *Effect:* Teleport 1

- **The Agony (1 action, attack, range 5, combo):** On hit: 3 piercing damage, three times. Miss: 3 piercing damage once.
- **The Horror (2 actions, attack, combo):** On hit: 2[D]+fray. Miss: [D]+fray. Effect: Deals 2 damage again to the target for each that is true: bloodied, blinded, dazed.

Bloody Slash (1 action, area effect, line 4): *Area effect:* Foes in the area take 2 damage once for every foe in the line, up to three times. The Nocturnal may teleport to any space in the area after this ability resolves.

Great Fell Shot (1 action, range 4, 2/round): Choose two free spaces in range. Characters that enter that space or start their turn there are struck by a projectile, taking 3 piercing damage twice, and ending this effect. This area lasts until triggered.

Phase I

Lost and Alone (1 action, range 3, 2/round): The Nocturnal swaps the places of two foes in range 3 of the Nocturnal and each other, removing and placing them. One foe is then *dazed*.

Assassinate (1 action, range 3, 1/round): The Nocturnal chooses a foe in range 3 that has not acted yet this round. At the end of that foe's turn, as long as they're in range 3, teleport to any space adjacent to them, deal 2 damage, three times to them, and *blind* them. Reduce this damage to just 2 damage if they have an adjacent ally. Then, fly 1.

Phase II

Amygdala (1 action, range 2, 2/round): All foes in range are inflicted with supernatural fear. They must save or be shoved 3 spaces in a direction of the Nocturnal's choice, or 1 space on a successful save.

Phase III

Bloody Nightmare (Round Action): At the start of the round, the Nocturnal supernaturally slashes all foes. For the rest of combat, all foes take 2 piercing damage at the start of their turns. This effect stacks.

Kidnap (1 actions, 2/round): The Nocturnal dashes 4. A foe adjacent to any point during its dash is removed from the battlefield, then placed adjacent when it finishes its movement. Foes can save to avoid this effect, but are *dazed* on a successful save.

TACTICS

The Nocturnal is an evasive and slippery legend fight that is the most scary when foes are split up. It can use its suite of abilities to force them to do so, or use Crippling Paranoia when it wants to really isolate someone.

MASTER

The Master represents a monster that commands a legion of lesser minions, such as an enormous spider, a warlord, or a relict necromancer.

Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

The Horde: The Master starts combat with a unique **Minions** mob. Minions can be placed anywhere not in range 2 of a player. The Minions mob is defeated if the Master is defeated.

Minions

Members: 4/player

Members:

Hits: 2

Speed: 4/2

Defense: 8

Traits: Mob
[D]: d6 **Fray:** 3

This mob takes one turn a round, at the end of the round after all other characters have acted.

Phases: The Master starts in Phase I. At the start of round 4, the Master goes into Phase II.

Phase I

MINION MOB ACTIONS

Press the Assault (1 action, attack): *On hit:* [D]+fray. *Miss:* fray damage. *Effect:* Up to four other minions can *dash* 2. Then, any foes adjacent to at least one minion that dashed this way take 2 piercing damage.

The effects of the following can't be active on the same members:

- **Guardian Stance (1 action):** Up to four minions take a defensive stance until the start of the mob's next turn. For the duration, if the master is targeted by an ability and is adjacent to one of these minions, the minion can sacrifice themselves as an interrupt, destroying them, to grant the master *resistance* to that ability and +1 boon on any saves. The mob can take this interrupt any number of times a round, but only once a turn.
- **Skewering Wall (1 action):** Up to four minions take an aggressive stance until the start of the mob's next turn. For the duration, any foe that starts or ends their turn adjacent to one of these minions takes 2 piercing damage and is shoved 1.

MASTER ACTIONS

Assault Wave (Round Action): At the start of the round, the master chooses a burst 2 (target space) area of the battlefield. At the end of the round, foes in the area are charged by all minions in the area. They must save or take 3 piercing damage per minion in the area, up to a maximum of six times, or just 1 piercing damage per minion on a successful save.

Aggressive Tempo (1 action, true strike, range 2, attack, combo): *On hit:* [D]+fray. *Miss:* fray damage. *Effect:* Foe is *sealed*. The Master and any minions in range 2 may dash 2 before or after this attack.

- **Defensive Tempo (1 action, attack, range 2, combo):** *On hit:* [D]+fray. *Miss:* fray damage. *Effect:* The Master shoves all foes in range 2 one space, then the Master gains *counter* until the start of its next turn, and grants *counter* to any adjacent minions for the same duration.

Promote (1 actions, 1/round): A minion gains 6 vigor and can immediately use Press the Assault, ignoring the attack limit. Damage that spills over from this vigor deals one 'hit' of damage as normal to the minion.

Rally (1 actions, object, 1/round): The Master summons a Rally Point object in free space not adjacent to a foe in range 3. If using this action again with an active rally point, it moves the rally point rather than summoning a new one.

Rally Point

Size 1 object, destructible (10 hp)

Object effect: Aura 1. Minions in the aura are immune to all damage and Press the Assault against characters in the area deals maximum damage.

Disabling Strike (1 action, range 3): A foe in range 3 is *pacified*, then shoved 1 in any direction. *Pacified* foes are shoved 3 instead.

Barrage (1 action, range 3, burst 1 (target space): *Area effect:* Foes take 2 piercing damage. Allies are immune.

TACTICS

The Master is a slightly more complicated basic legend that comes with its own (large) group of problems. Clearing out minions can make the fight more manageable, since many of the master's abilities such as Assault Wave are less effective with less minions on the field.

PHASE II (ROUND 4+)

Reinforcements (Round Action): At the start of the round, the Master summons extra reinforcements. The Minion mob is replenished by 2 new minions per player, which can be placed in any space on the battlefield not adjacent to a foe. There is no maximum on minions placed.

Intensify Assault: Assault wave affects a foe instead of an area, and activates on all minions in range 3 of that character.

Great Rally: Rally point's aura is aura 2.

RAZER

A powerful and destructive being, such as a flying wyrm, an arch-wright, or an ancient demon.

Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Phases:

Starts in Phase I, then moves up a phase at the start of each around, looping back to Phase I after III.

Phase I

Cataclysm (Round Action): At the start of the round, create 2 rock spires, height 1 *objects*, in free space within range 2 of a foe. Foes adjacent when the spires are created take 2 piercing damage.

Scorch (Round Action): At the start of the round, choose a character in range 6. At the end of that character's turn, the Razer shoots an energy blast at them for a medium blast explosion area effect. Characters within must save. On a successful save, they take piercing fray damage. On a failed save they take [D]+fray piercing damage. Rock spires in the area are destroyed.

Raze (1 action, attack, true strike, range 6):

On hit: [D]+fray. *Miss:* fray. *Effect:* Attack target is *vulnerable*. *Effect:* Vulnerable foes release a burst 1 explosion centered on them, dealing 2 damage to all foes within.

• **Resonant Blast (1 action, attack, range 6, pierce, medium blast):** *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* Deal fray damage again to all foes for every object or pit caught in the area.

Swat (1 action, range 2): A foe in range is shoved 2. *Collide:* Foe is shattered.

Aether Split (1 action, range 5, medium blast): *Area effect:* 2 damage, *Effect:* teleport all characters in the area 1. Teleport self 3 instead if in the area.

Eruption (1 action, range 5, 2/round): A Rock spire in range erupts. Adjacent characters

take 2 damage, then the spire creates 3 spaces of difficult terrain in adjacent spaces.

Phase II

As Phase I, but:

Orbital Strike (Round Action): Choose a space in range 5. At the end of the round, the Razer removes itself from the battlefield and lands in the space, placing itself. Foes in a large blast area centered on them take [D]+fray damage as an *area effect* and have a pit created under them.

Soar (free action, 2/round): Fly 3

Phase III

As Phase I, but :

Radiance: When this phase triggers, remove the Razer from the battlefield, then place them in the center of the battlefield, or as close as possible. The Razer is *immobile* during this phase but its abilities have no maximum range. All characters not in cover from the Razer take 4 piercing damage at the end of their turn.

Elden Chaos (Round Action): At the end of the round, the Razer fires a blast of pure ancient chaos. The blast is a large blast **area effect** centered on any space in line of sight from the Razer. Foes in the area must save. On a failed save, they take 2[D]+fray piercing damage, twice. On a successful save, they take piercing fray damage, twice. Characters in cover automatically succeed the save. Then destroy all rock spires.

TACTICS

The Razer is a destructive tempo fight in which every third round it can throw a massive attack out. Characters will want to make sure to keep Rock Spires around or make their own cover, and spread out so that the Razer becomes unable to deal maximum damage with Elden Chaos.

FACTIONS

Factions represent common types of foes that can be found across Arden Eld, from the undead Relict to the spirit-like Hobs. All factions have the following features:

- **Template** - This template tells you some basic features about the faction. You can apply it to any basic foe to run them as part of this faction
- **Special Mechanic** - A special rule that changes how this faction fights
- **Faction jobs** - Most factions have a unique job for each class. Each has a number of variants, split up by chapter, that change how the job plays. To use this jobs, pick a variant and use it as written.
- **Uniques** - Factions all have unique foes, split up by factions, as well as unique elites and legend fights.
- **Trophies** - Factions have unique trophies you can gain by fighting them. Each unique legend fight has a trophy or two associated with it.

I. FOLK

The great melange of peoples that populate Arden Eld, split into the Six Great Cultures. Folk are as diverse as the land itself, and all hold dear their own stories, upbringing, and dreams. Though their drives and passions often bring them into conflict, they are, at their root, people just like you.

Template

Kin: Folk are Kin

- **Motivations:** Kin usually fight for their ideals, usually to protect something they care about (even if that something is something as simple as their own survival).
- **Flee:** Folk value their own lives and will usually surrender or flee if there's no chance of winning a fight. Martial-minded cultures like Islanders, Leggio, or Guilders might put up more of a fight.

Special mechanic: Great Culture

To make a Folk foe, use **basic foes** and apply the Kin template and **Great Culture** trait of your choice.

CHRONICLER

Though many regard chroniclers as sheltered, erudite, and austere, the stereotypes don't tend to fit a culture that values a deep drive for curiosity and learning. A close connection to the divine and a cultural sense of discipline and purpose tend to drive them forward.

Monks, priests, and warrior-nuns of the chroniclers often descend from their mountain monasteries on quests of great import, often a task given to them by their elders interpreting a passage from the Great Chant, the Tale of Ages, the Yamangeriad, or some other holy text. This quite often brings them into conflict with folk who have no idea of their quest, especially when the instructions are based on centuries old prophecy.

Occasionally more senior chroniclers are sent to retrieve or locate dangerous or powerful artifacts that were stolen or lost from the

Chambers - no matter their current state, or their current owner.

GREAT CULTURE:

Great Faith: Chroniclers can take slow turns like players. If they choose to take a slow turn, they gain 3 vigor.

UNIQUES

Temple Monk

A priest of the chambers. Their knowledge of titan lore is extensive and they are capable of channeling divine power through their voice alone.

Unique traits: Defiance

Peal of Reckoning (1 action, attack, range 3): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Target must save or be shoved 1 three times, or shoved 1 on a successful save. Each shove can be in a different direction. *Charge:* Range 6

Forbiddance (1 action, range 4): The temple monk chooses a foe in range. That foe is *sealed* and until the end of their next turn, takes 2 damage after entering any space that moves them closer to the Temple Monk without being shoved.

Prayer (1 action, end turn, delay): The temple monk ends their turn and gains **Delay:** Their next turn must be slow. At the start of that turn, this character and all adjacent allies are *cured*.

Bell Warden

Muscle-corded temple priests that are the ringers and guardians of the mighty bells of the Chambers, whose peal drives away evil creatures such as demons. These bells, though numerous, are holy objects, and their care and upkeep is a duty of the highest order.

Fist of Fury (1 action, attack): *On hit:* [D] + fray. *Miss:* fray. *Effect:* Attack target is *weakened*. *Charge:* Deal 2 damage to all adjacent foes.

Roundhouse kick (1 action): The Bell Warden *rushes* 1, then adjacent character is shoved 1 in any direction, including diagonally.

Temple Bell (1 action, summon, end turn, delay): The Bell Warden ends their turn and gains **Delay:** Their next turn must be slow. At the

start of that turn, summon a temple bell in a free adjacent space.

Temple Bell

Size 1 object

Object effect: When summoned, or when a character collides with it, releases a massive ringing. All characters in range 2 except the Bellkeeper must save or become *weakened*. Weakened characters take fray damage twice instead of saving. This effect can't trigger more than once a round. Multiple bells can be summoned at once.

Yaman

Warrior-nuns and monks that live on the mountains, training in martial arts and strengthening their bodies through rigorous diet and exercise. They tend to be more than a little eccentric.

Axe Kick (1 action, +1 boon, attack): On hit: [D]+fray. Miss: fray. Effect: Deals bonus damage to bloodied foes. *Charge:* Gains range 2 and may dash 2 before using this ability.

Roppo (1 action): The Yaman takes a pose and gains the following interrupt until the start of their next turn.

Roppo

Interrupt 2

Trigger: A foe uses an ability in range 2, and the ability resolves

Effect: The Yaman may dash 2, then deal 2 damage to an adjacent foe.

Hurl Boulder (1 action, range 4): A foe in range takes 2 damage, is *dazed*, and is shoved 1.

Izuna Drop (1 action, end turn, delay): The Yaman takes a pose, then ends their turn and gains **Delay:** Their next turn must be slow. At the start of that turn, they may dash 2. Then, if a foe is adjacent the Yaman grabs them, removing both of them from the battlefield, then placing both of them back in free space adjacent to each other in range 2. The foe must save. On a successful save, they take fray damage and are *dazed*. On a failed save, they are *stunned* and take 2[D]+fray.

Inquisitor

Lightning-wielding relic hunters of the Chroniclers, who are sent out in search of dangerous artifacts to recover and imprison in the Chambers.

Lightning Spear (2 actions, attack, Line 10): On hit: 2[D]+fray. Miss or area effect: fray. Effect: Attack target is *vulnerable*. *Charge:* Deal 2 piercing damage again to target and to all foes in range 3 of the target

Reliquary (1 action, range 6, mark): The inquisitor marks a foe in range. While marked, all damage against the foe gains *pierce*, and that foe takes 1 piercing damage again after being hit or missed by any attack.

Expurgation (1 action, end turn, delay): The Inquisitor ends their turn, chooses a large blast area in range 6, and gains **Delay:** Their next turn must be slow. At the start of that turn, that area erupts with lightning. *Area effect:* Characters inside must save or take piercing fray damage, once, for every character in the area, or just once on a successful save.

CHURNER

Churners are the great melange of shop-keepers, dungeon guides, map-makers, cooks, pack-mules, and other camp followers that make up the nomads that follow the dungeons. Every dungeon of a certain age and level of fame has a churner camp perched along its edge, and its garish tents and colorful shop signs are a welcome sight to many.

Churners are more likely than other cultures to get into dangerous, dirty, or disreputable work, and the more ruthless of them treat adventurers as a never ending stream of disposable marks, easy pickings for an enterprising entrepreneur.

Churners are well prepared for nearly any situation, which usually mean recognizing when it's time to cut and run.

GREAT CULTURE: Stack Dice: Once a combat, when the Churner would roll a random d6 as part of an ability, they can choose which number to roll. A Churner can always spend a free action to roll 1d6 and dash up to that many spaces.

UNIQUES

Doorkicker

Relic thieves and scouts who specialize in breaking doors, locks, and mechanisms to get prospective adventurers deeper into dungeons.

Knee in the back (1 action, attack): *On hit:* [D]+fray, *Miss:* fray. Effect: Deals bonus damage if made from stealth.

Blackjack (1 action): An adjacent foe is *dazed*. If made from stealth, this action also deals fray damage.

Prowl (1 action, end turn): Dash 1 and gain *stealth*

Wild Gamble (1 action): Roll 1d6. Dash exactly that many spaces in a straight line, or as far as possible, then deal damage equal to the spaces moved to an adjacent foe. If no foes are adjacent, deal no damage.

Deep Farmer

Dour Churners who make a living out of growing various rare and exotic dungeon flora - which unfortunately only grow in the warped aether of dungeons. This requires a great deal of caution, bravery, and expertise.

Raze (1 actions, attack, true strike, range 2): On hit: [D]+fray. Miss: fray. Effect: All foes in range 2 take 2 damage.

Swing Shovel (1 action): *Rush 1*, then Roll 1d6. An adjacent character takes that much damage, and is shoved half that number of spaces. Collide: Foe is *stunned*.

Fertilize (1 action, range 2): The Deep Farmer chooses a space in range. At the end of their turn, this space grows into a mushroom *object*.

Mushroom

Size 1 object

Object effect: Aura 1. Characters in the spore-filled aura other than the Deep Farmer choke and are *weakened*.

Pull Vegetable (1 action, end turn): The Deep farmer pulls out a massive vegetable by the roots. Its next attack deals bonus damage and *stuns* on hit. Stunned foes are *critically hit* (+[D]) on hit.

Guide

Savvy and seasoned dungeon explorers with the wits not to get into the adventuring business Tend to go the other way when the action starts.

Aura of Freedom: Aura 1. The Guide and allies in the aura are immune to movement penalties from terrain and elevation.

Tranquilize (1 action, range 6, attack):

Autohit: fray damage and foe is *pacified*. *Pacified* foes take [D]+fray instead.

Grappling hook (1 action, range 3): The Guide teleports adjacent to a summon or object in range. Alternately, it can teleport adjacent to a foe in range, then shove that foe 1.

Double Time (1 action): Roll 1d6. The Guide chooses a number of allies equal to half that number, then shoves them a number of spaces equal to that number in any direction.

Shopkeep

The most noble of Churner professions, and the most common. Though sometimes derided as price-gouging opportunists, a lot of shopkeepers come from old and honorable families and recognize the necessity of preparation for a dungeon trip as an essential part of safe expeditions, making sure their prices are fair, and their shops well-stocked.

Ban from the shop (1 action, range 4, multimark):

Autohit: fray damage. Foe is marked. While marked, if they end their turn in the shop's aura, they take [D]+fray *piercing* damage.

Chastise (1 action, range 6): *Effect:* A character in range takes 1 *piercing* damage. If that character attacks before the end of their next turn, they take [D]+fray *piercing* damage and this effect ends.

Open Shop (1 action, end turn): The Shopkeep opens their shop, a size 1 object, summoning it in an adjacent space. It lasts until the shopkeep is defeated or this ability is used again.

Shop

Size 1 object, immobile

Object Effect: No fighting in the shop. Aura 1. Characters in the area other than the shopkeep are *pacified*+

Object Effect: While the shop is active, *any* character in the aura can use the Rummage action, which ignores *pacified*.

Rummage (1 action): The character rummages in the shop and throws something at a character in range 3. Roll 1d6.

1. **10 foot pole:** Character takes 2 damage and is shoved 2
2. **Lantern:** character takes 4 damage and loses *stealth*.
3. **Ration:** character takes 1 damage. Place the ration in a free adjacent space. A character can eat it by entering its space and using 1 action to gain 5 vigor
4. **Bomb:** Area effect: medium blast, deals [D]+fray damage
5. **Strange mushroom:** character takes fray damage and becomes *sealed*.
6. *Choose two*

GUILDER

Though the cities of Arden Eld are few, they are growing in both size and influence. With no real counties or kingdoms, they are the closest thing to nations across the great Green. Their citizens tend to be proud, loyal, and hardworking, even if a little packed in.

Though diverse in both rule and character, the cities are largely dominated by the great Trade Guilds and their fleets of airships, and the Colleges with their trained Wrights, machines, and clockwork.

The highlords of the guilds and colleges are powerful indeed, and pursue their own agendas and machinations with great vigor. Though many are high minded and truly believe in ideas of progress, equality, and wealth for all, others are more cynical, worldly, or greedy, and are not above employing ruthless tactics to accomplish their goals.

GREAT CULTURE: Strive (free action, 1/ combat): Until the start of their next turn, the Guider increases the distance of any dash, rush, teleport or flight by +3.

UNIQUES

Guard

City militia and watchmen, sometimes on the payrolls of the Great Guilds.

Hold the Line: If the Guard ends any turn without attacking, they gain Sturdy and Vigilance +1.

Mace (1 action, true strike, attack): On hit: [D]+Fray. Miss: fray.

Shield Charge (1 action, repeatable): The Guard rushes 1, then adjacent foe is shoved 1. Collide: Foe is weakened.

Get Down! (1 action, end turn): The Guard gains the following interrupt until the end of their next turn. If the interrupt goes unused until then, they may rush 2.

Get Down

Interrupt 1

Trigger: An ally takes damage that would reduce them to 0 hp.

Effect: The Guard can rush 3. If that puts them adjacent to their ally, that ally goes to 1 hp instead, and the guard sacrifices 25% of their hp.

On the Spot (1 action, range 3): The Guard chooses a space in range, which could be under themselves. While standing on the spot, the Guard has resistance. This effect lasts until this ability is used again.

Sky Knight

Knights from the great guild academies.

Renowned explorers and merchants that swear oaths of valor on their swords, the sky knights serve the colleges and will throw their lives down in service of progress, science, and protection.

Oath Sword (1 action, attack): On hit: [D] +fray. Miss: fray. Effect: Deals bonus damage and slashes on hit if the knight is bloodied.

Strike (1 action): An adjacent foe is slashed. Slashed foes take fray damage.

Stinger (1 action): The Sky knight rushes 2 spaces in a straight line, then deals 3 damage, twice, to an adjacent foe. This action can only be taken if there are no foes adjacent.

Great Stride (2 actions): *The Sky Knight rushes up to 6 spaces in a straight line, phasing through characters. Foes they pass through take 2 damage, and are then shoved 1 to either side, and the knight gains 2 vigor per foe passed through.*

Aeronaut

Elite crew of the airships and dwellers of the teetering city spires of Arden Eld's great cities.

Aeronauts use aether powered gear to soar, dive, and spin in midair during work and combat.

Aerial Acrobat: If an attack misses the Aeronaut, they may deal 2 damage to the attacker, then fly 2.

Strafe shot (1 action, attack, range 4, +1 boon): Effect: Dash 1 *On hit:* [D] +fray. Miss: fray. *Effect:* Dash 1

Double tap (1 action): The Aeronaut flies 3 spaces in a straight line. At the start and end of their movement, they may deal 2 damage to a character in range 3, choosing different characters each time.

Blinding grenade (1 action, range 3): A foe in range 3 is *blinded*. Blinded foes take 3 damage.

Takeoff (1 action, stance): The Aeronaut launches into the air. While in this stance, they are *flying* and have *evasion*. They lose this stance if they are hit by an attack.

Aerothurge

Highly skilled wrights that are navigators of the airships. Airships fly not on air, but on currents of Aether, so only someone highly skilled and with a great degree of sensitivity can guide them safely around its surges and storms.

High Pressure (2 actions, attack, range 6, large blast, pierce): *On hit:* fray damage, four times. *Miss or area effect:* fray. Effect: Can target one end of a portal. If so, the attack travels through the portal and is then retargeted to a new space or character within range 3 of the other end of the portal, as if by rebound.

Whisk (1 action, range 6): A foe in range becomes *vulnerable*, then is teleported 1. Vulnerable foes are teleported 3 instead.

Aether Portal (1 action): The Aerothurge chooses any two free spaces on the battlefield and links them with glowing portals.

Portal

Size 1 object

Object effect: Any character adjacent to a portal can spend 2 spaces of movement to teleport adjacent to the other linked portal, or vice versa.

ISLANDER

Brave, hardy, and adventurous folk, the islanders are not ones to shy away from trouble. Every one of the Thousand Isles is a stunningly diverse place - from it's people, to its food, to its sights and sounds, to its dangers.

All islands dabble in a little light piracy here and there, mostly from the soft and cargo-laden ships of the great guilds, and pirates and freelance brigadiers are often viewed as local heroes.

In times of trouble or scarcity, particularly hardened or unscrupulous Jarls may order raids on coastal villages. These can often turn into bloody affairs, and the Jarls into warlords.

GREAT CULTURE: Bravado (free action): This character *sacrifices* 50% of their max hp but immediately gains +1 action.

UNIQUES

Cook

All self respecting islanders know how to eat and cook properly. Cooks hold an extremely high position in Islander culture, the highest of which sit next to Jarls, the rulers of the great islands.

Hot Griddle (1 action, attack): *On hit:* [D] +fray *Miss:* fray. Effect: Foe is *sealed*. Effect: Critical hit (+[D]) against *sealed* foes.

Flapjack (1 action, range 4, repeatable): The cook summons a flapjack in range.

Flapjack

Size 1 summon, intangible

Summon Effect: A character other than the cook moving into the flapjack's space can pick it up, removing it. That character gains *defiance*. A character that already has *defiance* gains 6 vigor. A character with vigor becomes *unstoppable* until the end of their next turn.

Cook up a storm (2 actions): The Cook creates a burst 2 (self) *terrain effect* until the start of their next turn. Foes in the area are shoved until outside the of area when it is created. The area is *dangerous* terrain for foes, provides *cover* for allies, and allies in the area when it is created gain 3 vigor.

Sailor

The great mass of sailors, pirates, raiders, crewmen, and pilots of the great islander fleets. The greatest sailors of the Thousand Isles are legendary in skill and have many a perilous voyage under their belt.

Salty: When the Sailor *sacrifices* any amount, they gain 3 vigor after the triggering ability resolves.

Bloody crescent (1 action, true strike, attack, arc 3): On hit: [D]+fray. Miss or area effect: fray

Sea Legs (1 action): Shove all adjacent characters 1 space in the same direction. *Collide:* foes are *slashed*.

Plunder (1 action, repeatable): The Sailor dashes 1, then deals 2 damage and shoves an adjacent foe 1,

Send to Erenhelion (2 actions, true strike): The Sailor winds up for a massive blow. An adjacent foe must save or take 3[D]+fray and become *slashed*, or just [D]+fray on a successful save. Effect: The Sailor *sacrifices* 25% of their maximum hp after this ability resolves.

Doom Diver

Donning capes of serpent scales or sealskin, the doom divers make sport of diving for treasures, food, and pearls in monster-infested waters.

Nimble: Has *evasion* unless suffering from a status

Spear Slash (1 action, range 3, attack, +1 boon): On hit: [D]+fray. Miss: fray. Effect: Deals bonus damage to and gains *unerring* against foes at exactly range 3.

Slide (1 action, repeatable): The Diver dashes 3 with *phasing*, dealing 2 damage to all characters it passes through

Dive (2 actions, range 4, end turn): The Diver chooses a foe in range, then removes themselves from the battlefield. At the end of that foe's next turn, that foe must save as the Diver descends, dealing [D]+fray three times on a failed save, or just once on a successful save. Lower this damage by [D]+fray for every adjacent ally of the target, which could cause it to do no damage. Then, place the Diver in any free space in range 2.

Harpooner

Sturdy hunters that sail out in search of the megafish and sea monsters that populate the deep oceans of Arden Eld. Their catch feeds the atolls, but requires entire teams to haul ashore.

Spear (1 action, pierce, Line 6): On hit: [D] +fray. Miss or Area Effect: fray. Effect: If attacking an adjacent foe, deals bonus damage.

Backflip (1 action, repeatable): The Harpooner dashes 1. If there is an adjacent foe, increase this dash to 2, and shove that foe 1.

Net (1 action, range 6): The Harpooner creates a net terrain effect in a free space range. The net space is treated as a *pit* and *difficult terrain*.

Main Harpoon (2 actions, range 6): A foe in range must save or take 2[D]+fray, become *shattered*, and be shoved towards the Harpooner until adjacent. On a success, the foe takes fray and is shoved 1 towards the harpooner instead.

LEGGIO

Part warrior clan, part merchant enclave, and part theatre troupe, a Leggio caravan is a magnificent (and relieving) sight to all across the Green. The Leggio caravans are the lifeblood of Arden Eld, for without them, far off towns and settlements isolated by dungeons and growing blights would be starved of supplies, medicine, and food. Their arrival in a town is part circus, part festival, and part market day.

The caravans occasionally accept shady business, sometimes out of profit, sometimes out of desperation - transporting dangerous, rare, or illicit goods. Rarely, and usually due to some traumatic event, a wagon abandons the ways and strictures of the Multicolored Titan, and turns to banditry and thievery. These rogue wagons abandon the caravan and become similar to pirates - though they sail the seas of grass and stone instead of water.

GREAT CULTURE:

Acrobatics (free action): Dash 2. This action can interrupt and split up other actions or movement.

UNIQUES

Storyteller

Elders of the Caravans, who keep and carve the lore and lineage of the families that make it up into the side of the wagons.

Story Staff (1 action, attack, range 2):

Autohit: fray damage and foe is *pacified*. *Pacified* foes instead take [D]+fray.

Felicity (1 action, range 4, multimark, combo): An ally in range is marked. When marked, and at the start of the storyteller's turn, the marked ally may dash 1.

- **Fleet (1 action):** An ally in range 4 may fly 4

Heroism (2 actions, stance): The Storyteller gains aura 2. Allies in the aura gain +1 boon on all saves and may save against statuses at the *start* instead of end of their turn.

Monster Rider

Braves of a family, usually young, who tame the massive beasts the Leggio must battle with during their journeys through the blights. Monster taming is a time-honored tradition and without it, many of the great wagons would lack a way to move, as most normal animals don't have to the strength to pull them.

Monster Riding: The Rider starts combat riding a trained monster, and can also mount it as an action or by spending its standard move. While riding, the rider shares space with the monster and moves when it moves, becoming *unstoppable* while moving this way. If the two are separated, this effect ends until the monster is remounted.

Tame monster

Summon, size 1

Summon Action: During the rider's turn, can dash 4, then either shove a character 1 space or deal 2 damage to them.

Double Team (1 action, attack): On hit: [D]. Miss: 1 damage. *Effect:* The rider and an ally in range 3 can each dash 1, then deal 2 damage to an adjacent foe.

Call out (1 action, range 3): A foe in range 3 must save or be shoved towards the rider as far as possible, then gain *hatred* of the rider. On a successful save, they are shoved 1 towards the rider.

Lancer's Splendor (2 actions, stance): The rider takes a magnificent pose and gains aura 1.

The rider and allies in the aura are *sturdy* and deal *bonus damage* with all abilities.

Acrobat

Workers who maintain the caravans while they are on the move, requiring great dexterity and agility. In town, they often perform.

Tumbling: Moving up terrain costs no movement. Can *phase* through characters and doing so costs a maximum of 1 movement.

Spinning kick (1 action, attack): Repeat the following effect three times: Dash 1, then deal 2 damage to all adjacent foes. Must move in the same direction.

Cartwheel (1 action): The Acrobat dashes up to 3 spaces, then deals damage to an adjacent foe equal to the number of spaces it dashed.

Partner Work (1 action, range 3, mark): The Acrobat marks an ally. That ally gains *evasion* and +1 boon on attacks while in range 3 of the Acrobat.

Acrobatics (2 actions, stance): The acrobat takes a nimble stance. While in this stance, they gain *evasion*, and when targeted by an ability, may dash 1 after the ability resolves.

Pole Fighter

The militia of the caravans, who use long poles to vault from wagon to wagon.

Slam: When a character collides from the pole fighter's moves, they are *slashed*. Slashed characters take fray damage instead.

Pole Slam (1 action, line 3, attack): On hit: [D]+fray. Miss or area effect: fray. Effect: shove all characters 1.

Rebound (1 action): The Pole Fighter pushes off an adjacent character. They shove that character 1 space, then *rush* 1. Collide: If their target collides with an ally, that ally may also *rush* 1

High Flyer (2 actions, stance, combo): The Pole Fighter balances on their pole and uses it to move, ignoring all terrain damage and movement penalties, rampart, and engagement while in this stance.

- **Dive kick (1 action, end turn):** The Pole fighter *rushes* 1, ending their High Flyer stance. An adjacent foe is *stunned* and must

save or take 2[D]+fray, or just [D]+fray on a successful save.

Fire Dancer

Fire wrights who light and keep the lanterns burning all day and night. The task is odious, the monster oil used to fuel the lanterns noxious and stinking, so when they enter a town they are happy to let loose with pyrotechnic juggling shows.

Flame Dance (1 action, pierce, attack, range 6): On hit: [D]+fray. Miss: fray. Effect: Dash 1, then deal piercing fray damage to a different character in range 6.

Carnivale (1 action, summon, end turn): The Fire dancer summons a bomb in range 4.

Bomb

Summon

Summon Effect: When any character enters its space, it explodes for a small blast *area effect* explosion. Characters within become *vulnerable*, then must save or take 2 piercing damage twice, or just 2 piercing damage on a successful save.

Juggle (2 actions, stance): The fire dancer starts juggling flames. While in this stance, at the start and end of their turn, they may dash 2, then deal 2 piercing damage as an *area effect* to all foes in range 3.

YEOKIN

In the villages, you work together, you eat together, and you celebrate together. The earth supports you, and you support the earth. Life in the villages can be slow and appear sleepy or idyllic from the outside, but all villages must work hard to keep everyone safe, fed, and flourishing. Villages move with the seasons, the air, the forests, and the whims of the spirits.

It's considered rare for Yeokin to stray too far from their villages (those that do tend to become adventurers), especially to cause trouble, but it does occasionally happen. Town priests and elders of larger towns sometimes start to ponder demanding tribute from their smaller neighbors, or sending over their largest and toughest to 'negotiate' favorable trade deals. When pushed into desperation by surging dungeons or untamed blights, Yeokin towns are occasionally

abandoned, those remaining turning to any means necessary to survive.

GREAT CULTURE: Camaraderie: +1 boon on attacks and saves for every adjacent ally.

UNIQUES

Villager

The common clay of Arden Eld.

Valorous Strike (1 actions, attack): Autohit: fray damage. Effect: An ally in range 3 of a villager gains 2 vigor, or 4 vigor if bloodied. Effect: May dash 1 before the attack.

Rally (1 action): *Effect:* Up to three allies adjacent to a villager may dash 1 space, or one ally adjacent to a villager may dash 3 spaces.

Take heart (2 actions): All allies adjacent to a villager may end a status and gain 2 vigor, or 4 vigor if they are bloodied.

Farmer

A thick-armed commoner, sometimes acting as a local militia in times of trouble.

Righteous fist (1 action, attack, true strike): On hit [D]+fray and shove 2. Miss: fray and shove 1. Effect: Deals bonus damage to weakened foes. Collide: Foe is weakened.

Community Watch (1 action): Shove all allies in range 2 1 space towards this character, then any adjacent allies gain 2 vigor.

Bale (1 action): The Farmer uses a pitchfork, shovel, or sheer strength and picks up an adjacent character size 1 or smaller, removing them from the battlefield and placing them in an adjacent space, then shoving them 1. Weakened foes are shoved 3 instead.

On the Chin (2 actions, end turn, stance): The Farmer gains aura 1. The farmer and allies in the aura are *sturdy*, and gain 3 *vigor* at the start of the farmer's turn.

Barkeep

The taverns, inns, and way-houses of the villages are a relatively new invention as commerce returns to Arden Eld, but a welcome one. Their owners are typically stocky and no-nonsense.

Flaming Cocktail (1 action, attack, range 6, small blast, pierce): On hit: [D]+fray. Miss or area effect: fray. Round 3+: Large blast

Bar Brawler (2 action, stance): The Barkeep takes a fighting stance, with the following benefits:

- They gain *counter* and *sturdy*.
- Any time a foe ends their turn adjacent to the barkeep in this stance, they take 2 piercing damage and are shoved 1.
- If a foe collides with the Barkeep, they take 2 piercing damage and are shoved 1, but only once a round.

Barrel Roll (1 action, range 5, end turn, small blast): Area effect: 2 damage, and shove 2 away from the origin point. At round 3+, becomes a large blast and any character in the center space must save or become *stunned*.

Village Priest

Village priests of the local temples, who typically pay homage or worship to the local hobs or spirits of nature. These temples are closely tied to the land and may be built around a great tree, or a holy rock, or a sparkling waterfall.

Greenwrath (1 action, attack, range 6):

Attack: On hit [D]+fray. *Miss:* fray. *Effect:* Deals bonus damage and inflicts *sealed* if a character is inside dangerous or difficult terrain.

Sow (1 action, range 4, mutimark, combo):

The village priest marks a foe in range. That foe takes 1 piercing damage when marked.

- **Reap (1 action):** All foes marked by Sow take 3 piercing damage once for every foe marked by Sow.

Sanctify (2 actions, range 2): Terrain

effect: The village priest scatters salt in a medium blast area in range. Foes that end their turn in the area become *pacified*. Allies that end their turn in the area gain 2 vigor. This area ends if this ability is used again.

Shinobi

Nearly all villages in the Green practice martial arts for self defense against roving monsters (and, more recently, bandits). Many of them have secret scroll arts, some of which have produced secret warrior societies that predate the Shades.

Whirling Blade (1 action, attack, unerring, range 3, +1 boon): On hit: [D]+fray. Miss: fray.

Effect: All foes at exactly range 3 take 2 damage, including the attack target.

Shadow clone (1 action, range 3, summon): *Summon* a shadow clone in a free space in range.

Shadow Clone

Summon, size 1

Summon Effect: Foes adjacent to a shadow clone at the start of their turn take 3 damage from the clone. The Shinobi and any of its allies may gain *stealth* if they end their turn adjacent to a clone. Clones disappear at the end of combat or if the Shinobi is defeated.

Shadow Swap (free action): The Shinobi or an ally swaps places with a shadow clone in range 3 of them, teleporting.

Raiton (2 actions, range 6): The Shinobi calls down lightning on a foe in range. At the end of that foe's turn, they take 4 damage, five times and are *blinded*, then this effect ends. Reduce this damage by one time for every other adjacent character to the target, which could cause it to do no damage.

II. RELICT



The Relict are the most common danger that adventurers face in the ruins of Arden Eld. They are the spectral remnants of the Arken Empire, souls bound in a semi-automated etheric network that runs through the ruins, entrapped there by an ancient sorcerer as a last ditch effort to save a dying people. The process was technically successful, but most relict have been left mindless husks - tormented souls harnessed and stored in lightning aether powered sarcophagus-like nodes nestled throughout the ruins.

In its dying days, the Arken Empire became obsessed with escaping its own destruction, and the places where Relict now rest show this in their very stones. The great tomb-cities prepared for the populace now lie beneath the earth, both dead and alive. Great monuments of dead emperors peer over pitch black chasms lined with the husks of the deceased. Relict armor sits eerily still in alcoves, or crumpled into a corner, until its a node senses intruders, the Relict within rippling out through conduits to manifest in crackling undeath.

There are some Relict, remnants of the Black Sun cult, that have retained more sense of themselves and work at dark purpose to resurrect the old empire and bring back the Arkenlords. These masters of the dead are barely sane from their long stint with undeath and think only of returning the surface world to its former glory.

Faction Template

To make any foe a Relict, you can add the following traits. All Relict have these traits.

Monsters: Most relict are mindless husks. Their more intelligent masters usually have more complex motivations.

- **Motivations:** Relict are usually dormant, but become active when their tomb-cities are intruded upon by unlucky treasure-seekers. They can also be stirred into wakefulness by the priests of the Black Sun, whose only goal is the reawakening of the old empire, the resurrection of the Arkenlords, and the reconquest and total subjugation of the world of the living.

Legion of the Dead: All Relict have the Legion of the Dead trait (see below).

Special mechanics: LEGION OF THE DEAD

Relict are a legion of mindless husks, cursed with an undying existence. This gives all relict except Legends the following traits:

- This character has a chance to **rise again** when defeated. Roll 1d6 at the start of each round that this character is defeated. On a 5+, this character gets back up at 25% hp, returning it from defeated, and can take a turn normally this round. If defeated again, this character disintegrates and is removed from the battlefield. If all characters with this trait are defeated, it deactivates.
- Add a **Husk mob** to a fight. This does not take up points in the encounter.



FOES

Husk

The shuffling mass of relict servitors, in thrall to the network.

This mob is always present in Relict fights. When new husks are summoned, they add to the current mob, or create a new one that can act on the following round if there isn't one.

Speed: 2 (dash 1)

Endless Dead: Add to this mob by 1 at the start of every round, placing a new member anywhere on the battlefield not adjacent to a foe.

Fading: This mob is defeated if all of its allies is defeated, and disintegrates.

Soul Frenzy (2 actions, attack): Effect: All husks may *rush 1 space*. Then foes adjacent to one or more husks take 2 piercing damage.

Soul Sacrifice (2 actions): Choose a bloodied character adjacent to one or more husks, then destroy all husks adjacent to that character. If that

character is an ally, they gain 2 vigor per husk destroyed. If that character was a foe, they must sacrifice 2 per husk destroyed.

WIGHT

The foot soldiers of the Arken empire, their loyalty is no lesser in death. Their long imprisonment in the soul network has left them mindless, ruthless killing machines. In the later days of the doom, even before the Ur-spell, many soldiers and guards of high officials, satraps, and priests were subject to the immortalization process, as the population gradually became more used to the undead.

Overpower (1 action, true strike, attack):

On hit: [D]+fray. *Miss:* fray. *Effect:* All foes adjacent to the attack target take fray damage

Hook Spear (1 action, range 2): A foe in range 2 is shoved 1 towards the Wight and *slashed*.

Grave Guard (1 action, range 2): All allies in range may *rush 1* towards this character. Bloodied allies that rushed this way gain 3 vigor.

Death March (1 action, range 2): The Wight and all allies in range may *rush* 1 space in the same direction, then all foes adjacent to any character that moved this way take 2 damage.

CHAPTER 1+

Tomb Guard

Undead auxiliaries of the old legions, their shields and khopesh a common sight in the catacombs.

Fortress (2 actions, end turn): The Tomb Guard gains aura 1 until the start of its next turn. While this aura is active, the Tomb Guard gains *counter*, and allies without this ability in the aura gain *resistance*.

Servitor

Guards of the priest class, with wicked spears for tearing flesh and forcing obedience.

Impaling Jab (1 action, true strike, line 3):
Effect: The Servitor may *rush* 1 before using this ability. *Area effect:* characters take 2 damage. Any character at the very end of the line is *weakened*.

Executioner

Wielding heavy curved axes, these shock troops fight with little regard for their own existence.

Lightning Axe (2 actions, attack, range 2, medium blast, true strike, usable when bloodied): On hit: 2[D]+fray and shove 2. Miss: or area effect: [D]+fray and shove 1. *Collide:* Foe is *weakened*.

CHAPTER 2

Death March becomes a *free action* if the Wight is *bloodied*.

Heliolite

Skirmishers from the old legions, they fight with wicked, barbed spears and a canny malice

Redondo (free action): Swap places with an adjacent ally, removing and placing both characters.

Replace **Overpower** with **Seeking Javelin (1 action, true strike, range 4):** On hit: [D]+fray. Miss: fray. *Effect:* Foe is *slashed*. *Effect:* Has no maximum range and ignores cover against *slashed* foes.

CHAPTER 3

Death March deals fray damage instead.

Legionary

With interlocking shield, shortspear, and heavy helms, these soldiers made up the bulk of the arkenlords' armies when they were still alive, trampling empires into dust.

Traits: *Sturdy*

Legion's Advance: Death March affects all allies in range 3.

Carve a Path (2 actions): Repeat the following effect three times: either the Legionary or an adjacent ally *rushes* 1, then deals 2 damage to all adjacent foes and shoves them 1. This can affect the same foe more than once.

NECROSAVANT

The Priests of the Black Sun were the central cult of the Arken Imperium and foremost in political power and influence. It was they, under the leadership of their sorcerer-priests, that orchestrated the Ur-spell that necrotized what remained of the empire.

The process of preserving the entire population of the empire required a great deal of work, and therefore the priests classes were split into many castes that labored at numerous terrible projects. In the end of days, in their desperation, they delved into deeper and darker magics and sacrificed their very souls for the purpose of the Great Work.

Special Traits: *Defiance*

Unholy (2 actions, attack, range 5, medium blast): On hit: 2[D]+fray. Miss or area effect: fray. *Effect:* *Sealed* foes must sacrifice 4. Then, attack target is *sealed*.

Fear (1 action, multimark): Mark a foe in range 6. While marked, that foe deals half damage unless adjacent to an ally. If they end their turn adjacent to an ally, they can save to clear this mark.

Black Communion (1 action, range 5, line 4): *Area effect:* Foes take 2 damage. Allies gain 2 vigor. Then, create a *difficult terrain* effect space of grasping dead hands underneath every foe in the area. While inside a grasping hands space, foes are *sealed+* and cannot gain vigor.

CHAPTER 1+

Arkivist

Priests entrusted with keeping the names of the dead, they wander the halls of the arkenruins obsessively repeating the names of their wards.

Shepherd of the Dead: Aura 1. Husks are immune to all damage while in the aura.

Incantation of Reclamation (1 action, range 3): The Archivist summons a **husk** in a free space in range, then deals 1 piercing damage to all foes adjacent to that **husk**.

Grafter

Soul Surgeons skilled in the ways of soul grafting. In the final days of the doom, the empire resorted to all kinds of dark arts in an attempt to beat back the inevitable.

Special Traits: Regeneration

Share Suffering (1 action, stance): The Grafter gains aura 1 in this stance. Each time a relict in the aura takes damage from an ability, they gain 2 vigor. This effect could trigger multiple times per ability. After that ability resolves, the Grafter sacrifices 2. At the start of its turn, the Grafter either exits this stance or sacrifices 4 to maintain it.

Embalmer

Priests charged with disposal of the physical form. In those days, the corpses were stacked like wheat after a harvest.

Replace **Black Communion** with **Necrotize (1 action, Range 2, Medium Blast):** Area effect: foes take 2 piercing damage. Self and allies gain vigor 2. Effect: The Embalmer gains Aura 2 until the start of its next turn. Foes that end their turn in the aura must sacrifice 2 and have a *grasping dead* space created under them, as per Black Communion.

CHAPTER 2+

Unholy creates a *grasping dead* terrain effect under up to two of its targets after it resolves, as per Black Communion.

Soul Flayer

Dread priests that made up a secret police. In the Final Days, they forcibly conscripted the unlucky and criminal into the soul legions.

Soul Flay (1 action, range 4): A foe in range must sacrifice 2, once for every one of its adjacent allies, then is *pacified*.

Soul Shred (1 action, range 4, mark): Mark a foe in range. While marked, that foe gains Aura 2. Foes that end their turn in the aura must sacrifice 2. A foe can save to end this mark if they end their turn with no allies in the aura.

CHAPTER 3

All gain **Radiance of the Black Sun (2 actions, 1/combat):** This character becomes immobile but gains *Aura 2* until the start of its next turn. While the aura is active, Relict other than this character in the area cannot be reduced past 1 hp.

Immortalist

The higher caste of priests, each with a fragment of the Ur-spell embedded into their very beings.

Eternal War: While the Immortalist is on the battlefield and not defeated, all relict's Rise Again trait activates on a 3+.

Entombment of Iz (1 action, range 5, 1/combat): The Immortalist entombs a character in range in a magical sarcophagus, summoning it in their space.

Sarcophagus of Iz

Object, Destructible (10 hp)

Object effect: Shares space with a character. While sharing space with the sarcophagus, they must sacrifice 3 at the start of their turn and are *immobile*, but can otherwise be targeted normally. The Sarcophagus takes no damage from Relict and only 1 damage maximum from any ability from a foe inside of it.

If a character is defeated in the sarcophagus, it crumbles and this effect ends.

Dark Redempta (2 actions, range 4, 1/combat): Target defeated relict in range and remove *incapacitated*. They stop being defeated and return to the battlefield with 50% hp, or 25% hp if they are an elite. They can act normally and take a turn starting next round. If defeated again, they disintegrate and are removed from the battlefield, and cannot be returned again.

GHUL

Some relict have a tiny fragment of self awareness, an existential anguish that manifests as a terrible hunger. This gives them more independence than their kin, allowing them to roam where the network is thin and warm bodies are numerous.

Special Traits: Phasing

Bloodfeed (1 action, +1 boon, attack): On hit: [D]+fray. Miss: fray. *Effect:* Foe take 2 damage again if not adjacent to any allies, and 2 damage again if bloodied.

Reality Flicker (1 action): The Ghul or a relict in range 2 can teleport 3.

Life Drain (1 action): *Effect:* An adjacent foe sacrifices 3. If they are bloodied, they sacrifice 6 instead, and the Ghul gains *evasion* until the start of its next turn.

Terrorize (1 action, range 2): *Effect:* A foe in range must save or become *blinded+* and gains +1 curse on all attacks and saves until it ends a turn adjacent to an ally, ending this effect. On a successful save, they are only *blinded*.

CHAPTER 1+

Wailer

A starving ghul that stalks the living for days at a time. Somewhat pitiable, they long for warmth.

Shriek (1 action): All adjacent foes must save or be forced to flee, shoving them 3 spaces in a direction of the Wailer's choice, or 1 space on a successful save.

Arc Ghul

A ghul that has become unhinged from its own anguish, its body barely held together.

Soul Shift (2 actions): The Ghul and any adjacent relict teleport 6. When they reappear, they must be placed adjacent if possible.

Twinsoul

A ghul that is the result of a network malfunction or the product of soul grafting, a twinsoul is a grotesque amalgam of two beings.

Twin Strike (2 actions, +1 boon, attack): On hit: [D]+2, twice. Miss: 2 damage, twice. *Effect:* The Twinsoul may backflip and *fly* 2 after this ability resolves.

CHAPTER 2+

Life Drain gains range 4.

Devourer

A Ghul that has collapsed in on itself, becoming a sucking void and gaining the ability to rip away the essence of the living directly.

Traits: Defiance

Devour (1 action, end turn, Round 3+ only): *Effect:* The Ghul gains aura 2 until the start of its next turn. Foes that end their turn in the aura must sacrifice 25% of their max hp and become *dazed*. *Dazed* or *blinded* foes must sacrifice 50% of their max hp instead.

CHAPTER 3

Drain Essence: When used against a foe at 25% hp or lower, Life Drain additionally reduces a foe to 1 hp, and the Ghul gains a *vigor surge*.

Stutterghast

A Ghul that has lived long enough and fed enough on the living that its existential anguish has begun to manifest into complete insanity. Its feral wailing cuts out periodically as it stutters throughout the network.

Dark Hollow: Deals bonus damage and has *evasion* unless there's two or more adjacent characters.

Replace **Reality Flicker** with **Stutter (free action):** Repeat the following effect twice: The Stutterghast or an ally in range 2 teleports 2.

Stutterslash (2 actions, range 3, +1 boon, attack): On hit: [D]+fray, twice. Miss: fray, twice. *Effect:* Deals bonus damage to bloodied foes. *Effect:* Gains *unerring* against foes at exactly range 3. *Effect:* May teleport self and foe 2 spaces after this ability resolves.

WRAITH

Former slave wrights of the old empire, turned into living weapons to fight back against the Doom. Tethered to the network, these relict can float on the air with eerie grace, flickering in and out of existence.

Special Traits: Flying, Phasing

Chain Lightning (2 actions, attack, range 8, Burst 2 (target), combo): On hit: [D]+2, twice. Miss or area effect: 2 damage, twice.

• **Soul Spark (1 action, range 6, summon, combo):** Creates a *Soul Spark* summon in free space in range. Round 3+: Two sparks.

Soul Spark

Summon, size 1, intangible

Summon Effect: Foes adjacent to Soul Sparks are *vulnerable+*, and all damage deal to them becomes *piercing*.

Area effect: If a foe ends their turn adjacent to a spark, it releases a small blast pulse centered on it, dealing 1 piercing damage twice to all foes

Effect: The wraith can target the spark with Chain Lightning. If they do, it gains *rebound* and the spark triggers its area effect.

Unstable Charge (1 action, range 6, mark): Mark a foe in range. At the end of that foe's turn, they take 1 piercing damage, once, for every other character in range 2, then become *vulnerable*. Then, this mark ends.

CHAPTER 1+

Arc Spectre

The most commonly seen wraith, held aloft by scouring arcs of lightning, with hands bound into power-amplifying gauntlets.

Synaptic Storm (2 actions, range 6, terrain effect): Creates a massive network storm in range, which could overlap characters. The storm is a small blast terrain effect that is *dangerous terrain*, which relict ignore. Foes in the storm are *vulnerable+*. Using this ability again with an active storm can move the storm 2 spaces instead of replacing it. If used this way, it costs 1 action. At round 3+, moving a storm is a *free action*.

Chain Wraith

Blasphemers boiled alive in the pit of Iz. The chains used to bind them have combined with their beings in death.

Bind (1 action): The Wraith chooses two characters anywhere in range 3 of each other, then teleports one of them adjacent to the other. Foes must save or be *shattered*. Becomes a *free action* if it targets two allied relict.

Rift Wraith

Some battle mages of the old world were granted the ability to tear at the walls between worlds, using the essence of the Doom itself to fight.

Rift Step (1 action, range 6): Teleport to the space of any pit in range.

Open Rift (1 action, range 6): Create a *pit* under any character in range. Then, the Wraith may teleport that character to any other pit space in range 3 of their target's location.

CHAPTER 2+

Soul Sparks deal 1 piercing damage to all adjacent foe when summoned.

Abomination

A wraith created in the final days of the Imperium. The extreme methods used to create them left them unstable, undead weapons that were not meant to last long.

Unstable: When defeated, explodes in a large blast *area effect* explosion centered on the wraith. Characters inside take piercing fray damage, twice, as an area effect. The wraith is then removed from the battlefield. Create a pit in the area it vacated

Scouring beam (2 actions, attack, line 10, width 2, pierce, Round 3+ only): On hit: [D] +fray twice. Miss or area effect: fray, twice. *Effect:* Foes in the area must save or be *shattered*. *Effect:* All objects in the path are removed.

CHAPTER 3

Soul Spark explosions become a large blast

Blasphemy

Heretic Sorcerers who glimpsed the Black Sun. So powerful that they were entombed in specially bound iron coffins. The coffins float uncannily until broken open.

Iron Coffin (Interrupt 1): Trigger: When bloodied. *Effect:* the coffin breaks open. The Blasphemy becomes intangible until the end of its next turn.

Obliterate Aether (2 actions, attack, range 8, Round 3+ only): On hit: 3[D]+fray. Miss: [D]+fray. *Effect:* Deals bonus damage to characters at 50% hp or lower. *Effect:* Instead of dealing damage, character targeted *sacrifices* hp equal to the damage that would have been dealt. If a character is at 1 hp, they are instead instantly *defeated*.

UNIQUES

CHAPTER 1+

SILENT ONE

Remnants of children, the elderly, or the mournful dead, who crave warmth and company.

Special Traits: Defiance

Ethereal: *Phasing*, and has *resistance* unless adjacent to a foe.

Mournful Wail (1 action, attack, range 6):

On hit: [D]+fray. Miss: Fray. Effect: Foe is *pacified*. Deals bonus damage to pacified foes and does not break the pacified condition.

Fear (1 action, multimark): Mark a foe in range 6. While marked, that foe deals half damage unless adjacent to an ally. If they end their turn adjacent to an ally, they can save to clear this mark.

Dreadful Sobbing (1 action): The Silent one gains aura 1 until the start of its next turn. Characters in the aura are *pacified+* and cannot be *cured*.

Possess (1 actions, 1/combat): The Silent one moves into and shares the space of an adjacent character, possessing them, with the following effects:

- While possessing that character, they are *intangible*, share its space, and move when it moves. They can still take actions normally, but can't leave the possessed character's space.
- The possessed character takes a free action at the end of its turn, which the Silent One chooses:
 - be shoved by the Silent one 3 spaces in any direction
 - deal [D] damage to an adjacent character
 - become *pacified*.
- A character may save to remove this effect at the end of their turns after the above effect activates. When possession ends, the silent one appears in a free adjacent space.

STRIGOI

A ghul that has fed on enough life force to roam away from the dungeons, preying on villages and herd animals. These ghuls become feral in appearance and live in the dark holes of

abandoned farmhouses, sheds, or shrines during the day, as much like other relict, they are harmed by sunlight.

Special traits: Phasing

Blood Hunger: Deals +2 damage with all abilities against bloodied foes.

Feral Frenzy (1 action, attack): *On hit:* Deal 2 damage three times. *Miss:* Once. *Effect:* May dash 2 before and after this action.

Bloody spit (1 action, line 3): *Area effect:* Deal fray damage. If foe has vigor, deal [D] instead, and they are *dazed*.

Feral Pounce (1 action, end turn): The Strigoi gains *stealth*. Choose a foe in range 3. If, at the end of that foe's next turn, they are still in range 3 of the Strigoi, it may teleport adjacent to them and deal 2 damage, three times, ending this effect and *stealth*..

AUTOMATA

War machines used to kill in the wars of the old Imperium, powered by soul amalgams. Ruthless and cold killing machines that trampled the lands of kin in times past.

Special Traits: Sturdy

Automata: If this character attacks the same character as last turn, it deals bonus damage and gains +1 boon. This effect stacks.

Empty Husk: This character becomes a height 1 object when defeated instead of a character, and cannot be returned to the battlefield.

Lightning Bolter (1 action, attack, small

blast, range 6, combo): On hit: [D]+fray. Miss or area effect: fray.

• **Full Auto (2 actions, attack, range 6, small blast, combo):** On hit: 2[D]+fray. Miss or area effect: [D]+fray.

Charged Shield (1 action): The Automata creates a 1 space terrain effect in range 3. Relict inside the terrain effect have *cover*, and it is *dangerous* and *difficult* terrain for foes. Using this ability again replaces it.

Discharge Clip (1 action) The Automata shoots a line 5 *area effect*. Characters in the area take 1 piercing damage twice. If the area includes a Charged shield, deals 1 piercing damage four times instead.

FUSED

A massive relict made up of multiple, fused souls, unfortunates mashed together due to network malfunction or malicious soul grafting.

Special Traits: Size 2

Soul Mass: Can share space with other characters. Foes treat the space as difficult terrain, are *slashed+* while inside, and have cover from the outside, but are otherwise targetable normally. Any foes that start their turn inside its space take fray damage. Foes that attempt to leave this character's space by any means on their turn must save or become unable to exit it until the end of the current turn.

Release passengers: When defeated, summon 4 relict **husks** in or adjacent to its space.

Crush (2 actions, attack, medium blast, true strike, combo): *On hit:* 2[D]+fray. *Miss or area effect:* fray. *Effect:* Deals bonus damage to weakened foes.

- **Melding Mass (2 actions, attack, combo):**
On hit: [D]+fray. *Miss:* fray. *Effect:* Fused may *rush 2* after this ability. Characters inside the fused are shoved 3 in any direction. *Collide:* Characters are *stunned*.

Wail of Terror (2 actions): The Fused releases a horrible shriek in a medium blast *area effect*. Foes in the area are *weakened*, and take 2 damage once for every foe in the area, up to a maximum of five times.

IDOL

Walking statues of old saints, emperors, or legends, powered by curated soul amalgams.

Special Traits: Size 2, Sturdy

Heavy Armor: *Resistant* to abilities used from adjacent spaces

Automata: If this character attacks the same character as last turn, it deals bonus damage and gains +1 boon. This effect stacks.

Empty Husk: This character becomes a height 1 object when defeated instead of a character, and cannot be returned to the battlefield.

Heavy Mace (2 actions, attack, +1 curse, range 2): *On hit:* 3[D]+fray. *Miss:* fray. *Effect:* Loses curse against *slashed* foes.

Eye Beams (1 actions, Arc 3, Range 4): *Area effect:* All foes are shoved 1 and take 2 damage.

Blade Sweep (1 action): All adjacent foes are shoved 1 and *slashed*. *Slashed* foes also take fray damage.

Soul Nexus (2 actions): The Idol hardens and release an aura of swirling souls, gaining aura 2 until the start of its next turn. It becomes *immobile* and *unstoppable*. Relict in the aura become *sturdy* and gain *resistance* to damage from abilities used from outside the aura.

CHAPTER 2+

LIFE HUNTER

Personal hunters of the Arkenliches, these undead monstrosities were custom crafted to hunt adventurers. Unlike other relict, they are nimble, somewhat intelligent, and independently minded.

Special Traits: Phasing

Hand Picked: There can only ever be one Life Hunter on the battlefield

Nock (1 action, combo): The Life Hunter dashes 2.

- **Life Seeking Arrow (2 actions, +1 boon, attack, range 12, combo):** *On hit:* 2[D]+fray. *Miss:* fray. *Effect:* Hit or miss, foe must also *sacrifice* 25% of their max hp. *Effect:* Cannot target characters in range 2.

Kick Off (1 action): The Life Hunter flies 1. Before they fly, they may shove an adjacent character 1 space, then deal 2 damage to them if they are a foe. If they do, they fly 3 instead.

Liminal Darts (1 action, mark): Mark a foe in line of sight and range 10. At the end of that character's turn, it takes [D] piercing damage if it's not in cover from the Life Hunter, or just 2 piercing damage if it is. Then this mark ends.

REVENANT

A rogue ghul that has managed to re-house its soul in flesh again, usually by killing its former occupant. Revenants never last long, as the flesh decays too quickly to be of use.

Shed Flesh: After taking damage that bloodies it, becomes intangible until the start of its next turn as it wriggles out of its flesh. For the rest of combat, gains *phasing* and *flying*.

Bloody Hacking (1 action, +1 boon, attack)
On hit: [D]+fray. *Miss:* fray. *Effect:* Foe is *dazed*.

Effect: Bloodied or *dazed* foes take 2 damage again after this ability resolves.

Life Drain (1 action): *Effect:* An adjacent foe sacrifices 3. If they are bloodied, they sacrifice 6 instead, and the Revenant gains *evasion* until the start of its next turn.

Horrible twitching (1 action, stance): The Revenant gains aura 1. Foes in the aura gain +1 curse on attacks. Allied Relict in the aura gain the *dodge* trait. The Revenant loses this stance if it ends its turn with no foes in the aura.

Bone Chilling Scream (2 actions, range 2, usable while bloodied): The Revenant releases a bone chilling scream, a burst 1 area effect. Characters in the area must save or take 2[D]+fray, or [D]+fray on a successful save.

CHAPTER 3

IMMORTAL

Elite guard of the priest caste, entombed alive in their iron armor. Dark magic has sealed their armor so not even the aether of their soul can escape. Such is their undying vitality they don't make any attempts at self-preservation. With their heavy glaives and black armor, they are a terrifying sight to even seasoned adventurers.

Special Traits: *Sturdy*, Defiance

Immortal Disregard: Attacks never miss the Immortal (turn any miss into a hit)

Aura of Immortality: While Immortal is undefeated, it has Aura 2. Relict without this trait inside cannot be reduced past 1 HP.

Bloody Fuller (1 actions, attack, true strike, range 2): On hit: [D]+2. Miss: 2. *Effect:* Shove 1. *Effect:* Deals damage again to attack target and all foes adjacent to the attack target, hit or miss, equal to 2 times the round number

March of the Imperium (1 actions, combo): Repeat the following effect twice: either the Immortal or an adjacent ally *rushes* 1, then deals 2 damage to all adjacent foes and shoves them 1. This can affect the same foe more than once.

• **Arken Impaler (1 actions, combo):** An adjacent foe is shoved 3. The Immortal *rushes* after the target, following it, ending adjacent if possible. *Collide:* foe is also *slashed* and takes fray damage.

Supreme Formation (1 action): All allies everywhere may *rush* 1 space closer to this character. Bloodied allies gain 2 *vigor*.

Execute (2 actions, range 2): A foe in range at 25% HP or lower must save. On a failed save, they are defeated, ignoring all other effects. On a successful save, they are reduced to 1 hp.

UNIQUE ELITES

CHAPTER 1+

ROYAL GUARD

Multi-limbed, multi-bodied warriors fused together by dark alchemy and soul grafting at their entombing to protect the old arken-emperors in death. The four fight as one, overwhelming the defenses of even the most canny fighters.

HP: 80

Special Traits: Size 2

Elite: Takes 2 turns

Vortex (free action): All characters in range 2 of the royal guard are shoved 1 towards or away from it.

Battalion of Limbs (1 action, attack, medium blast, multimark, true strike). *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* The Royal Guard marks their attack target. This mark can be placed more than once and stacks indefinitely. For each stack of the mark, this attack deals +3 damage on hit or miss. A character can save against this mark at the end of their turn to clear all stacks, but *only* if they are not in range 2 of the royal guard.

Blade Shield (1 action, range 3, multimark): An ally in range is marked by the Royal Guard. While marked and adjacent to the Royal Guard, they gain +1 boon on saves and *resistance*.

Ball Lightning (1 action, true strike, small blast, range 6): *Area effect:* Fray damage and characters must save or be *slashed*.

Wind of Obliteration (2 actions, usable when bloodied): Repeat this effect three times: *Effect:* The Royal Guard *rushes* 1, then deals [D] to all adjacent characters, then shoves them 1. It gains phasing during this action and must take each of these dashes in the same direction. Characters can be affected multiple times.

WARMECH

Multi-limbed metal war machine, powered by soul amalgamation. Kills dispassionately and with overwhelming force, using weapons that blight the land and scour the soil. Many of these machines are buried in the soil of Arden Eld, even outside the ruins, and can remain dormant for centuries.

Special Traits: Size 2, *Sturdy*

Automata: If this character attacks the same character as last turn, it deals bonus damage and gains +1 boon. This effect stacks.

Empty Husk: This character becomes a 2x2 series of height 1 objects when defeated instead of a character, and cannot be returned to the battlefield.

Elite: Takes 2 turns

Plasma bomb (Round Action): At the start of each round, the Warmech fires a plasma bomb into the air, targeted on any visible space. The bomb marks a medium blast area visible to all characters. At the end of the round, the bomb comes down as an *area effect*. Characters in the area take piercing fray damage and are *shattered*. Any character in the center must save or also be *stunned*. The targeted space then becomes a pit. The Warmech is immune to its own bombs.

Focus Beam (1 actions, attack, pierce, line 6). On hit: [D]+fray. Miss or area effect: fray. *Effect:* Attack target is *shattered*. Deals bonus damage to characters in range 3.

Charge Boost (1 action, combo): The Warmech flies 3. When it lands, adjacent characters are shoved 1

- **Seekers (1 action, burst 3 (self), combo):** *Area effect.* Foes take 2 piercing damage. Foes at exactly range 3 take 2 piercing damage twice.
- **Falling Stars (1 action, combo):** All foes *outside* of range 3 take 2 piercing damage, ignoring cover, as an *area effect*.

Side Cannons (1 action, range 2, medium blast, pierce): *Area effect:* Foes are shoved 2. *Collide:* Foe takes fray damage.

CHAPTER 2+

IZENGHAST

Stuttering horrors born of living souls that have been trapped in the Relict system - the remnants of adventurers or unlucky wanderers who went too deep in an arkenruin.

Special Traits: Phasing

Elite: Takes 2 turns

Dark Hollow: Deals bonus damage and has *evasion* unless there's two or more adjacent characters.

Surreality: When this character would be defeated, instead becomes *intangible* until the end of its next turn, then removes itself from the battlefield. It cannot return.

Stutter (free action): Repeat the following effect twice: The Stutterghast or an adjacent ally teleports 1.

Soul Rip (1 action, attack, Line 4, +1 boon): On hit: [D] damage. Miss or area effect: 1 damage. *Effect:* All foes in the area must sacrifice 4 after this ability resolves.

Horrid slashing (1 action): The Stutterghast teleports 1, then teleports 1. Each time, it deals 2 damage to an adjacent foe. Bloodied foes are *dazed*.

Shriek (1 action, range 2): All foes in range must save or be forced to flee, shoving them 2 spaces in a direction of the Izenghast's choice, or 1 space on a successful save.

Soul Drain (2 actions, usable only on bloodied foes): An adjacent foe *sacrifices* 25% of their maximum hp. The Izenghast or another relict in range 3 is *cured*.

ARKITEK

Machine-priests and designers of the deep arkenruins, the sealed library-vaults intended to let the empire wait out the Doom in undead form. Masters of the labyrinth, the mechanisms of the dungeons themselves bend and contort themselves to protect them.

VIT: 8

HP: 64

Special Traits: Defiance

Elite: Takes 2 turns

Stoneskin: While adjacent to an object, has *resistance*.

Deep Call (1 action, attack, range 6): On hit: [D]+fray. Miss: fray. *Effect:* the Arkitek may summon a height 1 dungeon ruin *object* adjacent to its target.

Reconfigure (1 action, range 2): The Arkitek removes and places any number of objects created by it or another character in range to any other free space in range. Characters standing on or trapped inside an object are moved and placed with it.

Pillar of Iz (1 action, range 5, 3/combat): The Arkitek summons a Pillar of Iz in range. It can be summoned under characters.

Pillar of Iz

Height 2 object, destructible (5 hp)

Object effect: Aura 1. Inside the aura, relict characters have *resistance* and foes are *sealed+*.

Entombment of Iz (1 action, range 4, 1/combat): The Arkitek entombs a character in range in a magical sarcophagus, summoning it in their space.

Sarcophagus of Iz

Object, Destructible (10 hp)

Object effect: Shares space with a character. While sharing space with the sarcophagus, they must sacrifice 3 at the start of their turn and are *immobile*, but can otherwise be targeted normally. The Sarcophagus takes no damage from Relict and only 1 damage maximum from any ability from a foe inside of it.

If a character is defeated in the sarcophagus, it crumbles and this effect ends.

CHAPTER 3

ATROPHIC GRAVE

A massive amalgam of souls, created when the Ur-spell reached and processed large crowds of the public, hiding for safety from the apocalyptica outside and completely unaware of their impending immortalization.

HP: 80

Special Traits: Defiance, Sturdy, Size 3

Trait modifications: This character lacks the Guard trait

Soul Mass: Can share space with other characters. Foes treat the space as difficult terrain, are *slashed+* while inside, and have cover

from the outside, but are otherwise targetable normally. Any foes that start their turn inside its space take fray damage. Foes that attempt to leave the Grave's space by any means must save or become unable to exit it until the end of the current turn.

Shed Mass: At the start of its turn, the Grave summons a **husk** in a free adjacent space. When the Grave is bloodied, it summons 2 **husks** instead.

Hungry Dead (1 action, attack, true strike):

On hit: [D]+fray. Miss: fray. *Effect:* All characters in range 2 are shoved 1 towards the grave, which could shove them inside of it.

Tendrils (1 action, range 2): Characters in range of the Grave are shoved 1 towards or away from it. The Grave can choose for each character. Bloodied characters are shoved 2 instead.

Vomit Lightning (1 action, range 2, medium blast): *Area effect:* Foes take 2 damage once for each foe in the area, up to a maximum of three times.

One Hundred Hands (1 action, end turn, combo): The Grave *rushes* 1 spaces.

• **Two Hundred Hands (1 action, end turn, combo):** The Grave *rushes* 2 spaces.

• **Three Hundred Hands (1 action, end turn, combo):** The Grave *rushes* 3 spaces.

• **Cacophonous Consumption (2 actions, true strike):** Foes inside the Grave must save, then they take 5 damage, five times. If they succeed the save, they take 3 damage, five times instead.



LEGENDS

I. VESSEL KNIGHT

Black-armored conqueror knights of incredible power that were dispatched alone to lands not conquered by the Arken to conduct diplomacy - at the tip of a sword if need be. There were forty of these knights, ten for each of the cardinal directions. Each was a hero of unparalleled strength, their name recorded in the annals of the imperial muster, and blessed by the Emperor.

While they still lived, these knights were marked by dark ritual, their very essences bound to their armor so that they could continue their duty even in death or after mortal injury. During the Doom, they all succumbed, but this did not stop them from carrying out their orders. Repeated death has stripped most of them of their sense. Now they are vaporous husks - hollow iron shells filled with dust and a sense of loathsome purpose. When the ruins rise, they rise from their graves and call forth armies, slaughtering and conquering in the name of an empire that no longer exists until they are beaten and sealed again.

Special Traits: *Sturdy*, Size 2

Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Malice: After they attack, the Vessel knight marks their target, granting a stack of *malice*.

- Malice stacks indefinitely and can mark any number of characters.
- At the end of their turn, a character sacrifices 3 for every stack of *Malice* they have.
- If a character suffering from Malice doesn't attack during their turn, at the end of their turn, they reduce their stacks of Malice by 2 before sacrificing, which could clear them.
- It can also be cleared by anything that clears a mark, but doing so only clears one at a time.

Beyond Death: When defiance activates, roll a d6. On a 3+, this character immediately regains defiance. *Divine* damage bypasses this trait.

Phases:

The Knight switches to phase 2 when bloodied.

The Knight has the following ability series in all phases:

Darklight cleaver (1 action, true strike, attack, range 2, combo): On hit: [D]+ 1. Miss: 1. Effect: Foe gains +1 Malice.

• **Darklight splitter (1 action, true strike, line 5, attack, range 2, combo):** On hit: [D] +1 and +1 Malice. Miss or area effect: 1 damage and +1 Malice.

• **Darklight crusher (2 actions, +1 curse, attack, range 2, combo):** On hit: 2[D]+fray and +1 Malice. Miss: [D]+fray and +1 Malice.

Dark Strength (1 action, repeatable): *Rush* 2, then an adjacent foe is shoved 2 spaces. Collide: foe is *slashed*. *Slashed* foes are *stunned*.

PHASE I:

Rage of Iz (1 action, terrain effect, range 6, 2/round): *Effect:* The Vessel roars, and a foe of its choice in range 6 feels the ground trembling beneath their feet. At the end of that character's turn, roll 1d6. The knight summons either a pit (1-3) or a height 1 dark light spire *object* (4-6) under that foe. The ground erupts in a small blast *area effect* centered on this terrain, dealing fray damage to all characters.

Despair (1 action, range 3, 1/round): The knight charges a character in range 3 with dark energy, creating a small blast area on them. At the end of that character's next turn, they must *sacrifice* 3 for every space of the cross not occupied by themselves, an ally, or a summon. Then, they gain +1 Malice.

Damocles (free action, range 3, 1/round): The knight chooses a character in range. At the end of the *very next turn*, if that character is still in range of the knight, it removes itself from the battlefield, then places itself adjacent to them and may make the next of its Darklight attack series against them.

PHASE II:

When bloodied, the Knight becomes *intangible* until the end of the current turn, then transitions into Phase II. It ignores all damage that put it into its phase transition past its bloodied value.

As phase I, but:

Spectral form: Gains *phasing*, *flying*, and speed 6

Dispersal (interrupt, 2/round): Trigger: The knight is damaged by an ability. Effect: The knight may teleport up to 3 spaces

Soul Cleaver (free action, range 2, 2/round): Effect: All foes in range take 2 divine damage. Each time this ability is used again this combat, increase its damage by +1.

TACTICS

The Vessel Knight is a relatively straightforward and threatening legend fight. Characters must balance their own ability to attack with increasing stacks of Malice. Malice can be reduced by not attacking, but in Phase II, the knight starts to ramp up its damage output with its Soul Cleaver ability, which will become overwhelming over time.

TROPHIES

Helm of Command

Uses: 2

Effect: You can use the power of this helm to issue a dread command as a Round Action at the start of any round in combat. The command is so powerful that you may shove all foes and allies 2 spaces in a direction of your choice, and all foes are *weakened+* for the duration of the round.

Darklight Infuser

Uses: 1 expedition

Effect: You dip your weapon or implements in the dread essence of Divine Death. For the duration of this expedition, your attacks gain *slay: cure* yourself, and any attack you make that would reduce a character to 0 hp before any reductions or other effects becomes *divine* damage.



II. ARKENLICH

Designers of the Ur-spell and arch-priests of the Dark Sun, these ancient warrior-necromancers were embalmed and entombed even before the final death of the empire, their souls bound into specially prepared vessels so they could carry out the great work of the old emperors uninterrupted by the frailties of mortality. Their bronze sarcophagi are engraved with their titles and names and their eyes are sealed with gold. Though the process left their minds largely intact, the long dark and centuries in contact with the anguished souls trapped in the Relict network have left most of them insane. Most of them lie dreaming in fitful nightmares until awakened by unlucky adventurers.

Legend: Takes 1 turn for each player character

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Phases: At round 3 and every third round thereafter, the Lich uses Utterances of the Crawling Dead.

PHASE I:

Thy Tribute is Demanded (Round Action):

At the start of each round, the Lich severs part of a foe's soul in range 4, placing it in a free space adjacent to that character.

Soul Fragment

Summon, immobile, intangible

Summon Effect: Each soul fragment is tied to a specific character. Characters adjacent to any soul fragment are *vulnerable+*.

Additionally, fragments can be affected by the Lich's round actions *Annihilation of the Wicked* and *Utterances of the Crawling Dead*.

Annihilation of the Wicked (Round Action, True Strike): At the end of each round, the Lich wrecks the battlefield with scathing ur-magic. All foes on the battlefield take 1 piercing damage, once, for every other foe or soul fragment that they share a row or column with on the battlefield

grid map (imagine it like a big cross centered on each character).

Witness the Coming Terror (2 actions, range 4, 1/round): The Lich reveals a glimpse of a possible dark future to a character in range. That character becomes *vulnerable* from the sheer stress and must save or become *stunned*. If there are none of its allies in range 2, that character also *sacrifices* 25% of their maximum hp.

Offer Obeisance before Thy Proper Lords (1 action, end turn, 1/round): The Lich releases a word of powerful Ur-magic, ordering all foes to kneel. Foes can choose: either kneel and become *immobile* for the rest of the current round, or be shoved 2 away from the Lich. Collide: Foe is *vulnerable*.

Fear (1 action, range 6, multimark, 1/round): Mark a foe in range. While marked, that foe deals half damage unless adjacent to an ally. If they end their turn adjacent to an ally, they may save to clear this mark.

Master of the Four Winds (1 action): The Lich either teleports 4, or removes itself from the battlefield, then places itself in free space in range 2.

The Inevitable Corruption of Flesh (1 action, line 5, combo): *Area effect:* Foes in the line take 2 piercing damage, then each foe deals 1 piercing damage to all its adjacent allies. Characters adjacent to more than one foe in this effect can be damaged multiple times.

- **The Word of Beckoning Cowards (1 action, line 5, combo):** *Area effect:* Foes in the line take 2 piercing damage. The first foe in the line is shoved 2 towards the Lich, or as far as possible.

Profane (1 actions, attack, range 4, small blast, pierce, combo): On hit: [D]+fray. Miss or area effect: fray.

- **Bolide (1 action, attack, range 6, large blast, combo):** On hit: [D]+fray. Miss or area effect: fray. Effect: Character in the center space is *shattered*. Then create a height 1 *smoking meteor* object in free space adjacent to them

- **Black Blade of Iz (2 actions, attack, range 2, true strike):** *On hit:* [D]+fray, twice and shove 1. Miss: fray damage, twice.

Effect: Deals bonus damage vs *shattered* or *vulnerable* foes.

consumes the die. This doesn't take an action or interrupt and doesn't count as using an ability, but each time you do, you must *sacrifice 3*.

PHASE II (ROUND 3, 6, 9+):

As phase I, but:

Utterances of the Crawling Dead: At the start of the round, the lich begins incanting. It chooses a foe, who gains aura 2, and becomes immune to being shoved by the lich's abilities. Every other part of the battlefield begins to shift with crawling darkness. At the end of the round, the battlefield erupts. All foes not in the safe zone marked by the aura must *sacrifice 50%* of their maximum hp. If any of a character's soul fragments are not in the safe zone, they must additionally sacrifice 25% of their max hp per soul fragment caught outside the area.

TACTICS

The Arkenlich is a legend fight based on positioning. At the end of each round, all foes are pelted with magic that stacks up in nasty ways if they are lined up in the wrong way, but many of the Lich's abilities require characters to group up to avoid. Every third round, Utterances of the Crawling dead makes the area they have to line up in even smaller. The Lich can also pull characters around itself to get them out of position.

TROPHIES:

The Black Book

Uses: 1

Effect: As 2 actions, a character can read aloud from the Black Book of the dead, choosing a character in range 4. That character gains aura 2. At the end of that character's turn, a flurry of tormented souls sweeps across the battlefield, forcing all characters outside the aura to *sacrifice 25%* of their maximum hp, then this effect ends. This has no effect on Legends.

Golden Mask

Uses: 1 expedition

Effect: This mask allows one to peer into dark futures. At the start of any expedition you use this mask, roll a d20, d10, d8, d6, and d4 and record the numbers. You can substitute the number when you gain or roll any die (such as a damage die, attack roll, gamble, or power die) made by you, your allies, or the GM for the rest of the expedition during tactical combat. Doing so

III. DREAD LORDS

The Legions of the Arken were always ruled in triumvirate, each legion headed by three of its mightiest lord commanders. At the fall of the Empire, these minor Arkenlords were entombed with their troops, buried alive under rubble, scoured by dread magics and left smoking on the battlefields, or burned alive in the smoking cities of the Arken. Their immortalization crystallized their hatred at their failure to protect the empire, honing it to a razor's edge. Now, in death, they lie dreaming, entangled in nightmares of ceaseless bloodlust and brutal conquest. The priests of the Black Sun work endlessly at their resurrection, for when the Dread Lords can be awakened, their wrath is terrible, and their ambition endless.

HP: 50 per player character (min 100)

Legend: Takes 1 turn for each player character

Eternal Lordship (Round Action): At the start of the round, clear a status or mark on one of the Lords.

Triumvirate: This Legend is made up of three powerful undead lords. Each is a unique character and tracks statuses and effects separately, but all three share the same health pool and become bloodied when their total health is at 50%. When reduced to 0 hp, all three are defeated simultaneously.

Imperium: When this legend takes a turn, it acts with one of the three Lords. It cannot take another turn with a Lord in a round until all three have acted. However, abilities with an *Imperium* effect grant the two lords who are not currently acting an additional effect.

PHASES:

At the start of each round, one of the Dread Lords can use its Round Action, with a different Lord's round action each round, until all three have used their Round Action. At round 3 and every three rounds thereafter, the Lords use Eternal Imperium.

ETERNAL IMPERIUM (ROUND 3, 6, ETC)

At the start of this round, all three Lords use their Round actions simultaneously.

LORDS:

LORD EVICTOR

Lord of the Center, the Black Iron Lord. Arken nobles granted this title were renowned and greatly feared generals tasked with controlling and holding the center mass of a combat, and in other times protecting the homelands of the Empire and keeping order by rooting out seditionists and rebels. In life, they crushed all before them with cold-hearted brutality. In death, there is little difference.

Special Traits: Sturdy, Rampart, Armor 2

Strength of Hell (Round Action): The Lord Evictor prepares to strike a seismic blow. At the end of the round, they slam the battlefield, affecting all characters in range 3 from them. Characters take differing effects depending on how far away they are from the Lord Evictor:

- adjacent: 3 damage, three times, and shoved 3
- 2 spaces: 2 damage, twice, and shoved 2
- 3 spaces: 1 damage and shoved 1

ACTIONS

Dread March (free action): The Lord Evictor *rushes* 1, then shoves all adjacent foes 1.

Imperium: The other lords can also *rush* 1.

Blood Rush (1 actions, attack, true strike, range 2): On hit: [D]+fray. Miss: fray. *Effect:* The Lord Evictor may rush 1 before this attack. *Effect:* The Lord swings their weapon in a massive arc after this ability resolves. Foes adjacent to the Lord take 2 damage again and are shoved 1.

Crush Peon (1 action): An adjacent foe is picked up and crushed by the Lord Evictor. Remove them from the battlefield as they are hurled into the air, then smashed down in any space in range 2, returning them. They are *slashed*. *Slashed* characters are *stunned* instead. *Imperium:* If the other one or two lords are in range 3 of the target's landing point, they juggle the target with attacks before they land, each dealing 2 piercing damage.

Break Earth (1 action, range 3): The Lord Evictor smashes the ground with the hilt of their weapon, dealing fray damage to and *weakening* a character in range. *Weakened* characters are

stunned. Imperium: If another Lord is in range 3, the Lord Evictor can cause a shockwave that creates a height 1 debris *object* underneath that Lord, or raises the height of such an object by 1.

Dark Grip (1 action, range 4+): A foe at or further away than range 4 must save. On a successful save, they are shoved 2 spaces towards the Lord Evictor. On a failed save, they are shoved until adjacent, or as far as possible.

LORD PRELICTOR

Lord of the Right Flank, the Pure Silver Lord. Arken nobles granted this title were wrights and warrior-philosophers of great power. They were master strategists and quartermasters, as skilled with the organization and upkeep of the legions as they were with scathing the battlefield with blasts of primal magic. In death, they are able to muster and catalogue the dead with the same ruthless efficiency as they did in life.

Special Traits: Aetherwall

Muster the Dead (Round Action): At the start of the round, the Lord Prelictor summons three wailing souls, in free space anywhere on the battlefield not adjacent to a foe.

Wailing Soul

Summon, size 1, intangible

Summon effect: Foes adjacent to souls are *vulnerable+* and all damage dealt to them becomes piercing. If a foe *collides* with a soul, they release a large blast shriek *area effect* centered on them, dealing 2 piercing damage to all foes inside, then removing the soul.

ACTIONS

Master of the Secret Places (free action):

The Lord swaps the positions of any or all of the three Lords, removing and placing them.

Imperishable Star (1 action, attack, pierce, range 5, large blast): On hit: [D]+fray. Miss or area effect: fray. Effect: Create a pit under the attack target.

Yawning Void (1 action, range 3, terrain effect): Summon a *pit* in a free space in range. Characters that start or end their turn in the pit can be teleported by the Lord Prelictor to any other pit created by this ability or Imperishable Star. *Imperium:* The Lord Prelictor can then teleport another Lord in range 3 2 spaces.

Drain Essence (1 action, range 5, small blast): Area Effect: Foes inside take 2 piercing damage and must save or become *pacified*.

Dark Astra (1 action, mark): The Lord Prelictor marks itself or another Lord with a ward of energy. That Lord gains 10 vigor. When this vigor is destroyed, or at the end of the round, the ward explodes, ending this mark. Foes in a large blast area effect centered on the targeted Lord take 2 piercing damage twice and must save or be *shattered*. A character also loses this vigor if the mark is transferred, but it doesn't cause the ward to explode.

LORD VEXATOR

Lord of the Left Flank, the True Bronze Lord. Arken nobles granted this title were rangers, scouts, and vanguards tasked with scouting new lands for conquest and with the purgation and subjugation of barbarians. Their bloodlust and cruelty was unparalleled.

Special Traits: Skirmisher, Dodge

Punishment of Heaven (Round Action):

The Lord Vexator prepares to shoot a massive flurry of bolts from a greatbow at all characters close to it. At the end of the round, they release a flurry of shots, affecting all characters in range 3 from them. Characters take differing effects depending on how far away they are to the Lord Vexator:

- adjacent: 1 damage and shove 1
- 2 spaces: 2 damage, twice, and shoved 2
- 3 spaces: 3 damage, three times and shoved 3

ACTIONS

Raid (1 action): The Lord Vexator leaps and flies up to 3 spaces. *Imperium:* If they land next to another Lord, both Lords can leap and fly up to 3 spaces again, then each can deal 2 damage to an adjacent foe after landing.

Scathe Barbarians (2 actions, attack, range 4): On hit: 2[D]+fray. Miss: [D]+fray. *Effect:* Deals bonus damage for every difference in height between the Lord Vexator and their target. If the difference is 2+, this ability gains *unerring*, foe takes 2 damage twice again and is *dazed*.

The Language of the Shadows (1 action):

The Lord Vexator gains *stealth*, and adjacent foes must save or become *blinded*. *Imperium*: Another Lord in range 3 gains *stealth*.

Essence Arrow (1 action, line 6): The Lord Vexator shoots a line 6 *area effect*. Foes inside take fray damage. *Imperium*: If the Lord Evictor is caught in the area, the area gains *true strike*, and foes in the line are then shoved 1 towards or away from the Lord Vexator. If the Lord Prelector is caught in the line, the arrow deals 2 piercing damage twice instead.

damage becomes *divine* and the attack cannot miss. Additionally, it gains *slay*: gain 1 resolve.

TACTICS

This legend fight is three warriors that work in tandem with each other. The Lord Evictor and Lord Vexator are powerful fighters whose Round Actions punish players for getting close or staying away, respectively. The Lord Prelector can use its abilities to swap around the positions of the lords or making targeting one lord less appealing, making this tricky to handle. It's Wailing Soul summons are potent, but players might consider getting shoved into them voluntarily to clear them before they can become a problem.

TROPHIES

Grasp of Iron

Uses: 3

Effect: Clutching this heavy iron gauntlet, when worn, can summon any foe. As 1 action, you may use this gauntlet and choose any foe on the battlefield. That foe is shoved until adjacent to you.

Key to Iz

Uses: 1 expedition

Effect: This dagger-like key allows one to slip to a forbidden and writhing interstitial space. For the duration of an expedition, you can call upon its power to gain the ability to create a swirling rift pit space in any space in range 6 with 1 action, and also to teleport to any pit on the battlefield as a free action.

Shivering Arrow

Uses: 1

Effect: This arrow is made of cold, dead titan-killing steel. You can declare you are using it with any ranged attack. If you do, all the attack's

RELICT TROPHIES

Tech	Description and Effect	Uses
Circlet of Command	This sinister helm can only be used against Relict, and only once per combat. To use this helm, you must spend 1 action and save. On a successful save, target a relict without the elite or legend tag. You control that relict's next turn. On a failed save, regain the charge for this ability, but you are <i>stunned</i> , and can't attempt to use it again this combat.	1
Soul Gem	Use this gem as an action to summon 3 Relict Husks. They fight as allied summons, acting on your turn.	2
Relict Arbalest	An ancient Relict weapon that still barely functions, shooting bolts of lightning. You can make a 1 action attack with it (1 action, ranged attack, line 8, on hit: [D]+fray, area effect: fray effect: all foes in the area take 1 piercing damage)	3
Whispering Pendant	Speak the name of your foe into this pendant as a free action to inflict the <i>sealed</i> status on that foe anywhere on the map. That foe also cannot benefit from stealth or evasion for the rest of the round.	5
Gem of Spirit Severing	Crush this gem as a free action to sever your soul temporarily from your body. Your soul is an <i>intangible</i> size 1 summon that is created in free space within range 5 of your body. While your soul is out, your body is <i>unstoppable</i> but otherwise can still take damage and be targeted normally. You take all actions and movement from your soul instead of your body, and your soul additionally has <i>flying</i> and <i>phasing</i> . Your soul reunites with your body if you end a turn with it adjacent to your body, or at the end of combat.	1
Decayed Arkentch Armor	Strap on a piece of decaying relict armor for extra protection. As an interrupt when you're hit by any attack but before damage is applied, you can expend the plate to reduce the damage by 3, as if from armor	3
Telekinetic Rod	While holding this rod, you gain the Levitation trait (immune to terrain damage and movement penalties)	1 expedition
Shock Clasp	When strapped to a hilt of a weapon, this clasp causes all attacks to deal 1 piercing damage to their target after the ability resolves, hit or miss.	1 expedition
Ghost Weave	Weaving these metallic strands into a cloak or armor grants you <i>phasing</i> .	1 expedition

III. RUIN BEAST



The ruins are full of wildlife that has adapted to their unique environment over time - or have been changed or warped by it. Wherever there are dungeons or a Blight, there are Ruin Beasts. They are the most common monsters found afield in the blight-stricken areas of Arden Eld, and the most likely to wander adrift.

Beasts fit into a dungeon ecosystem much the same as they do in more mundane ecosystems outside of their unnatural environments. There are many biologists and naturalists across Arden Eld undertaking the hard work of categorizing the dizzying number of species that are found every week by intrepid adventurers. Many beast organs and excretions are extremely useful in medicine, research, industry, and even cosmetics, and teams of hunters are often sent out to bag a particularly beast once its kind are sighted.

Some naturalists are more in favor of conservation, and argue that despite their strange origins, the beasts of the great dungeons, though dangerous and unusual, should be treated as just another part of the natural world. They're more interested in studying the beasts and preventing them from harming local communities than actively poaching them.

Not all ruin beasts are hostile, and some are in fact quite docile unless provoked. However, nearly all of them are capable of tremendous bursts of strength and power when enraged, a byproduct of their harsh environment - and necessary for survival.

Faction template

To make any foe a Beast, you can add the following traits. All Beasts have these traits.

Monsters: Beasts do not negotiate. They might flee if losing a fight badly or act out of self preservation.

- **Motivations:** Beasts have simple motivations, which are typically for territory or food. Ruin beasts in particular are often affected by the blighted energies of unconfined ruins, which can mutate them or drive them sick or mad. Sometimes it is possible to cure these beasts of their afflictions.

All beasts have the **enrage** trait

Special Mechanic: Enrage

Enrage: Gain +1 action when bloodied.

FOES



BRAWLER BEAST

Beasts with thick hides, strong limbs, and monstrous tempers. These dungeon-dwelling beasts enforce their territory through raw aggression and muscle. The energies of the dungeons have given them prodigious size.

Special Traits: Enrage

Primal Strength: All the beast's abilities have *collide*: foes are *weakened*. *Weakened* foes take 2 damage on *collide* instead, and the beast gains 2 vigor.

Smash (1 action, true strike, attack): *On hit*: [D]+fray. *Miss*: fray. *Effect*: Shove 1. If the beast or its target is *bloodied*, increase shove to 3.

Wild Toss (1 action, repeatable): The beast hurls an adjacent ally, removing them from the battlefield, then placing them in range 3. That ally deals 2 damage to adjacent foes when landing.

Barreling Charge (2 actions, range 2, end turn): *Effect*: The beast chooses a foe in range and becomes *sturdy*. At the end of that foe's next turn, the beast *rushes* up to 4, with each space moving towards that foe, phasing through characters. Characters the beast passes through are shoved 1 to either side and take 2 damage. If the beast ends this movement adjacent to their foe, that foe is *weakened* and must save or take 2[D]+fray and become *stunned*, or [D]+fray on a successful save. Then, this effect ends.

CHAPTER 1+

Stone Lizard

Thick hides and stony hides make these large beasts almost impossible to tell from boulders.

Curl Up: When defeated, this character curls up and becomes a height 1 boulder *object*.

Rolling Boulder (1 action): The lizard gathers momentum, then rolls 4 spaces in a straight line, or as far as possible, *rushing*. After it stops moving, it deals damage to all adjacent foes equal to the spaces it rushed, then shoves them 1.

Halitoad

The enormous and foul-smelling Halitoad uses its long tongue to strangle and digest its prey.

Stench: This beast has aura 1. Foes in the aura take +1 curse on attacks and saves.

Replace **Wild Toss** with **Tongue Flick (1 action, range 3, repeatable)**: The toad shoves a character in range one space towards it, or 3 spaces if the toad or its target is *bloodied*.

Horned Rooter

Large omnivores that use their horns to tear up dungeon stones and get at the roots and insects within.

Special Traits: Size 2

Earthbreaker (1 action, range 3): The Rooter either creates a height 1 debris *object* in range, or removes an object in that range. Characters adjacent to an object when it is placed or removed take 2 damage.

CHAPTER 2+

Wild Toss can be used on foes.

Howler

Part ape, part wolf, the Howler is a hyper aggressive monster with a bad temper.

Special Traits: Counter

Howl (2 actions, 1/combat): All foes in range 2 take 2 damage, are *weakened*, and must save or be *stunned*.

Bulk up (1 action): The Howler gains 4 vigor, or 6 vigor if *bloodied*.

Iron Driver (1 action, usable when bloodied): The Howler grabs an adjacent character, removing them from the battlefield, then *rushes* 2 spaces in any direction, placing them in a free adjacent space and slamming them into the ground repeatedly. That foe is *slashed*

and must save or take 3 damage, three times or just 1 damage, three times on a successful save.

CHAPTER 3

Wild Toss range increases to 5 and deals 3 damage when the beast is bloodied.

Baggoth

Enormous beast found in overgrown dungeons. Its long tusks, thick and shaggy coat of hair, and sword-length claws make it a formidable opponent. Though fierce in appearance and quick to anger it spends most of its day sleeping and mostly forages for carrion, berries, and roots.

Special Traits: Size 3, Speed 2, *Sturdy*

Shaggy Mass: The Baggoth blocks line of sight and provides cover as though it was a height 3 object.

Rancor: Foes that end their turn adjacent to the Baggoth take 3 damage and are *slashed*.

Terraslam (2 actions, attack, true strike, medium blast, usable when bloodied): *On hit:* 2[D]+Fray. *Miss or area effect:* fray. *Effect:* Create a pit under the attack target, and one or two height 1 debris object in the area. *Effect:* Increase damage on hit or miss by +[D] against *weakened* or *slashed* foes.



STALKING BEAST

Beasts of unusual intelligence or cunning that have learned to track and hunt the unlucky creatures that wander too deep into dungeons, becoming lost or disoriented and making them perfect prey. Unfortunately, this includes many adventurers.

Camouflage: If this beast ends its turn adjacent to an object or inside difficult or dangerous terrain, it gains *stealth*

Ambush (1 action, attack, +1 boon): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Beast may dash 2 before making the attack. *Effect:* if made from *stealth*, deals bonus damage and *dazes* its target.

Stalk Prey (1 action, range 3, mark): The Stalking beast marks a foe in range. While marked, at the end of that foe's turn, the beast can remove itself from the battlefield, then return in any adjacent space to them. If the marked foe is not adjacent to any allies, the beast deals 6 damage to them, then gains *stealth*.

Rake (1 action, unerring, line 4, repeatable): Foes in the area take 2 damage. The Stalking Beast may dash to any space in the area after this action resolves, with *phasing*.

CHAPTER 1+

Aetherachnid

A large, spider-like beast that has the uncanny ability to phase through matter.

Special Traits: *Phasing*

Phase Shift (Free action): Teleport the beast and all its adjacent allies 1 space in any direction.

Teleporting poison (1 action): A foe in range 2 is *blinded* and teleported 1. Bloodied foes are teleported 3 instead.

Wailicat

A lithe, furred beast that leaps forth from hiding with an ear splitting yowl.

Leap: This beast ignores height movement penalties. When it ends any movement on a lower elevation than it started, it gains *flying* for the duration of that movement.

Replace **Stalk Prey** with **Pounce (1 action, range 3, end turn):** The cat gains *stealth*.

Choose a foe in range. If, at the end of that foe's next turn, they are in range 3 of the cat, it may

teleport adjacent to them and deal 6 damage, ending this effect.

Dungeon Jelly

A phantasmal jellyfish-like beast that is so thin and light it can float through the air. Its cloud of toxin is potent and sought after by thrill seekers.

Special Traits: Flying

Aura of Distortion: Aura 1. Allies inside the aura have *evasion* and foes are *blinded+*. Becomes *aura 2* when bloodied.

CHAPTER 2+

Ambush dash becomes fly 2

Burrower

A heavy clawed mammal that chews up and digests raw stone into a slurry which it uses to make its lair.

Earthglide: The Burrower is at home in the earth, granting it the following benefits:

- Has *phasing*.
- While inside a pit, has *evasion*.
- Ambush creates a pit under its target, hit or miss.

Replace **Stalk Prey** with **Burrow (1 action, range 8, mark)**: The Burrower marks a foe in range. The Burrower digs down and creates a *pit* under itself. While marked, at the end of that foe's turn, the beast can remove itself from the battlefield, then return in any adjacent space to them, dealing 3 damage to them. If the marked foe is not adjacent to any allies, the beast deals 3 damage three times to them, then gains *stealth*.

CHAPTER 3

Ambush can critically hit (+[D]) when this beast is bloodied.

Skinner Shrike

A nasty terrestrial bird that has the habit of collecting trophies of its fallen prey to impress mates.

Blinding speed (free action, usable while bloodied): The Shrike teleports 3. If it started this teleport adjacent to a foe, that foe is *blinded*.

Stalking Slasher (1 action): Until the start of its next turn, the Shrike gains aura 1. Itself and allies in the aura gain *evasion*. When it or an ally in the aura successfully evades an attack, it can *daze*

the attacker, then self or the triggering ally gains *stealth*, and can teleport 2.

Fowl Play (1 actions, usable when bloodied): *Effect*: Teleport 4, then deal 4 damage to an adjacent foe. Can repeat this effect, but must choose a different foe in range each time unless a foe has already been chosen by this ability, or this effect has triggered three times.

SYMBIOTE

Odd beasts that have evolved a cooperative or parasitic relationship with other dungeon denizens, using them for survival or food as needs be.

Traits: Shelter, Diaga

Beast Traits: Enrage

Latch: Starts combat sharing the same space as another ally the same size or larger. While latched on, can't move, but instead moves with its host. Being moved out of its host's space ends this effect. If the Symbiote would be shoved, teleported, or removed from the battlefield, it can pass a save to avoid the effect and become immune to these effects until the end of the current turn. Can latch on to a new adjacent allied character with 1 action or its standard move ability.

Scrabble (1 action, attack, range 2): Autohit: 2 damage, twice.

Pheromone Blast (1 action, range 4): A foe in range is *pacified*, then shoved either 1 space towards or away from the Symbiotic.

Spur (1 action, repeatable): The character the symbiote is latched on to dashes 3 and may deal 2 damage to an adjacent character of the symbiote's choice.

Berserk (2 actions): The Symbiote's host becomes *sturdy*, gains 5 vigor, and gains +1 action. These effects last until the end of the host's next turn.

CHAPTER 1+

Ruin Ape

Small and intelligent simians that form symbiotic, if slightly one-sided, relationships with other monsters.

Malicious Screeching: While the Ape or its host is bloodied, it has aura 2. Foes in the aura are *sealed+*, take bonus damage, and take 2 piercing damage if they end their turn there.

Bubble Fish

A Lungfish that covers the head of monsters or kin, acting as a filtration system for the fetid air of dungeons.

Bubble Barrier: While the fish or its host are bloodied, the fish and its host have *evasion*. Any foe that starts or ends its turn adjacent to the host while the barrier is active is shoved 1 away from it. *Collide:* Foe is *stunned*.

Aethertick

This slow moving bug absorbs Aether, which can tear at the life force of living beings and warp space around it. It has the uncanny ability to teleport arrows or even bolts of magic partially out of existence.

Turn Bolts: While the Tick or its host are bloodied, it has aura 2. Attacks from outside the aura against characters in the aura gain +1 curse and deal half damage.

Replace **Spur** with **Aether Warp (1 action, repeatable):** The Aethertick and its host teleport 3

CHAPTER 2+

Gains **defiance**.

Yellow Creeper

This parasitic creature is a symbiotic fungus with deadly spores that it uses to control other creatures.

Spore (1 action, range 3): The Creeper puts down two terrain effects in free spaces in range. Characters that pass through these spaces gain spore infestation, with the following effects:

- While they have the infestation, they are *sealed+*.
- When a character with a spore infestation is defeated, they release an explosion around them, dealing [D]+fray as a medium blast area effect centered on them and pacifying all characters within. Pacified characters take maximum damage.
- Spore infestation can be removed if a character is *cured*, instead of any other of cure's regular effects.

Puppet (free action): A character with spore infestation is shoved 3 spaces in a direction of the creeper's choosing, then may deal fray damage to an adjacent character of the Creeper's choice.

Detonate Thralls (2 actions): Any number of characters with spore infestation explode as if defeated, ending the infestation.

CHAPTER 3

If latched on, if **enraged**, also grants + 1 action to its host. This stacks with a host's *enrage*.

Nialla's Corpseflower

A carnivorous flower that grows over fierce dungeon beasts. The flower feeds off carrion by putting its host to sleep mid-meal.

Acid Burst: When the Flower or its host take damage, all adjacent foes take 1 piercing damage. This effect can trigger any number of times a round, and does not break *pacified*.

Pacifying Spores (2 actions, range 5, medium blast): Area effect: Foes are *pacified*, then must save or take [D]+fray, or just fray damage on a successful save. *Pacified* foes take double damage.

Morpheus (1 actions): A foe in range 6 is *pacified* and must save. On a failed save, they become so sleepy that they cannot attack, dash, fly, or teleport on their following turn, then this effect ends.

BLIGHT BEAST

Beasts that are soaked in the corruptive energies of the deep arkenruins. Most of them are incredibly poisonous, some by regular toxins, and yet others through being able to channel the sickening energies of the dungeon cores.

Blight Splash: Attacks deal 1 piercing damage on hit or miss to all foes in range 2 of the target as an *area effect*.

Biotic (1 actions, pierce, attack, range 8, small blast): *On hit:* [D]. *Miss or area effect:* 1 damage. *Effect:* Foe is *shattered*. *Effect:* At round 3+, deals bonus damage and increase effect area to a large blast.

Deluge (1 action, repeatable): The beast flies 2, then deals 2 piercing damage to a foe in range 6.

Blight Lob (2 actions, range 8, end turn): The Beast creates a small blast area of *difficult terrain* in range. Characters in the area when it is created take 3 piercing damage as an *area effect*, and characters inside the area are *vulnerable+*.

CHAPTER 1+

Ruin Centipede

These huge, man sized insects are a potent symbol of bad luck in most villages.

Vile (1 action, range 5): A foe in range becomes *vulnerable*, then create two *dangerous* terrain spaces in free adjacent spaces.

Gulper

This amphibian exudes a thick layer of slime when threatened, which it can spit as a weapon.

Slime Spit (1 actions, line 6): The Gulper shoots a line 6 stream of slime. Characters caught in the area when it is created are shoved 1. Allies are shoved 2 instead, and can be shoved in any direction. *Collide:* Foe takes 1 piercing damage twice and is *shattered*.

Ironfeather

This greedy avian's feathers are spine-like and can be shot like quills at range.

Special Traits: Flying

Feather spray (1 action, medium blast):

Area effect: Characters take 1 piercing damage twice and are shoved 1. Then, the Ironfeather may fly 2 spaces for every foe caught in the area.

CHAPTER 2+

At round 3+, Blight Lob only costs 1 action.

Blast Beetle

Volcanic beetles with chemical blood and spit so volatile that it ignites on contact with the air.

Rocket jump (free action): The Beetle flies 2

Explosive Demise: When defeated, explodes in a small blast area effect centered on it. Characters inside are shoved 1 away from the origin space and must save or take [D]+fray, or fray on a successful save.

Acid Ignition (2 actions, attack, range 6, large blast, Round 3+ only): *On hit:* 2[D] +fray. *Miss or area effect:* [D]+fray. *Effect:* Deals bonus damage to and can critical hit (+[D]) *vulnerable* foes.

CHAPTER 3

At round 3+, Blight Splash triggers three times.

Red Worm

A massive, muscular worm the size of a person, found only in deep dungeons. Resilient and able to tunnel through solid rock by exuding a powerful acid. Exists only to eat.

Dig: Can phase through terrain and characters.

Dweller in Dark: The Worm has the following abilities:

- Immune to blinded
- May use its standard move to teleport from the area of any pit to any other pit in range 4
- Has *resistance* while inside a pit

Tunnel (2 actions): The Red Worm creates a pit under itself, then another pit in range 6. It then removes itself from the battlefield and re-emerges in the second pit. When it emerges, it deals 1 piercing damage three times to all foes in range 2 as an *area effect*.

UNIQUES

CHAPTER 1+

Beast pack

A pack of hunting beasts, such as molven, grox, or wolf lizards.

Cornered: When half its members are remaining or less, this pack gains +1 action.

Pack Attack (1 actions, attack): On hit: [D] +fray. Miss: fray. *Effect:* Up to three other members can dash 2, then deal 2 damage to the attack target.

Hunting Tactics (1 actions): A beast in range 3 of a pack member gains *stealth* and can dash 2.

Vicious Howl (1 actions, repeatable): A foe in range 3 of a pack member is *weakened*.

Weakened foes take 2 piercing damage instead.

Drag Down (1 action, range 2, mark): A foe in range of a pack member is *marked*. While *marked*, they are *weakened*+ while adjacent to any pack members.

Harpy

Birdlike beasts with pale faces and soothing voices, they use their resonant throat sacs to hypnotize prey and draw them closer. They often use these talents to hypnotize cabals of other monsters to protect their nests.

Special Traits: Flying

Ear Splitting Song: The Harpy has aura 2. Foes in the aura gain +1 curse on saves and do not save against statuses at the end of their turn. The aura increases to aura 3 when the Harpy is bloodied.

Sonic Screech (1 action, attack, line 6): On hit: [D]+fray. Miss or area effect: Fray. Effect: Foe is *sealed*.

Hypnogogia (1 action, range 8): A character in range of the Harpy becomes *pacified*. If already pacified, the character becomes unable to dash, fly, or teleport until the end of their next turn.

Frenzied Song (1 action, range 2): Allies in range of the Harpy can dash 1 and immediately save against all statuses.

Song of Deadly Soothing (1 action, range 3): All foes in range of the harpy must save or become shoved as far as possible towards the harpy and *pacified*, or just shoved 1 towards it on a successful save.

Barghest

A dog-like beast with a fleshless, skull-like face. It feeds off carrion and is drawn to the aftermath of battles. Its body is so suffused with corrupted aether from the meat it feeds on that it can flicker ghost-like in and out of reality.

Special Traits: Phasing

Aetherflesh: The Barghest can teleport 5 instead of taking a standard move.

Open Wound (1 action, attack): On hit: [D], Miss: 1 damage. Effect: The character gains an open wound. While wounded, it takes [D] again at the end of its turns. This effect does not stack, and ends instead if the character ends their turn adjacent to an ally.

Reality Flicker (1 action): The Barghest or an adjacent ally can teleport 3

Bane Hunter: (1 action, range 4, mark): The Barghest releases an unearthly howl, marking a character in range. That character gains aura 2. While the Barghest is in the aura, that character takes bonus damage from all sources and cannot attack.

Iron Jaw (1 action, repeatable): The Barghest dashes 3 spaces in any direction. An adjacent foe when it starts moving must save or be dragged them with it, shoving its target towards it until its adjacent. Bloodied foes fail the save.

Canoptic Swarm

Swarms of bats, beetles, centipedes, or other carrion-eaters that have fed upon corpses in the deep ruins and become instilled with an uncanny hunger.

Special Traits: Size 2

Amorphous: Can share space with other characters. Any foes that end their turn inside its space take fray damage. Does not provide obstruction, but characters treat its space as difficult terrain.

A Hundred Maws (1 actions, attack, true strike): On hit: [D]+fray. Miss: fray. *Effect:* Deals bonus damage to characters inside its space. *Effect:* All Characters inside its space take 2 damage

Swarm Surge (1 action, repeatable): The Swarm *rushes 2*. Allies inside its space can also *rush 1*.

Consume (1 action, multimark): A foe inside the swarm's area is marked. While marked, they are *slashed* if they start or end their turn inside or adjacent to the swarm, and they take 2 damage if they are inside the swarm and it uses an ability.

Bicorn

An equine monster with a forked, spiral horn, which it can use to channel ambient aether into deadly, reality bending bolts.

Aetherskin: When bloodied, becomes *intangible* until the end of its next turn.

Lightning Gallop (1 action, combo): Dash 2 with *phasing*. If this movement is in a straight line, increase to dash 4. When this dash finishes, deal 2 piercing damage to a foe in range 4.

• **Spiral Horn (2 actions, pierce, attack, line 8):** *Attack:* On hit: [D], twice. *Miss or area effect:* 1 damage, twice. *Effect:* Create a volatile mote, a *terrain effect*, next to every character in the line. When the Bicorn passes through a mote, it picks it up and increases the hit and miss damage of this ability by +2 permanently. (so picking up one would make it do [D]+2, twice, and 3 damage, twice on a miss, for example).

Destabilize (1 action, range 6): A foe in range becomes *vulnerable*. If that foe moves more than 1 space on its next turn, it also takes 2 damage twice.

Surge Shift (1 action): Remove the Bicorn or an ally anywhere from the battlefield, then place the Bicorn or that ally in range 2 of its original location.

CHAPTER 2+

Bonabra

An enormous ruin beast resembling a cross between a hippopotamus and a massive, corpulent ape. It spends most of its day sleeping, and the rest eating. Though usually content to feed on trees and local dungeon flora, it is an incredibly strong hunter capable of insane bursts of speed and aggression, as creatures that disturb its rest are capable of finding out. Many adventurers have been shocked at the sight of one of these rotund giants tearing a demon in half.

Special Traits: Size 3

Bounteous Rest: The Bonabra starts combat asleep. This has the following effects:

- The Bonabra is *immobile*
- It cannot act or move outside of its turn, and only takes one action on its turn.

If the Bonabra is damaged at all by a foe's ability, it wakes up and flies into an unstoppable rage. It also wakes up at the start of round 4. If combat ends before then, or all its allies are defeated before then, the Bonabra remains asleep and is instantly defeated.

Unstoppable Rage: If the Bonabra wakes up for any reason, it flies into an unstoppable rage, granting it the following benefits:

- The Bonabra is *unstoppable*
- It gains 3 actions, can use its Unstoppable Rage abilities, and can only use those abilities, dash, interact, and standard move.

Regular

Sheltering Mass: The Bonabra blocks line of sight and can be used as cover as though it was a height 3 object.

Roll over (1 action): The Bonabra removes itself from the battlefield, then places itself anywhere in 1 space of its original location. Characters inside its area when it returns take 4 piercing damage and are removed from the battlefield, then placed outside its space as close as possible to its original location and shoved 1.

Peaceful Snore (1 action): All allies of the Bonabra in range 2 of it can immediately save

against all statuses and dash 1. Allies at 25% hp or lower are additionally *cured*.

Unstoppable Rage:

Crimson Rampage (1 action, attack, true strike, pierce, medium blast): *On hit:* [D] +Fray. *Miss or area effect:* [D]+fray. Effect: Deals maximum damage against *stunned* characters.

Headbutt (1 action, repeatable): A character adjacent to the Bonabra is shoved 4. Collide: Character takes [D]+fray and is *stunned*.

Gigakaiser (1 action): The Bonabra *rushes* 2, then an adjacent character takes fray damage and is *stunned*. Stunned characters must additionally *sacrifice* 25% of their maximum hp. Characters at 25% hp or lower are instantly defeated.

Megacrab

A massive crab with a thorny shell that has adapted to life away from water. It burrows beneath loose soil in dungeons, where it mimics boulders.

Special Traits: Size 2, Armor 10

Flip Over: When taking damage more than its armor total, loses all armor, becomes *stunned*, and all attacks against it deal bonus damage. These effects last until the end of its next turn.

Claw Slam (2 actions, +1 curse, true strike, attack, range 2, medium blast): *On hit:* 3[D] +fray. *Miss or area effect:* fray. Effect: The crab can spend additional actions on this attack. Every extra action it spends on it gives it bonus damage and +1 boon.

Claw Jab (1 action, true strike, line 3): Area effect: Fray damage.

Water Jet (1 action, stance): The Crab creates a line 5 area effect drawn adjacent to it while in this stance. When the crab moves, it can reposition this effect, but reduces its size by 1. Characters that move into the area or start their turn there take 2 damage, are shoved 2 and must save or become *weakened*. *Weakened* foes fail this save and take 4 damage instead. When the area reaches 0, the stance ends.

Landshark

A fish that uses its spiny body and an exuded slime to burrow through loose dirt or rock between stays in underground pools.

Beast Traits: Enrage

Landswim: The shark has *evasion* and *phasing*. The shark cannot move through objects. If the shark *collides* with an object, it is *stunned* and loses this trait until the end of its next turn.

Dart: At the start of its turn, the land shark shoves itself as far as possible towards the closest foe, with each space of its movement moving closer to that foe. If the closest foe is standing on an object, as soon as the shark would move onto the object's space, it *collides* with it and stops moving.

Gnaw (1 actions, attack, +1 boon): On hit: 3 damage, three times. Miss: once.

Sand Blast (1 action, range 2, repeatable): A foe in range is *blinded*. Blinded foes take 3 damage.

Anklebiter (1 action, burst 1 (self)): Area effect: All foes in the area not standing on an object take fray damage and must save or become dazed. *Dazed* foes take fray damage again on a failed save.

Floatfish

An airborne eel that uses sacs of buoyant liquid, which it can emit as a vapor, to propel itself around. It can inject this liquid into the bodies of its prey, causing them to float helplessly into the air, where it snatches them up.

Special Traits: Flying

Aetherskin: When bloodied, becomes *intangible* until the end of its next turn.

Pearlescent Bubble (1 action, range 4, combo): The fish spits out three bubbles in range.

Pearlescent Bubble

Terrain Effect

Terrain effect: When a character enters the bubble's space, it pops, *shattering* them, shoving them 3 in any direction, and creating a space of difficult terrain. *Shattered* characters are *stunned*. Collide: Character also takes fray damage twice.

- **Slime Stream (2 actions, attack, line 8, combo):** *Attack:* On hit: 2[D]+fray. Miss or area effect: [D]+fray. Effect: Shove all characters 2 spaces in the direction of the line. *Effect:* At round 3+, deals bonus damage and *shatters* target.

Floating Toxin (1 action, range 6, multimark): The fish shoots a spiny dart into the bloodstream of a character in range, marking them. While marked, the character has *flying*, cannot dash, rush, or teleport, cannot benefit from *sturdy*, and is shoved 2 in a random direction at the end of their turns. Roll 1d6 for the direction, relative to the map (1: fish chooses, 2: up, 2: down, 3: left, 4: right, 6: character chooses). A character can save against this mark after being shoved this way, ending it on a success.

CHAPTER 3

Doomcloak

This terrifying batlike creature uses its leathery wings to abduct and choke creatures with a soporific acid, taking them to its nest and storing them in pods made of bone meal and spit for later digestion.

Special Traits: Flying, Sturdy, Counter, Defiance

Chasing Claw (1 action, attack, true strike): On hit: [D]+fray. Miss: fray. Effect: shove 1, and Doomcloak can *fly* 1. Effect: Deals bonus damage to *choked* foes.

Rake (1 action, area effect, line 3, repeatable): Foes in the area take fray damage. The beast may *rush* to any space in the area after this action resolves.

Acid Stream (1 action, true strike, line 4): *Area effect:* Foes in the area take 2 damage and are shoved 1.

Choke (2 actions, stance): *Stance:* The Doomcloak gains 8 vigor, then moves into an adjacent foe's space, sharing it, with the following effects:

- While in this stance, both this beast and its chosen foe are *immobile*.
- The choked foe takes [D]+fray damage at the start of their turn, ignoring vigor, and cannot gain vigor while being smothered.
- When the Doomcloak takes damage, the choked foe take 2 piercing damage. This effect can trigger any number of times.
- When the Doomcloak's vigor is broken or replaced, this stance ends, removing it, and placing it into an adjacent space.

UNIQUE ELITES

CHAPTER 1+

KELPIE

This horselike predator dwells in shallow pools of stagnant water that are found in blighted regions. Like a crocodile, it is an ambush predator, its slimy skin acting as an adherent. It is surprisingly intelligent and will often act injured or pass itself off as an ordinary horse in order to lure Kin close to it to attack.

HP: 56

Elite: Takes 2 turns

Cursed Deeps: At the start of combat, creates two *terrain effects*, medium blast areas of cursed *deep water*. The center space is a pit, and all other spaces are difficult terrain. None can be placed within range 3 of each other.

Aquatic: Can move through all spaces of its own *deep water* areas normally, and has *evasion* in those areas.

Adhere (interrupt 1): When damaged by an ability from an adjacent foe, the kelpie can force that foe to make a save or adhere to its hide. While adhered, the foe cannot move or be placed more than 1 space from the kelpie, and when the kelpie moves or teleports, they are removed from the battlefield, then placed adjacent to the kelpie when it stops moving. They can save to repeat this effect at the end of their turn. A kelpie can only adhere to one character at once, and can choose which to keep or lose.

Savage fang (1 actions, attack, +1 boon: *On hit:* [D]+fray. *Miss:* fray. *Effect:* Deal 3 damage to all other foes adjacent to the Kelpie. *Effect:* Deals bonus damage to characters inside its deep water zones or characters adhered to the kelpie.

Waterspout (1 action, range 3, repeatable): The Kelpie spurts fetid water, *blinding* a foe in range. *Blinded* foes, or foes inside its deep water zone, take 3 damage.

Submerge (1 action): A character inside one of the Kelpie's deep water zones is teleported to any

space inside one of its other zones. Foes can pass a save to avoid this effect, but are *dazed* on a successful save.

Sink (1 actions): The Kelpie disperses into seaweed and water and reappears in any space inside one of its deep water zones, teleporting.

HELLHOUND

A spiny dog-like creature with an incredible stomach. It is able to unhinge its jaws to gaping proportions to feed on toxic dungeon refuse, the which it boils into a fetid slurry in a special organ, swallowing and chewing into stone to help the digestion process. As an offshoot of this bizarre diet, the hellhound can belch clouds of poisonous and incredibly flammable gas.

HP: 64

Special Traits: Size 2

Elite: Takes 2 turns

Corrosive Gas (Round Action): At the start of the round, the Hellhound creates two terrain effect spaces in free spaces in range 6. The area is *dangerous terrain*, and all damage against characters other than the hound at least partly in the space becomes *piercing*.

Blast (1 actions, attack, range 6, small blast, pierce, combo): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* At round 4+, becomes a large blast.

• **Inferno (2 actions, attack, range 4, burst 2(target), combo):** *On hit:* 2[D]+fray. *Miss or area effect:* fray. *Effect:* Attack target is *shattered*.

Hellish Breath (1 action, line 4, width 2, repeatable): *Area effect:* All characters take 2 piercing damage and are shoved 1. Corrosive gas clouds can also be moved 1 space towards or away from the Hellhound, which could cause them to enter characters' spaces.

Spitfire (1 action, pierce, range 6, multimark): Mark a character in range. At the end of that character's next turn, if that character is still marked, the Hellhound shoots a fiery blast for a medium blast explosion area effect. Characters within must save. On a successful save, they take fray damage. On a failed save they take [D]+fray. If the explosion would include one or more spaces of corrosive gas, it detonates the

area, destroying it but dealing fray damage to all characters in the area per space detonated. Then, this effect ends.

CHAPTER 2+

KINFISHER

This bizarre creature is a land-dwelling lungfish the size of a draft horse, a relative of the land shark. It uses its enormous jaws to burrow through solid rock and a fleshy lure to draw in unwary travelers. At a distance, the lure can look like a wounded person, a bobbing lantern, or a fleeing spy - at least until the fish's unlucky prey gets close enough to realize where they are standing.

HP: 64

Special Traits: Immobile, Size 2

Elite: Takes 2 turns

Lure (Round Action): At the start of the round, the Fisher puts a lure out adjacent to a foe of its choice. The lure is a size 1 *intangible* summon.

Perfect Camouflage: The Fisher is *intangible* unless there's a foe adjacent to its Lure

Lure Spines (1 action, attack, range 3, true strike): *On hit:* [D]+fray. *Miss:* fray. *Effect:* This attack can only be made from the Lure's location instead of the Kingfisher's main body.

The Maw (1 action, attack, true strike): *On hit:* 3[D]+fray. *Miss:* [D]+fray. *Effect:* Foe must save or be *stunned*. *Effect:* Deals bonus damage to *weakened* foes.

Reel in (1 action): The fisher moves its lure up to 4 spaces towards it, then shoves all adjacent characters to the lure the same amount in the same direction. Characters can pass a save to reduce this shove to 1.

Acid Spit (1 action, Line 6): Area effect: Foes take 3 damage and must save or be *weakened*.

Submerge (1 action, usable when bloodied, end turn): The Kingfisher submerges into the ground, removing itself from the battlefield, then resurfaces in free space in range 4, even to an occupied area. When it resurfaces, characters in its area take fray damage, are removed then

placed in the closest adjacent space of its choice, then shoved 1.

BASILISK

A pale, man-sized serpentine beast that eats and digests stone, wriggling through dungeon walls like a worm through a corpse. In order to process its prey more efficiently, its body and saliva secretes a magical toxin that can corrupt the aether of living flesh, desiccating them and turning them to stone, though the effect is reversible with treatment. Canny and older basilisks will keep gruesome 'pantries' of petrified statues for later consumption.

HP: 56

Elite: Takes 2 turns

Special Traits: *Phasing*

Stone Pantry: Has *evasion* while adjacent to an object. In addition, if this beast ends its turn adjacent to an object, it gains *stealth*

Petrification: Some of the Basilisk's abilities inflict petrification, which has the following effects:

- When a character gains petrification, give them a token.
- If a character reaches 3+ tokens, at the end of their turn, discard all petrification tokens, then they are *defeated*, removed from the battlefield, and replaced by a height 1 lifelike statue *object* with 10 hp. Return them to the battlefield and *rescue* them when the statue is destroyed. They can take a turn as normal starting with next round.
- A character can get rid of 1 petrification token if at the end of their turn for each of the following that is true: they have not attacked, they have not moved.

Toxic Spine (1 action, attack, unerring, range 3, combo): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Create a toxic pool *difficult* terrain effect space under the attack target with the effect: Foes that end their turn in this space gain 1 petrification.

• **Toxic Lash (2 actions, attack, range 2, combo):** *On hit:* 2[D]+fray. *Miss:* fray. *Effect:* Inflict 1 petrification on the attack target.

Tail Slash (1 action, range 2): A foe in range, takes 2 damage, is *dazed*, and infected with a petrifying poison. At the end of their next turn,

they take 1 petrification unless they end that turn adjacent to one or more allies. Then, this effect ends. This effect does not stack.

Gall Stone (1 action, range 4): The Basilisk spits up a height 1 object, a pillar of toxic bile, in range. Foes that end their turn adjacent to one or more of these pillars gain 1 petrification per pillar.

CHAPTER 3

GIGANTAPEDE

Enormous burrowing insects that feed off livestock and large animals unlucky enough to fall into their nests. Generally ignore Kin unless provoked - then they have enough acid to melt a knight in full armor.

HP: 80

Special Traits: Defiance, Sturdy

Elite: Takes 2 turns a round.

Chitinous Coil: The Gigantapede occupies an arc 6 space instead of a normal space for its size. Only its first and last space (the head and the tail) are attackable or can be used to make attacks or abilities, but its entire body causes obstruction and engagement. Keep track of which is the head, and which is the tail. Only one space can be hit if both are included in the area of an attack or ability (attacker chooses which). When it moves, move its head, then rearrange its body in any valid configuration.

Iron Scales (Round Action): At the start of the round, either the Gigantapede's head or tail becomes immune to all damage until the end of the round. The Gigantapede can choose which starts immune, but the effect must swap back and forth.

Thrash (1 action, true strike, attack): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Foe must save or be *stunned*. Can be made from the head or tail.

Spiny body (1 action, repeatable): All foes adjacent to the Gigantapede take 2 damage.

Acid spray (1 action, line 4): *Area effect:* Characters inside must save or take 3 damage, damage 3 times, or just once on a successful save. *Special:* Can only be made from the head.

Stinger (1 action, multimark, 1/round): A character adjacent to the Gigantapede's tail is marked. While marked, they are *slashed+*, and shoved 2 in a direction of the Gigantapede's choice at the start of their turn. A character can end this mark if they end their turn without moving.

Burrow (1 action, end turn): All characters adjacent to the Gigantapede's head are shoved 1, then remove it from the battlefield. Its head then resurfaces in a new space in range 5, returning it to the battlefield. Place its body in any configuration.

UNIQUE LEGENDS

I. CHIMAERA

Some beasts of the blighted lands are especially susceptible to the warping energies of the arkenruins, absorbing them with such rapidity that they become enormous, multi-headed monstrosities, infused with tremendous aetheric and physical might. Occasionally these creatures are created when beasts of several types are fused by rogue aether surges. Even more rarely, these creatures are intentionally created by rogue wrights, unscrupulous lowlander clans, or ultra wealthy and morally loose guild barons looking for a pet monster. Any way they come into the world, the results are always horrifying, and the resultant beast is always a maddened, rampaging mess.

HP: 60 per player characters (min: 120).

Special Traits: Size 2

Legend: Takes 1 turn for each player character

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Monstrous Heads: The Chimaera has three heads, chosen or rolled for from the following list, each unique.

- Each head has 1/3 of the Chimaera's total hp, rounded up.
- When dealing damage to the Chimaera, a character must choose which head they are damaging, and can only target one head at once. Heads that are reduced to 0 hp are defeated. Damage that 'spills over' on one head is lost.
- Each head has unique set of abilities. Abilities become more powerful the less heads there are.
- Statuses, marks, or other effects only affect the currently acting head.

Each time the Chimaera takes a turn, it takes a turn with only one of its heads. A different head must act from the last head that acted, unless there is only one head left. The Chimaera is only defeated when all three heads are defeated.

PHASES

The Chimaera has the following actions in all phases:

Bound (1 action, 2/round): The Chimaera *rushes* 3 or *flies* 1, then deals 2 damage to adjacent foes and shoves them 1.

Triple Threat (1 action): The Chimaera *rushes* 1, then deals 2 damage to an all adjacent foes.

Two heads: Increase damage to 3. *Final head:* Also shove all foes 1.

Each time the Chimaera loses a head, its phase changes. Abilities become more powerful with less heads.

Phase I: Three heads

No additional effects.

Phase II: Two heads

The Chimaera is *sturdy*.

Phase III: One head

Feral Rage: The Chimaera gains +1 action and becomes *unstoppable*.

Chimaera Heads (d10 3 times, reroll repeats, or pick 3)

1. Lion

Lion's pride: While the Lion is undefeated, reduces damage to all other heads by 2, as if from Armor.

Savage bite (1 action, attack, range 2, true strike): On hit: [D]+fray. Miss: fray damage

Roar (1 action): Adjacent characters take fray damage, are shoved 1 and become *slashed*. *2 heads:* Affects foes in range 2, and *slashed* foes must save or be *stunned*. *Final head:* Affects all foes, everywhere, and ignores cover.

2. Bull

Bull's Fortitude: While the Bull is undefeated, the Chimaera is immune to being shoved.

Headbutt (1 action, attack, true strike): On hit: [D]+fray and shove 1. Miss: fray. *Collide:* Foe is *weakened*. *Effect:* The Chimaera can *rush* 2 spaces before making this attack.

Rampant Galloping (1 actions): *Effect:* The Bull *rushes* 1, twice. Each time it *rushes*, it deals 2 damage to all adjacent foes and shoves them 1.

Two heads: Rushes twice. *Final head:* Rushes three times.

3. Serpent

Serpent's Guile: While the Serpent is alive and undefeated, bloodied foes deal only half damage to the Chimaera.

Numbing Bite (1 action, attack): On hit: On hit: [D]+fray. Miss: Fray. *Effect:* Foe is pacified. This attack does not break the pacified condition and deals bonus damage to pacified foes.

Poison Bliss (2 actions, range 4): The Serpent creates a small blast terrain effect in range. The area is dangerous terrain for foes and foes are *pacified+* inside. While at least partly inside the area, the Serpent attacks and saves with +1 boon. This area lasts until used again. *Two heads:* Costs 1 action. *Final head:* The Serpent can have up to three of these areas active.

4. Crocodile

Crocodile's Savagery: While the Crocodile is undefeated, the Chimaera's attacks can critical hit (+[D]).

Open Wound (1 action, attack): *On hit:* [D], *Miss:* 1 damage. *Effect:* The character gains an open wound. While wounded, it takes [D] again at the end of its turns. This effect does not stack, and ends instead if the character ends their turn adjacent to an ally.

Death Roll (2 action, range 3): The Crocodile chooses a foe in range. At the end of the *very next* player turn, if that foe is still in range 3, the Chimaera lunges. It can remove itself from the battlefield, then place itself adjacent to that foe, who must save. Foes are *dazed* and take 2[D] +fray on a failed save, or just fray damage on a successful save. *Dazed* foes fail the save. *Two heads:* Range 5. *Final head:* No maximum range.

5. Toad

Toad's Repulsion: While the Toad head is alive, all heads have *counter*.

Tongue (1 action, attack, range 3): On hit: [D]+fray. Miss: Fray. *Effect:* The target is shoved 2 towards the chimaera.

Swallow Whole (1 actions): A adjacent character must save or be swallowed whole. On a successful save, they are *weakened*. Remove them

from the battlefield. At the start of their turn, the toad spits them out, placing them in any adjacent space to the chimaera's current location, then shoving them 2 spaces. *Collide:* Character takes [D]+fray. *Two heads:* Weakened characters fail the save. *Final head:* Character also takes damage on being spit out equal to 25% of their maximum hp.

6. Baboon

Baboon's Malice: While the Baboon head is undefeated, all the Chimaera's damage is *piercing*.

Deep Breath (1 action, combo): Adjacent foes to the Chimera are shoved 1 towards or away from it.

• **Fiery Detonation (2 actions, attack, range 6, large blast, combo):** *On hit:* 2[D]+fray *Miss or area effect:* [D]+fray. *Effect:* Deals bonus damage for every object caught in the area. *Two heads:* Attack target must save or be *stunned*. *Final head:* Does not need to combo with Deep Breath.

Pyroclast (1 action, range 8, small blast): Characters in the area takes 2 *piercing* damage. Summon a height 1 smoldering debris *object* in the area.

7. Wolf

Wolf's Brutality: While the Wolf head is undefeated, the Chimaera gains *stealth* if it ends its turn with no foes adjacent.

Savage Claw (1 action, attack, arc 3): On hit: [D]+fray. Miss or area effect: Fray. *Effect:* Deals bonus damage to *blinded* foes. *Effect:* May dash 2 after using this ability.

Shadow Breath (1 actions, range 2, medium blast): Area effect: fray damage and foes must save or become *blinded*. *Two heads:* Large Blast. *Three heads:* Deals fray damage twice instead. Bloodied foes take fray damage three times instead.

8. Goat

Goat's Wisdom (Round Action) : While the goat is alive, at the start of the round, mark a visible space. At the end of the round, a meteor smashes into the space, inflicting fray damage twice in a large blast *area effect* centered on the space to all foes within and *stunning* any foe in

the center space. Then, create a height 1 comet object anywhere in the area.

Cross Bolt (2 actions, attack, range 8, small blast): On hit: 2[D]+fray. Miss or area effect: fray. Effect: Attack target is *vulnerable*. Effect: Shove all foes in the area 1.

Primal Meteor (2 actions): All characters not in cover from the Chimaera must save or take fray damage twice and become *vulnerable*, or once on a successful save. Then, summon a height 1 meteor *object* adjacent to any character affected. Two heads: Fray damage three times on a failed save. *Final head:* Fray damage five times on a failed save.

9. Chicken

Chicken's Spite: While the Chicken head is undefeated, all attacks against the Chimaera take +1 curse.

Peck (1 action, range 2, attack, true strike, pierce): *Autohit:* fray. *Two heads:* Fray, twice. *Final head:* Three times.

Return to Egg (1 action, range 6): A character in range becomes *pacified* and starts to be encased in a stone egg. If they don't attack during their turn, the petrification effect ends. Otherwise, at the end of that turn, they must save. On a failed save, they are encased in stone, removing them from the battlefield and becoming replaced with a destructible (5 hp) height 1 egg object. Until the is destroyed, they cannot take a turn. When it's destroyed, they are returned to the battlefield in the space they left and can take a turn as normal.

10. Bear

Bear's Vitality: While the Bear is undefeated, the Chimaera's Juggernaut trait triggers twice at the start of the round.

Icy path (1 action, attack, true strike, Arc 6): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* Deals bonus damage per status affecting the target.

Cold Feet (1 action): A character in range 8 is *slashed*. Unless that character moves at least 3 spaces on their next turn, at the end of that turn they are also *stunned*. *Two heads:* Also *winds* characters. *Final head:* Also deals fray damage to a chosen character, and fray damage again if they fail to move.

TACTICS

The Chimera is a fairly simple legend fight that increases in tempo the more of its heads are defeated. Canny players may figure out that defeating all three heads at the same time can prevent some headaches, or they may choose to defeat a head that is giving their party composition particular trouble.

TROPHIES

Chimaeric Ichor

Uses: 2 expeditions

Effect: You coat your weapon in Chimaera ichor. While coated, your attacks turn into a triple strike, causing two aetheric copies of your weapon to strike out after the ability resolves, each copy dealing 3 piercing damage to a foe in range 3 of you.

Chimaera Bile

Uses: 3

Effect: Drinking a vial of purified Chimaera bile is a powerful curative. It can be drunk as a *free action* to cure yourself and grant yourself *regeneration* and *defiance*.

However, it also causes cosmetic mutation, and prolonged use can be fatal. After drinking a vial of Chimaera blood, roll 1d10 and consult the heads table. You gain minor beastlike mutations that are similar to the chosen beast (like claws, hair, slit eyes, fangs, scales, etc). The mutations last until the end of the following interlude.

II. APEX

The absolute pinnacle of the ferocious wildlife that roam the blight lands, the Apexes are incredible dangerous, aggressive beasts that are the primal lords of their kind. These beasts are naturally occurring in some blight land species, but also occur when a particular beast gains unnatural power and strength from exposure to blighted food or soil. Apexes are incredibly durable, aggressive, and intelligent for beasts of their type, and display a range of incredible natural abilities, from shooting lightning from specially shaped scales, to venomous fangs, to clouds of steam generated from special glands.

Thrill seekers, researchers, profiteers, and foolhardy adventurers alike pursue these beasts and seek to hunt or capture them for not only their rare and bizarre physiology, but also in hopes of curing them, studying them, or preventing them from preying on the hapless or unwary.

HP: 50 per player characters (min: 100).

Speed: 5 (Dash 3)

Special Traits: Size 2

Legend: Takes 1 turn for each player character

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Might of the Wild: The Apex has three unique abilities, depending on what type of beast it is. Choose or roll for them. The third ability only becomes usable during its second phase.

Hunting Grounds: Before the fight, the GM places three small blast difficult terrain areas on the map. None can be placed in range 2 of each other. Each area is a *hunting ground*. The Apex gains +1 boon on attacks and deals bonus damage to characters in hunting grounds.

Monster Hunt: A foe that ends their turn inside any space of a *hunting ground* can attempt to make a ploy against the Apex by using the natural environment, as long as the Apex is in range 3.

- Making a ploy is a free action that ends a character's turn.
- That player describes to the GM the impressive stunt they pull against the Apex, then rolls 1d6 and hands the die to the GM.
- While the Apex has the die, it takes bonus damage and one of its Might of the Wild abilities is disabled, has no effect, and cannot be used, chosen by the player. It reduces the die by 1 at the end of each of its turns. When a die would be reduced to 0, discard it.
- Each hunting ground can only be used once to disable the Apex.
- The Apex can keep multiple dice at once (track which ability they are disabling) and the bonus damage effect from them stacks.

PHASES

The Apex enters phase II at round 4 or later.

ACTIONS

The Apex has the following action combos in all phases:

Bound (1 action, 2/round): The Apex *rushes* 3, then deals 2 damage to adjacent foes and shoves them 1. If it starts this movement inside a Hunting Ground, it can *rush* 5 or *fly* 3 instead.

Savage swipe (1 action, attack, range 2, combo): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Foe and all adjacent foes to its target are *slashed*. *Slashed* foes take fray damage again.

- **Ram (1 action, true strike, attack):** *On hit:* [D]+fray and shove 2. *Miss:* fray and shove 1. *Effect:* Apex may dash up to 4 before making this attack.
- **Primeval Crusher (2 actions, attack, range 2, medium blast):** *On hit:* 2[D] +fray. *Miss or area effect:* [D]+fray. *Effect:* Create a pit under the attack target. Characters already in pits are *stunned*. *Effect:* Apex may dash 1 either before or after this attack.

Rear up (1 action, range 2, combo, end turn): The Apex slams the ground in a medium blast *area effect* in range. Foes inside take fray damage, then it rears up. At the end of the *very next* turn, it lands, shoving all foes inside 3. *Collide:* Foe is *slashed*.

- **Steaming Rage (1 action, combo):** The Apex shove all adjacent foes 1, then gains 10 vigor. Its next attack deals bonus damage, and gains *pierce*. However, after it attacks, the Apex loses any vigor it has.
- **Gargantua Pinch (1 action, combo):** An adjacent character must save. On a successful save, they take fray damage and are shoved 2 in any direction. On a failed save, the Apex picks them up in jaws or paws, removing them from the battlefield. At the start of that character's next turn, the Apex tosses them, placing them back on the battlefield in a free adjacent space to the Apex, then shoving them 2. *Collide:* Character is *weakened*.

PHASE II (ROUND 4+)

Hidden Might: The apex's third Might of the Wild ability becomes active.

Terminus Howl (Round Action): At the start of the round, all foes take piercing damage equal to the round number +1, ignoring cover. This damage cannot reduce a foe below 1 hp.

MIGHT OF THE WILD

Might of the Wild abilities can be used **twice a round**, in any combination, plus **once more** if there are 4 or more player characters.

Roll or choose two abilities.

1. Toxic

Toxic Cloud (1 action, range 5): The Apex creates a small blast area of dangerous terrain (which the Apex ignores) in free space in range. Foes inside the area are blinded+. If the Apex uses this ability again, it can either create a new cloud, or blow its existing clouds 2 spaces in any direction, which could cause them to overlap characters. It can have up to 2 clouds at once. Clouds last indefinitely, but evaporate if this ability is weakened.

2. Thick Hide

Harden (1 action): The Apex gains 10 vigor as its armor hardens. The next time it takes damage from a foe's ability, the armor explodes, ending all vigor, and *dazing* and dealing 4 piercing damage to all foes in range 2 as an *area effect*.

3. Spines

Sanguine Barb (1 action, range 6): The Apex impales a character in range with a barb. While this effect is active, they take 1 piercing damage for each space they move, dash, or are shoved. The effect can be removed if a character doesn't move for their entire turn, or if they are *cured*.

4. Horned

Primal Charge (1 action): The Apex *rushes* 3, then shoves an adjacent foe 2 spaces. *Collide:* Foe takes fray damage twice and is *slashed*.

5. Brutal Strength:

Stone Toss (1 action, range 3): Effect: A foe in range takes 3 damage and is shoved 1, then create a height 1 boulder *object* next to them. *Collide:* Foe is *stunned*.

6. Burrowing

Earthglide: The Apex has Phasing

Seismic Geyser (1 action, range 5): The Apex chooses a foe in range that has not acted yet. At the end of that foe's turn, a geyser erupts under them, dealing fray damage and inflicting *weakened* as a medium blast *area effect* centered on them. *Weakened* foes take [D]+fray instead.

7. Chameleonic

Blend in: If the Apex starts its turn in difficult or dangerous terrain, it gains *stealth*.

Primal Ambush (1 action): The Apex disappears from sight, removing itself from the battlefield. It then re-appears adjacent to any player character in range 3, placing it in free adjacent space. They must save or take 2 damage, four times and be *dazed*, or just 2 damage, twice on a successful save.

8. Winged

Winged: The Apex's standard move is *fly* 5, and all its dashes or rushes may be replaced with a *fly*. This trait deactivates if weakened.

Talon Snatch (1 action): The Apex soars into the air, removing it from the battlefield, then returns with at least one space in range 2. When it takes off, it can pick up an adjacent foe, dealing fray damage and forcing them to save. On a failed save, they are removed with the Apex, then placed adjacent after it lands. On a successful save, they are shoved 1.

9. Lashing Tail

Tail Sweep (1 action, arc 4): The Apex sweeps their tail in an arc 4 *area effect*. Foes inside take 2 damage and are all shoved 2 in a direction of the Apex's choice. *Collide:* Foes take 2 damage again.

10. Carrion Eater

Carrion Stash (1 action, end turn): The Apex digs up some stashed carrion and eats it. Create a pit in an adjacent space. During their next turn, all their abilities deal *bonus damage* and their attacks gain +1 boon and may critical hit (+[D]).

11. Sonic Shriek

Shriek (1 action, range 2): The Apex releases a shriek, affecting all foes in range as an *area effect*. Foes take 2 damage, once, for each space between them and the Apex (so foes at range 2 would take 2 damage, twice

etc). If the Apex is inside a Hunting Ground, this effect increases to range 3.

12. Element Breath

Primal Elements (1 action, medium blast, range 2): The Apex releases a blast of ice, fire, sand, or some other element, creating a medium blast *area effect*. Foes inside take 2 damage, then must save or be shoved 2 and *blinded*, or just shoved 1 on a successful save. Then create up to two *dangerous terrain pit* spaces in the area (fire, water, quicksand, etc).

TACTICS

The Apex is a fairly straightforward Legend. It can stack up a lot of bonus damage with its abilities, especially using its Hunting Grounds, but players can also use these hunting grounds to temporarily disable its extra abilities. Players must be careful since they have limited hunting grounds available and their effects are erratic.

TROPHIES

Apex Fang

Uses: 3

Effect: At the start of combat you may call on the power of this fang to temporarily magically transform into a beastlike form, spending one or more uses of this ability. Roll 1d12 per use spent. You gain the use of the rolled ability from the Might of the Wild table and any associate traits for the rest of combat.

Apex Mantle

Uses: One expedition

Effect: You can don this cloak of Apex hide to show your dominance during this expedition. You deal bonus damage to beasts, and at the start of one combat, you may summon a **beast pack** mob with 6 members. The mob is allied to you.

III. WYRM

When the world was young and still scalding and steaming from the raw energies of its creation, the Wyrms were born. Massive, serpentine beasts, they emerged from the molten earth fully formed, or so the legend goes. These ancient beast gods ruled the land for a time, and then their age passed, as all ages will, and the world

changed. The wyrms went into hibernation, curling up and sinking into the earth, resting in unceasing slumber. As they slept, they conserved their energy, for another age, when they could emerge and feed, growing fat and strong again.

Wyrms have a primal aetherstone instead of their heart. This allows them to channel unbelievable raw energies that were present when the world was young, and spit scouring divine fire that turns nearly all matter to ash.

Occasionally, over the history of Arden Eld, a wyrm will naturally awake from its long sleep. The emergence of a wyrm is a cataclysmic event similar to a volcanic eruption or a natural disaster. The land quakes and belches forth poison gas and magma, plants wither, and wildlife flees from the eruption site. It quickly establishes a hunting grounds and rules over a massive territory as a primeval monarch, culling herds of animals (including kin) to acceptable populations to maintain its feeding stock.

More recently, the Churn has awakened more and more Wyrms, an unfolding calamity with no easy solution and terrifying consequences.

HP: 50 per player character (min 100)

Special Traits: Size 3, Sturdy

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Dragonfire: The wyrm's divine fire scorches the very soul. When an ability inflicts *dragon fire*, all of its targets *sacrifice* 25% of their max hp.

Path of Ruin: Many of the Wyrms' abilities key off a particular map edge, called the *Path of Ruin*. The GM decides and announces the initial Path of Ruin edge at the beginning of combat, then it moves clockwise at the start of each round.

MAP

This fight is best on a medium or larger sized map (10x10, 12x12, 14x14, etc).

PHASES

The Wyrms enter phase II when bloodied.

PHASE I

Devastate (Round Action, True Strike, Path of Ruin): At the end of every round, as a *path of ruin effect*, the Wyrms mark out an area that extends from the entire *path of ruin* edge up to 4 spaces from that edge. The Wyrms can not voluntarily enter this area. At the end of the round, it scours the area as a massive *area effect*. Foes inside must save or take 2[D]+fray damage and be *stunned*, or [D]+fray on a successful save.

Sirocco (Round action, Path of Ruin): At the start of every odd numbered round, the Wyrms create a twisting, burning tornado, a one space mobile *terrain effect*, in range 3. The Sirocco is difficult and dangerous terrain. At the end of the round, as a *path of ruin* effect, all Siroccos move 3 spaces towards the *path of ruin*. After each space of this move, they shove all adjacent foes 1 space away from them. Then, any foes shoved by at least one Sirocco during this movement are inflicted with *Dragonfire*. Siroccos last indefinitely.

Liquify (Round Action): At the start of the round, the Wyrms liquify the ground beneath a foe's feet. That foe takes 2 piercing damage and becomes *immobile*. If the affected character would be inflicted with *dragon fire*, the rock melts and is destroyed instead of *dragon fire's* normal effects. The immobilized character or an adjacent character can also chip the rock off by using the interact ability (1 action) and ending their turn. When the rock is destroyed, this effect ends.

Gigabeam (1 action, 1/round): The Wyrms choose a foe in range 3 that has not acted yet. At the end of that foe's turn, the Wyrms fire a massive beam as a *path of ruin* effect. If that foe ends their turn within range 3 of the Wyrms, they are inflicted with *dragonfire*. If not, then the beam sweeps across the entire battlefield and hits *all* foes, inflicting *dragonfire* on all of them.

Blazing Wind (1 action, 2/round, path of ruin): As a *path of ruin* effect, all foes must choose: Take 4 damage or else be shoved 1 towards the path of ruin.

Molten Eruption (1 action, range 3, 1/round): The Wyrms create a height 2 blight pillar object in free space in range 3. The pillar and all spaces in a small blast area centered on it are dangerous terrain, which the Wyrms is immune to. When it is created, adjacent foes take 2 piercing damage.

Jaws of Death (1 action, combo): The Wyrms rush 2, then an adjacent foe must choose: stand their ground or flee.

- *Stand your ground:* Become *slashed* and take fray damage. Then save, or also be inflicted with *dragonfire* on a failed save.
 - *Flee:* Be shoved 4 spaces. The Wyrms can choose the direction of this shove, and can change directions mid-shove.
- **Seismic Geyser (1 action, range 4, combo):** The Wyrms choose a foe in range that has not acted yet. At the end of that foe's turn, a geyser erupts under them, dealing fray damage and inflicting *weakened* as a medium blast *area effect* centered on them. *Weakened* foes take [D]+fray instead.

Ancient Fury (1 action, attack, true strike, medium blast): *On hit:* [D]+fray and shove 2.

Miss or area effect: Fray damage and shove 1.

Effect: The Wyrms may rush 1 before this attack.

• **Gigacrush (2 actions, attack, range 3, small blast, combo):** *On hit:* 2[D]+fray. *Miss or area effect:* [D]+fray

- **Rage of Arden (1 actions, attack, range 4, combo, path of ruin):** *On hit:* [D]+fray. *Miss:* fray. *Effect:* The Wyrms soars into the air. It removes itself from the battlefield, then as a *path of ruin* effect draws a line *area effect* 3 spaces wide straight across the battlefield, starting on the side opposite the *path of ruin* edge, and ending with the *path of ruin* edge. Foes inside take piercing fray damage. Then the Wyrms returns to the battlefield in range 2 of its original location.

PHASE II (WHEN BLOODIED)

As phase I, but all *Path of Ruin* effects activate twice: once directed towards where the *Path of Ruin* *currently* is, and then once where it *will be* next round.

In addition, the Wyrms gain the following round action, which activates at the start of the next available round:

Zetaflare (Round Action, true strike, divine): The Wyrms choose a foe at the start of the round. At the end of the round, after all other effects have resolved, all foes not in range 2 of that foe take 5 *divine* damage, ignoring cover.

TACTICS

The Wyrms are a ferocious foe that is capable of dealing incredible damage. Most of its effects are telegraphed, moving towards the *path of ruin*, so good positioning from player characters can avoid them. Characters can mostly choose between being shoved by the wyrms' abilities (and potentially into a bad position) or taking the hurt. Canny characters might position themselves so they are shoved into objects with Blazing Wind, or figure out that Liquify can make them immune to the negative effects of Blazing Wind, Jaws of Death, and Gigabeam, since they cannot be shoved - but also makes them vulnerable to other effects, such as Zetaflare.

TROPHIES

Wyrms Gut

Uses: 1 expedition

Effect: Wrap your armor or weapon with the power of the wyrms, imbuing you with its fury. For this expedition, at the start of any combat, *you* can choose your own *path of ruin* edge. At the end of the round, you may choose to shove all characters 1 space towards that edge, then deal fray damage to them if they are in range 4 of that edge.

Tail Sword

Uses: 1 expedition

Effect: The tailbone of a Wyrms has a remarkable sword shape and is razor sharp. While wielding such a magnificent weapon, your attacks against bloodied characters inflict *dragonfire*. Legends are immune to this effect.

BEAST TROPHIES

Tech	Description and Effect	Uses
Yellow spore sack	As an action, you may toss this sack of spores. Characters in a small blast area in range 3 are <i>sealed</i> and you may shove them 1 in any direction.	5
Drift Oil	Use as an action to splash the oil about, reversing gravity and drifting into the air. You and every other character in range 2 may fly 3 in a direction of their choice.	3
Howler Venom	Venom from a howler beast. You can apply during any attack to grant it bonus damage, pierce, and inflicts <i>slashed</i> .	2
Screecher gland	Step on the screecher gland as an action to make a horrible screeching noise. Characters in a medium blast area centered on you, including you, must save or become <i>stunned</i>	3
Landshark cape	You may use this cape as a free action and dive into the earth. Dash 4 spaces in a straight line with phasing. You are intangible while dashing.	3
Kelpie head	As an action, you can hold this severed head up. It spurts fetid water at all foes in range 4. Those foes are shoved 1. Collide: They take [D]+fray and are also <i>blinded</i> .	3
Stalker scales	This expedition, when ending your turn adjacent to an object or inside difficult or dangerous terrain, gain <i>stealth</i>	2 expeditions
Gigantapede stinger	This huge stinger is big enough to be used as an offhand weapon. Your attacks this expedition gain Effect: Deal 2 piercing damage to an adjacent foe.	1 expedition
Chimaera Hide	Wrap yourself in tough, rippling, Chimaera hide. This expedition, you automatically succeed on all saves against statuses or other effects at the end of your turn.	1 expeditions

IV. SCAVENGER

Scavengers is a particular term in Arden Eld, referring to the scions of the Churning Age - those who rush into the ruins in search of relics to extract for a quick profit, or prowl the roads in search of vulnerable folk to shake down. Many find that it is easier to have others do the hard work for them, then rob them blind on the way out.

Scavenger bands are as diverse as any other folk of Arden Eld, but usually turn to scavenging out of a desire for profit, something that can be intensely personal. Many scavengers come from the cities, seeking wealth from the ruins that was denied to them by virtue of social class in their homelands. Still others are opportunists, deserters from Imperial armies, Churners whose business has dried up, or people from local villages that were sick of the parochial life and wanted to exercise their ambition. A lot of the time, they are barely one step away from adventurers.

Not all scavenger bands employ banditry, and some are actually large, 'legitimate' enterprises, sanctioned by the major guilds (frequently involving a lot of corruption). These bands are run by individuals colloquially known as Churn Barons - ruthless profiteers who will turn to any means to make money.

Faction Template

To make any foe a Scavenger, you can add the following traits. All Scavengers have these traits.

Kin: Scavengers are kin, can be bargained with, and will flee or surrender if heavily outnumbered or heavily losing a fight

- **Motivations:** Scavengers are typically after the wealth in the ruins and won't fight if terms can be reached

All Scavengers have the Valuables trait:

Special mechanic: Valuables

Valuables: If fighting scavengers, the GM places valuables tokens on the battlefield equal to the number of players +1. Valuables can be picked up by any character by moving into their space. They

don't provide obstruction, can't be targeted, and can share space with anything except other valuables tokens. Characters drop them in adjacent spaces when defeated, or can drop them voluntarily as 1 action. Any character that ends a fight holding two or more valuables tokens gains 1 dust. Valuables tokens left on the battlefield don't count.

Greed: When the Scavenger uses an ability and either they or their target has one or more valuables tokens, the ability gains more powerful *greed* effects.

Cut and Run: If a Scavenger has 4 or more valuables tokens, they attempt to flee the battlefield, fleeing successfully if they start their turn in an edge space of the battlefield with no hostile characters adjacent



FOES

SCRAPPER

Toughs that act as enforcers and workers for scavengers. They are typically large and hardened from years of street fighting or hard labor. Usually have the thankless job of hauling the heavy loot out of a dungeon.

One-Two (1 action, true strike, attack): On hit: Deal fray damage twice. Miss: Once.

Fastball Special (1 action): An adjacent ally is shoved 3. Collide: If they collide with a foe, that foe is *weakened* and shoved 1, and that ally gains 3 vigor.

Uppercut (1 action): *Rush 1*, then an adjacent character takes 2 damage and is shoved 1. *Greed:* they are *slashed*, take 2 damage, and are shoved 1 again.

Haymaker (2 actions, true strike): *Rush 2*, then an adjacent foe must save or take [D]+fray and become *stunned*, or just fray damage on a successful save. *Greed:* 1 action.

CHAPTER 1+

Bouncer

Thick armed ruffians who are hand picked to guard the best of the spoils. Usually picked by scrap bosses for their prodigious size.

Prodigious size: Size 2.

Guard Loot: Doesn't pick up valuables tokens. Instead, counts as holding any valuables tokens it is standing on, and has *resistance* while standing on at least one.

Brawler

Rough and tumble street toughs, come to the ruins to turn a quick guilder.

Street Fighter: Has *resistance* while adjacent to two or more foes

Hurl Loot (1 action): The Brawler picks up an adjacent valuables token and throws it at a foe in range 4. That foe takes 2 damage, then either picks up the token or becomes *slashed*.

Pit Fighter

Braggards and thrill-seekers who make a name for themselves in blood sport.

Replace **uppercut** with **Rolling Cutter (1 action):** Swap places with an adjacent foe, removing and placing both characters. That foe is *slashed*, then shoved 1. *Greed:* Free action:

Golden Knuckles (1 action, true strike): An adjacent foe is shoved 1 for every valuables token the Pit Fighter is holding. *Collide:* foe takes 3 damage, once for every valuables token the Pit Fighter is holding.

CHAPTER 2+

When bloodied, **Uppercut** becomes a free action.

Brewer

Rowdy fighters that get drunk off their own custom camp brews, often found starting brawls in the local watering holes.

Throw Bottle (1 action, attack, range 5, true strike): On hit [D]+fray Miss: fray. Effect: Foe is weakened.

Battle Brew (free action): The Brewer swigs a battle brew. *Gamble.* The brew has random effects. This ability cannot be used again this combat until the Brewer picks up a valuables token.. Duplicate results instead move the result up or down by 1 category (brewer's choice).

1. Brew explodes in a small blast *area effect* centered on the brewer, dealing [D]+fray with *true strike* to everyone (including the Brewer!)
- 2-3. Brewer gains *counter* for the rest of combat. Re-roll if they already have counter.
- 4- 5. Brewer become *sturdy* for the rest of combat and is immediately *cured*.
6. Brewer becomes *unstoppable* for the rest of combat and is immediately *cured*.

CHAPTER 3

Uppercut deals +1 more damage per valuables token the Scrapper is holding.

Splitter

Executioners of the scavenger camps, enforcing the brutal justice of the Judges and the rule of the Barons. Their armor is festooned with trophies and ornaments.

Special Traits: Sturdy

Deep Pockets: Starts with 1 valuables token.

Golden Armor (Interrupt 1, requires at least one valuables token): *Trigger:* Self or an adjacent ally is targeted by ability. *Effect:* Grant *resistance* and *unstoppable* against the triggering ability, then if this character has at least one

valuables token, discard a valuables token, destroying it.

The Block (1 actions, range 3, true strike, end turn): The splitter chooses a foe in range. At the end of that foe's next turn, the Splitter *rushes* up to 4 spaces towards them. If the splitter ends this movement adjacent to the chosen foe, they must save or take 2[D]+fray, or [D]+fray on a successful save. *Slay:* Gain +2 valuables.

Execute (2 actions): A foe in range 2 at 25% HP or lower must save. On a failed save, they are defeated, ignoring all other effects. On a successful save, they *sacrifice* down to 1 hp.

LOOTER

Canny and ambitious folk with quick fingers and quick wits. Usually specialists who are able to crack dungeon doors, disarm traps, open chests, or scout dangerous locations.

Bully: This character always treats bloodied foes as if they have a valuables token.

Slice and Dice (1 action, attack, range 4, +1 boon): On hit: [D]+fray. Miss: fray. *Effect:* May dash 1 both before and after attack.

Mug (1 action): An adjacent foe is *dazed*. If they have a valuables token, that foe takes 3 damage, then the looter gains a valuables token

Swing sack (1 action, arc 3): *Area effect:* 2 damage. *Greed:* Deal 2 damage again to each character for each valuables token the Looter has.

Smoke Bomb (1 action, range 3, 1/combat): Create a small blast area of *difficult terrain* in range, then the Looter gains *stealth*. The area can overlap characters. Self and allies in the area gain *evasion+*, and foes inside are *blinded+*.

Giltfinger

Kin that care little for what they carry out, only that it glitters.

Thieftcraft: Gains *stealth* at the start and end of their turn if holding a valuables token.

Sneak Attack: Attacks that break *Stealth* deal bonus damage and can *critical hit* (+[D]).

Toe-taker

Dust congregates under the fingernails and toes of travelers in the ruins, with predictable influences on the truly desperate.

Golden Burden: Has *evasion* against characters holding a valuables token.

Replace **Slice and Dice** with **Toe Cut (1 action, +1 boon, melee attack):** *On hit:* [D].

Miss: 1 damage. *Effect:* The character gains an open wound. While wounded, it takes [D] again at the end of its turns. This effect does not stack, and ends instead if the character ends their turn adjacent to an ally.

Plucker

Hardened fighters who have made a habit of letting everyone else do the hard work.

Golden Step (1 action, range 3): An ally in range can dash 3 with *phasing*. Any time the chosen ally picks up a valuables token during that move they deal 2 damage to all adjacent foes, then Plucker gains the token.

CHAPTER 2

Smoke bomb gains *Greed:* Medium Blast

Finger Collector

Especially cruel scavenger barons will occasionally exact a flesh price in lieu of paying a debt.

Serrated Bolt (1 action, range 6, unerring):

Effect: Deal 3 damage to a character in range.

Greed: Free action

Collect bounty (2 actions, attack, range 6, +1 boon): *On hit:* 2[D]+fray. *Miss:* [D]+Fray.

Effect: Can only be used against bloodied targets.

Slay: Gain +2 valuables. *Greed:* Gains *unerring*.

CHAPTER 3

Smoke bomb creates a cloud of choking gas. When created, all foes in the area take 3 damage and are *dazed*.

Nightcloak

Master thieves of the scavenger bands. Their enchanted cloaks are jet black and fool the eye, blending into the shadows.

Traits: Phasing

Jet cloak (1 action, end turn, requires a valuables token): Discard a valuables token, destroying it. Remove self from the battlefield. At the start of the next player turn, return adjacent to any player character. That character takes 2 damage twice and is *dazed*.

Blinding Venom (1 action): An adjacent foe is *blinded+*. They can end this condition by picking up a valuables token, or ending a turn adjacent to an ally.

BROKER

The managers and pit bosses of the Scavengers, who are responsible for payroll and managing work teams, often chipping in themselves on site. Dirty and thankless work.

Overseer's Bolt (1 action, attack, range 3):

On hit: [D]+fray. *Miss:* fray. *Effect:* Foe is *sealed*.

Effect: All allies in range 2 of the target foe may dash 1.

Swindle (1 action, range 3): Swap places with a character in range, removing and placing both characters. Foes can pass a save to avoid this effect, but are *pacified* on a successful save.

Greed: Free action

Incentivize (1 action, range 3, end turn):

The broker either puts down a valuables token in range, or allows an ally in range 3 to *dash* 3.

Exact Price (1 actions, range 6, mark): A foe in range is *marked*. At the end of their turn, that foe must *sacrifice* 3. They can avoid paying this cost if they drop a valuables token into an adjacent space. They both avoid the cost and end this mark by dropping two or more valuables tokens instead.

Quickfinger

Hedge wrights that use fire aether to bend light, making fools of the greedy and dull.

Trick of the Light (1 action): Gain the following interrupt until the start of the next turn:

Trick of the Light

Interrupt 2

Trigger: An ally anywhere is targeted by an attack. *Effect:* That ally gains *evasion* against that attack. After it resolves, *teleport* that ally 3 spaces to their 'real' location.

Sorter

Semi-retired scavengers who mostly do the work of sorting loot and organizing the payrolls.

Sort Spoils: (1 action, range 2, end turn):

Place two valuables tokens in range, then swap

the position of any number of characters in range 2 with an equivalent number of valuables tokens. *Greed*: Allies swapped this way can then dash 1.

Underboss

Manager-sergeants that organize scavenger bands and keep them on their toes.

Aura of Skulduggery (1 action, end turn): Until the start of their next turn, the underboss is *immobile* and gains Aura 2. The underboss and allies in the aura have *evasion* and *counter*.

CHAPTER 2

Swindle gains range 5

Spender

The tip-top of Broker society, with the pockets to match.

Deep Pockets: Starts with 1 valuables token

Aura of wealth: Aura 2. All characters inside count as holding 1 valuables token

Bribe (1 action, range 6): The Spender creates valuables token, then gives it to a foe in range. That foe is *pacified*, then must save or become unable to attack until the end of their next turn.

CHAPTER 3

Swindle has no maximum range. Allies that are swapped with swindle gain *stealth*.

Blood Broker

Contract wrights that use the water Aether of blood to exact terrible prices.

Special Traits: Regeneration

Blood Price: The Blood Broker has Aura 2:

- Foes inside the aura that use an ability must *sacrifice* 2 after the ability resolves.
- Whenever a character in the area *sacrifices*, the broker may grant 2 vigor to itself or any ally in the aura.

Bulk up (1 action): The Blood Broker gains 4 vigor, or 6 if bloodied.

Equivalent exchange (1 action, range 5, multimark): The Blood Broker *cures* and *marks* an ally in range. If that ally is defeated while marked, the character that defeated them must *sacrifice* 25% of their maximum hp.

JUNKER

Obsessives that collect and sort dungeon detritus, working with scavenger bands to enrich their collection. Usually dropouts from the city colleges, dungeon researchers who have become too work-obsessed, or collectors with a little too much love for their hoards.

Junk Armor: The first time the Junker is damaged by an attack or ability in a combat, reduce all damage to 0 and summon 1 valuables token in free space in range 2 from them.

Scrapstorm (1 actions, attack, pierce, small blast, range 8): *On hit:* [D]+fray and foe becomes *vulnerable*. *Miss or area effect:* fray. *Round 3+:* deals bonus damage, becomes a large blast, and also creates a valuables token in its area.

Scrap Turret (1 action, range 6, summon): The Tinker summons a scrap turret in range.

Scrap Turret

Size 1, intangible

Summon Effect: Once a turn, when a foe in range 3 from the turret takes damage from the Scrapper, the turret deals 1 piercing damage twice to them.

Pile it up (1 action, range 6): The Junker creates a height 1 scrap pile *object* in a space in range 6. Characters adjacent to it when it is created takes 1 damage twice and are shoved 1. If created under a character, it pushes them up on top of it instead. *Greed:* Increase damage, height and shove by +1

Thumper

Brawny junkers who build custom made scrap mortars. Usually get a solid wage and a full belly at the camp.

Load Scrap (1 action, end turn): The Thumper loads an adjacent valuables token into their mortar, removing the token. The next scrap storm they use deals 5 piercing damage again to all characters, creates a *pit* under its attack target, and its attack target must save or become *stunned*. Then, place a valuables token anywhere in the area.

Junk Mage

Wrights that have found creative uses for earth Aether, animating their collections in times of trouble to come to their defense.

Junk form (free action): The Junk Mage transforms into junk, then swaps places with any

free valuables token in range 3, removing and placing itself.

Animate Valuables (1 action, range 8): The Junk Mage chooses a character in range. That character releases a burst 2 (target) area effect, which deals 2 piercing damage to them once for each loose valuables token in the area.

Scrap Trapper

Careful junkers that ward the perimeters of scavenger camps to protect their hoards.

Hoard Ward (1 action, range 8, terrain effect): The Tinker creates a small blast area of *difficult terrain* in range. When the area is created, all characters inside take 2 piercing damage. Foes that pick up a valuables token in the area take 4 piercing damage. Ability cannot be used again until the scrap trapper picks up a valuables token.

CHAPTER 2

Pile it up gains *Greed*: adjacent foes must save or be shattered.

Collector

Scavengers with impressive collections, not all of them useful. Often come from traveling dungeon merchants who got a little too obsessed with their wares.

Great Junk Armor: The first *and* second time this character is damaged by an ability in a combat, reduce all damage to 0 and summon a valuables token in spaces in range 2 from them.

Rummage (1 action): *Effect:* The collector goes through their collection to find something useful. *Gamble.* Objects can be thrown at a space or character in range 6 as part of this action.

1. **Grenade:** Medium blast area effect, fray damage
2. **Jar of Hornets:** Character takes 1 piercing damage 5 times
3. **Arkentech cube:** Rapidly expands to creates a height 1 destructible object (10 hp). If created under a character, pushes them up.
4. **Gaudy Hat:** Put the gaudy hat on a character. A character wearing a hat is *vulnerable+*. If an attack hits that character, they can throw it at the attacker, forcing the attacker to wear it.

5. **Demon Bone:** Creates a pit. Characters in the pit cannot draw line of sight to spaces outside the pit.

6. **Arkentech portal device:** Creates two spaces, both within range 6 of each other. Characters can spend 1 space of movement to teleport from one to the other, as long as the space they enter on other end is unoccupied.

CHAPTER 3

Pile it up gains +1 damage, height, and shove *per* valuables token the hoarder has, to a maximum of 3 height, +3 damage, and +3 shove.

Gildhand Wright

Rogue wielders of metal aether, a powerful derivative of earth aether. Usually upstart alchemists, geomancers, and guild college dropouts pursuing the Midan Apotheosis who have put their considerable talents to nefarious uses.

Deep Pockets: Starts holding a valuables token

Golden hand (free action, range 8): The wright transmutes an object in range into solid gold. Characters standing adjacent to it count as holding a valuables token.

Flesh to Metal (1 action, range 8, 1/ combat): A foe in range must save. On a successful save, they are *shattered*, and the gildhand can use this ability again this combat. On a failed save, they begin turning into solid gold. At the end of their next turn, remove and replace their character with a size 1 destructible object with 10 hp. Until the terrain piece is destroyed, they cannot take a turn. When it's destroyed, return them to the battlefield. Characters standing adjacent to the object count as holding a valuables token.

UNIQUES

CHAPTER 1+

Goons

Loot Hauler: Goons can pick up valuables tokens. Allies of goons can take valuables tokens from them by entering or exiting a space adjacent to the goon holding one.

Yes Boss (1 actions, attack): On hit: fray, twice. Miss: fray. *Effect:* The acting goon may

rush 2 before this attack. *Effect*: All other characters standing adjacent to one or more goons take 2 damage.

You got it Boss (1 actions): Up to two goons can *rush 1*, then *daze* an adjacent foe. *Dazed* foes take 4 damage instead.

Fill Em with Daylight (2 actions, Round 3+ only, 1/combat): A foe in range 4 of any goon takes 3 piercing damage, once, per Goon in range 4. This damage cannot reduce a foe past 1 hp.

Tollkin

Strong-armed and thick-bodied scavengers that have learned a more leisurely lifestyle of blocking a road, bridge, or passageway and hiring a few friends to make passing travelers' life miserable.

Special Traits: Size 2

Immovable Object: Cannot be shoved, teleported, or removed from the battlefield.

Aura of Taxes: Aura 2. Foes that enter or exit the aura stop moving and become *immobile* until the end of the current turn. They can ignore this effect by immediately paying 1 valuables token to the Tollkin, which the Tollkin picks up. If they have paid the toll, they ignore this trait for the rest of combat.

Barricade Slam (2 actions, attack, true strike): On hit: 2[D]+fray. Miss: fray. *Effect*: Foe is *slashed*.

Build Barricade (2 actions): The Tollkin creates a line 4 terrain effect in free space, with at least one space adjacent. The effect is *difficult terrain*, the Tollkin deals bonus damage to characters in the area, and foes that enter or exit the area are *weakened*.

Great Golden Knuckles (2 actions, true strike): An adjacent foe is shoved 2 for every valuables token the Tollkin is holding. *Collide*: foe takes 4 damage, then 4 damage again, once for every valuables token the Tollkin is holding.

Judge

What passes for lawmen among the Scavengers. Shotgun wielding and dour, answering only to the Churn Barons.

Tithe-law: Characters can always avoid effects from the Judge by paying the Judge 1 valuables token, or *sacrificing* 25% of their max hp.

Heavy Caliber: The judge's abilities have *collide*: fray damage and foe is *slashed*.

Long Arm of the Law (2 actions, attack, Line 3): On hit: [D]+fray. Miss or area effect: fray damage. *Effect*: Characters adjacent to the Judge in the area take double damage and are shoved 3.

Lock (1 action, range 3): *Effect*: The judge throws a bola at a foe in range. That foe either takes 4 damage or becomes *weakened* and *slashed* (foe chooses).

Stock (1 action): *Effect*: The judge shoves an adjacent foe 1 and deals them 2 damage, then *rushes* 1.

Smoking Barrel (2 action, usable when bloodied): Repeat the following effect three times: *Effect*: *Rush* 1, then *Area effect*: medium blast, fray damage, and shove 1.

CHAPTER 2+

Redhand

Roaming bounty hunters that collect from the scavenger camps, and are more than happy to hunt down the foes of the churn barons - for the right price.

Unflattering Bounty Poster: The Redhand starts combat by unveiling an unflattering poster of bounty target, chosen randomly from all player characters. The Redhand's has *evasion* against that character and their abilities are stronger against them.

Collect bounty (1 actions, attack, unerring, range 6): On hit: 2[D]+fray. Miss: [D]+Fray.

Effect: Can only be used against bloodied targets or the Bounty Target. *Slay*: Gain +2 valuables.

Kick Off (1 action): The Redhand flies 1. Before they fly, they may shove an adjacent character 1 space, then deal 2 damage to them if they are a foe. If they do, they fly 3 instead.

Lasso (1 action, range 4): A character in range 4 is shoved 1 towards the redhand. *Greed*: Free action. *Effect*: Against the bounty target, shoves them 2 instead and *dazes* them.

Stun Bomb (1 action, small blast, range 4): Area effect: foes are *dazed*. *Dazed* foes or the bounty target takes 4 damage.

Scum

Misanthropic and ill-mannered dregs of Scavenger society that get their way through a combination of bootlicking, groveling, and plain old thievery.

Special Traits: Dodge

Trait Modifications: No diaga. Would not heal you if your life depended on it.

Cowardly by Nature: The Scum surrenders and ends the fight if it's the only character left.

Rat Out (interrupt 1): Trigger: The Scum or one of its allies in range 2 is targeted by an attack. *Effect:* The attacker must save. On a successful save, the attack gains 1 curse. On a failed save, the Scum chooses a different ally other than the attacker within range 2 of the Scum. That character becomes the new target of the attack, regardless of range or line of sight.

Smack (1 action, attack): Autohit: fray damage

Cover me! (1 action, range 3): All allies in range of the Scum may dash 2 towards the Scum.

Drop Scraps (1 action): The Scum drops a valuables token in an adjacent space.

Master Steal (1 action, end turn): An adjacent foe has something stolen. They can recover the stolen item by hitting the Scum with an attack from within range 3. The Scum can only steal one of each item, but can steal from a different character each time.

- **Weapon:** Foe is *pacified*+
- **Armor:** Foe cannot benefit from armor or resistance.
- **Boots:** Foe cannot *dash* or *rush*

CHAPTER 3

Aurelian

Esoteric Priests of the Scavengers that worship the Crimson Titan of debt and greed. As rare and occult as their power is, they are often hired as accountants by particularly enterprising Churn Barons.

Special Traits: Defiance

Tally: The Aurelian has a d10 power die and Aura 2. Whenever a foe uses an attack against the Aurelian or any of its allies in the aura, tick the die up by 1. Also tick Tally up by 1 every time the Aurelian picks up a valuables token. Certain actions require higher or lower tally.

Take Measure (1 action, attack, range 8, medium blast): On hit: [D]+fray and increase Tally by 1. Miss or area effect: fray.

Count (1 action, end turn): Increase Tally by 1

Incentivize (1 action, range 3, end turn): The *aurelian* either puts down a valuables token in range, or allows an ally in range 3 to *dash* 3.

Weight of Conscience (1 action, multimark, requires 3+ Tally, reduces tally by 1): The Aurelian marks a foe in range 5. While marked, the foe can only move a maximum of 3 spaces a round, no matter their abilities or speed. A foe can end this mark by not moving at all for their entire turn.

Lift Burdens (1 action, multimark, requires 6+ Tally, reduces tally by 2): The Aurelian marks an ally in range 5. While marked, the ally gains *flying*, *evasion*, *dodge* and their attacks deal bonus damage.

Collect (2 actions, requires 10 Tally, resets tally): Every foe on the battlefield *sacrifices* down to 50% of their maximum hp. Foes at 50% hp *sacrifice* down to 25%. Foes at 25% hp or lower are *defeated*.

UNIQUE ELITES

CHAPTER 1+

MONDO

Sometimes all you need is a really, really big guy.

HP: 80

Special Traits: Size 2, sturdy

Elite: Takes 2 turns

Enrage: +1 action when bloodied.

Oooh, shiny: When Mondo enters the space of a valuables token, they stop moving and admire it, then pick it up. This stops any movement from any ability or round action and immediately halts the ability.

MONDO DESTROY! (Round Action): At the start of the round, Mondo chooses any foe. At the end of the round, Mondo *rushes* up to 6 spaces

towards that foe, or until adjacent, with each space of the movement ending closer to the chosen foe. If Mondo ends this movement adjacent, they wallop the foe with awesome force. That foe is *stunned* and must save or take 2[D] +fray, twice, or just once on a successful save.

MONDO BASH (1 action, attack, true strike, range 2, combo): *On hit:* [D]+fray. *Miss:* fray damage. *Greed:* Deals bonus damage per valuables token Mondo or their target is holding. If 3+ tokens in total, deals an extra +[D] on hit or miss.

• **MONDO SMASH (2 actions, true strike, range 2, medium blast, combo):** *On hit:* 2[D]+fray. *Miss or area effect:* fray damage. *Greed:* Deals bonus damage per valuables token Mondo or any character in the area is holding. If 3+ tokens total, *stuns* all characters inside.

MONDO SPINNING LARIAT (1 action): Mondo rushes 2, three times, in the same direction. Each time they finish a rush, they shove all adjacent characters 2.

MONDO SPIRAL CRUSHER (1 action): Mondo flings an adjacent character high into the air, removing them from the battlefield, then chooses a space in range 3. At the start of that character's next turn, they return to the battlefield in that space, or as close as possible if it's occupied, dealing 5 damage to all adjacent characters. That character is *weakened*.

HOARDER

Particularly savvy junk mages can amass a quite impressive collection of artifacts. Teetering under the weight of their hauls, which are often strapped to their backs, they often act as leaders, guides, or advisors to scavenger bands. Loathe to sell or part with any of their collection, they are nonetheless willing to use it to protect themselves when in danger.

HP: 64

Elite: Takes 2 turns

Great Junk Armor: The first *and* second time the Hoarder is damaged by an attack or ability in a combat, reduce all damage to 0 and summon a valuables token in spaces in range 2 from them.

Animate Junk Golem: At the start of combat, the Hoarder summons a Junk Golem in range 3.

Junk Golem

Size 1, intangible

Summon Action: When summoned, or once on the hoarder's turn, the golem can move 3 spaces, then shove an adjacent foe 1. If that foe *collides*, they take 2 piercing damage and are *vulnerable*.

Summon Effect: When the golem enters the space of a valuables token, it absorbs it. It's speed, shove, and collide damage all increase by +1 for the rest of combat.

Scrapstorm (1 actions, pierce, small blast, range 8): *On hit:* [D]+fray and foe becomes *vulnerable*. *Miss or area effect:* fray. *Effect:* At round 3+, deals bonus damage, becomes a medium blast, and also creates a valuables token in its area.

Pile it up (1 action, range 6): The Hoarder creates a height 1 scrap pile *object* in a space in range. Characters adjacent to it when it is created takes 1 damage twice and are shoved 1. If created under a character, it pushes them up on top of it instead. *Greed:* Increase damage, height and shove by +1

Weigh Down (1 action, range 6, mark): The Hoarder causes junk to accumulate and stick to a foe of its choice in range. That foe is marked. While marked, the foe cannot *dash* or *rush*, and drops a valuables token in an adjacent space of their choice at the end of their turn. A foe can end this mark if they don't move for their entire turn.

Great Junk form (1 action): The Hoarder transforms into junk, then swaps places with any free valuables token, removing and placing it.

CHAPTER 2+

RING FINGER

Master assassins and 'problem solvers' in the employ of Churn Barons and guild masters both. They use cloaks woven from special silk imbued with the Weeper's Tears, a liquid collected deep underground and said to come from the eyes of the dead Night Titan. These cloaks render them completely invisible, the only traces they leave footprints in dust and stab wounds on their victims.

HP: 56
Speed: 6 (Dash 6)

Elite: Takes 2 turns

Leave Tracks: At the start of their turn, the Ring Finger puts down a track in their space. A character that enters that space collects the track. When a track has been collected, the Ring Finger's Master Cloak trait deactivates until the end of the Finger's next turn.

Master Cloak: While this trait is active, the Ring Finger is *unstoppable*, has *phasing*, and cannot be directly targeted at all. Their location is not revealed on the map. Instead, the GM secretly records their location. Auras, area effects, and other effects that can target a space affect them normally (taking into account *dodge*). This trait deactivates until the end of the Finger's next turn if a track is collected or the Finger attacks.

Pay the Ferryman (1 actions, attack, +1 boon): On hit: [D]+fray. Miss: fray damage
Effect: This attack breaks master cloak. If this attack breaks Master cloak, deals added base damage equal to twice the round number plus twice the number of valuables tokens the Ring Finger is holding. *Effect:* The Ring Finger may teleport 2 spaces before and after the attack.

Mug (1 action, combo): An adjacent foe is *dazed*. If they have a valuables token, that foe takes 3 damage, then the ring finger gains a valuables token.

• **Swindle (1 action, combo):** Swap places with a character in range 3, teleporting. Foes can save to avoid this effect.

Blinding Dust (1 action, range 3): The Ring Finger throws blinding dust at a small blast location in range. Characters within take fray damage and must save or become *blinded*.

Drop Caltrops (1 action, terrain effect, 1/round): The Ring Finger creates a line 3 area of difficult and dangerous terrain.

CHAPTER 3

CHURN BARON

A wealthy boss or owner of a professional scavenger operation, usually incorporated as a guild or some kind of 'legitimate' looking enterprise. These operations work off sheer size,

usually employing hundreds of underlings to explore dungeons and do everything from haul cartfuls of loot to scrap the gold off of statues. Each gets paid out very little, and the rest filters up the chain until it reaches the very well stuffed pockets of the Barons.

HP: 80

Arkentech Hover Chair: *Flying* and *Sturdy*. Loses both when *bloodied*.

Assets: The Baron has a d6 power die, starting at 6. They may tick the die down to spend some of their tremendous wealth to empower their abilities. The die ticks up by 1 at the start of their turn, or 2 every time they pick up a valuables token.

Too Rich to Care (interrupt 1, costs 3

Assets): *Trigger:* The Baron or an ally in range 3 is targeted by an ability. *Effect:* The target gains *resistance* and *unstoppable* against the ability.

Lucky Day (free action, costs 1 Assets): A character in range 6 gains a valuables token.

Fortune Maker (1 action, costs 3 Assets, 1/round, range 4, multi-mark): The Baron chooses an ally in range and motivates them with promises of extreme wealth, marking them. That ally's attacks can no longer miss and they can no longer fail saves.

Problem Solver (1 action, range 6, costs 4 Assets, 1/round): The Baron creates a Crony, a new character, in range. The Crony is an ally of the Baron that doesn't take its turn independently, but acts on the Baron's turn.

Crony

Size 1, no vit, 10 hp, 8 def, spd 4/2

When created, or on the baron's turn, may use its standard move to move 4 spaces, then makes one of the following attacks:

- **Blunderbuss (1 action, attack, range 6, pierce):** On hit: 5 damage. Miss: 2 damage. Greed: +2 damage
- **Arkentech Explosives (1 action, attack, range 4, small blast, true strike):** *Area effect:* 2 piercing damage, shove 1. Greed: +2 damage

Arkentech Force Beam (1 action, attack, range 3, pierce): *Autohit:* fray. *Area Effect:* All

foes in range 3 of the Baron take fray damage.
Shove all affected foes 1 either away from or
towards the Baron.

Pay Off (1 action, range 6, mark): The Baron
gives a foe in range a valuables token. That foe
must then save or become marked. While marked
and holding at least one valuables token, they are
pacified+

**Count Money (2 actions, end turn, 1/
round):** The Baron gains 6 Assets and gains
resistance until the start of their next turn.



UNIQUE LEGENDS

I. TWINBLADES

Good things come in pairs, or so they say.

Splitting the loot can be a tenuous and tedious process, and often involves a lot of backstabbing. Some exceptionally well resourced mercenaries have found it very useful, and even preferable, to use blood magic to solve this common problem. By entangling their soul aether in a powerful ritual, they become unable to die as long as the other one lives. That way, there's no way for them to cut and run - or for anyone else to pull a

fast one without taking their soul bound partner down at nearly exactly the same time - a difficult prospect.

People that are 'twinned' this way tend to grow very close to their twin, and even come to resemble them in their mannerism and sometimes physical appearance, a side effect of the wrightcraft used to bond them together.

Twinblades are often found guarding the leaders of scavenger bands, acting as enforcers, and collecting the lion's share of the loot. After all, there's few enterprising barons out there that wouldn't pass on a pair of nigh-immortal bodyguards.

HP: Each twin has 25 hp per player character (min 50)

Special Traits: Skirmisher

Legend: Takes 1 turn after every player character turn.

Juggernaut (Free action, 1/round): Clear a status or mark on one of the twins.

Twins: This legend is two separate size 1 characters, with the following features:

- Each track effects and hp separately
- However, combos and uses of per round abilities are tracked between *both* twins.
- When this legend takes a turn, only one twin acts at a time, alternating if possible.

Fatebound: If a twin is reduced to 0 hp, they become defeated as normal. However, starting at the end of the next player turn, and at the end of every player turn past that, if the other twin has at least 1 hp and is in range 5, the defeated twin returns from defeated and heals to 25% of their max hp.

PHASES

The twins enter Phase II at the start of round 4

PHASE I

Knife Juggling (Round Action): At the start of the round, the twins choose a character in range 3 of one of the twins. At the end of the round, each twin flings a knife at that character. Each knife deals 4 piercing damage if the chosen character is in range 3, or just 1 piercing damage if they are further away.

Twirling Blade (Round Action): At the start of the round, the twins summon a *twirling blade* in range 3 of one of the twins. The blade is a *summon*. Foes that collide with a blade or start their turn adjacent to a blade take 2 *piercing* damage. If a blade collides with a character, it also deals 2 piercing damage to them. Characters can be damaged by multiple blades at once.

Turnabout (1 action): If both twins are in range 5 of each other, they remove themselves from the battlefield, then switch places, placing them back in each other's positions. When they land, they deal 2 damage to all adjacent foes.

Gemini (1 action, attack, combo): *On hit:* [D] +fray. *Miss:* fray. *Effect:* Both twins can dash 3 before the attack is made. If both twins are then

adjacent to the target, the target takes bonus damage from this attack.

• **Twist Knife (1 action, attack, combo):** *On hit:* 2 damage, five times. *Miss:* 2 damage.

Effect: Foe is *dazed*. *Effect:* If both twins are 3 spaces away from each other, they deal 2 *piercing* damage again to all adjacent foes.

• **Mortal Wound (2 actions, attack, combo):** *On hit:* 2[D]+fray. *Miss:* [D]+fray. *Effect:* Deeply wounds the target. While suffering from this effect, they must *sacrifice* 3 after using any ability. This effect ends when they are defeated, or they can remove it by ending their turn without attacking.

Kick Off (1 action, combo): The twin flies 3, kicking off an adjacent character, with different effects depending on that character:

- *Foe* - Foe takes 2 damage and is shoved 2
- *Other Twin* - Other twin can fly 3
- *Twirling Blade* - Blade is shoved 2.

• **Spin (1 action, combo):** Both twins deal 2 damage to all adjacent foes as an *area effect*. Any Twirling Blades adjacent to a twin spin again, dealing 2 *piercing* damage to all adjacent foes.

• **Venom Cloud (1 action, combo):** All adjacent foes to a twin must save or become *blinded*. The twins gain *evasion* until the end of the current round.

PHASE II

As phase I but:

Twirling Blades summons two blades instead of one.

Seeking Blades : All twirling blades deal piercing damage equal to the round number instead of just 2. In addition, all twirling blades can be shoved 1 space in any direction by the twins at the start of the round.

TACTICS

The Twinblades are a dynamic duo that can put out a lot of pressure and damage on the characters, especially in phase II where their whirling blades becomes more mobile and start dealing more damage. They can use *turnabout* to confuse characters that think they have gotten it all figured out, and benefit from good positioning. A good strategy for players will be to damage them both down at the same time, so that they

can't use the opportunity to resurrect each other, or else split them up.

TROPHIES

Twinblade charm

Uses: 5

Effect: You and a chosen ally attach these charms to your armor or weapon. While attached, you or your ally may expend a charge and swap places with each other as a free action as long as you are both within range 5 of each other, removing and placing both characters. When you land, you may both deal 2 damage to all foes.

Battle Blade

Uses: 3

Effect: Summon a *twirling blade* in free space in range 3, as per the round action. At the start of your turn, you may shove the blade 1 space in any direction.

II. BLOOD BOUND BAND

Mercenaries, ex-churners, and veteran fortune seekers congregate together around the Arkenruins like scum on a pond. Occasionally, the scum rises to the top.

When some scavenger bands have been together a long time, they undergo an old and ill-reputed ritual, from the old days before the Doom.

Writing up a contract, they inscribe runes of binding into their very flesh, using their blood to seal the contract. The agreements within govern everything from share of the loot to proper conduct to appropriate shaving. Violating them repeatedly causes deep and wracking pain, worse than a bad hangover, until the rune-spell is broken.

The bond has another benefit, however. Those bound by the blood contract grow closer to each other, and gain supernatural abilities, able to fight together like one deadly being.

HP: Each brother has 13 hp per player character (min 26).

Legend: Takes 1 turn for every player character.

Strength in Blood (Round Action): At the start of the round, this legend may clear a status or mark affecting one of the Brothers.

Blood Brother: This legend is made up of four Brothers. Each Brother is a separate character, tracking hp and effects separately. The Band is only defeated when all Brothers are defeated. On each of the Band's turns, the Band acts with a different brother, until all have acted at least once. Each Brother has unique actions and a *Blood-bound Blessing*.

Blood Bound Blessing: Each time a Blood Brother is defeated, all active brothers immediately gain the *Blood-bound Blessing* of the fallen brother, empowering them.

PHASES

When only one brother is remaining, the band goes into Phase II.

Phase II (1 Brother): If only one Brother is remaining, they become *unstoppable* and gain +1 action for the rest of combat.

ACTIONS

Every brother has the following actions in all phases:

Blood Bond (1 action): Swap places with a Blood Brother in range 3, removing and placing both characters.

Setup (1 action, end turn): *Dash* 3, then any brother gains *stealth*. That brother's next ability treats all targets as bloodied.

Serrated Knife (1 action): A character in range 4 takes 2 damage. If they're bloodied, they take 3 damage twice instead.

First Blood (1 action, attack, range 3): *On hit:* [D]+fray. *Miss:* fray. *Effect:* May dash 1 before and after attack. *Effect:* Attack gains +1 dash and deals +2 damage on hit or miss per fallen brother.

Blood Brothers (d10 4 times, reroll repeats, or pick 4 different brothers)

1. Boots

Traits: Guard

The Boot (free action): An adjacent foe is shoved 1. If they're bloody, they are instead shoved 3. *Collide:* Foe is *weakened*.

Flying Dropkick (2 actions): Boots *rushes* 3 towards a foe. Then, if they are adjacent to that foe, that foe takes take [D]+fray and is shoved 3. *Collide:* Foe is *stunned*.

Blessing: All remaining Brothers become *sturdy* and gain *The Boot*

2. Fixer

Traits: Guard

Iron Blade: Attacks against bloodied foes gain *true strike* and *slash* them.

Grapple (1 actions, mark): Fixer marks an adjacent foe. While marked, that foe must save if it attempts to break adjacency the first time in a round. On a failed save, it becomes unable to exit adjacency with Fixer by any means for the rest of the current round. On a successful save, the mark and this effect ends, but the foe is *weakened*.

Blessing: One brother can use *Grapple* once a round.

3. Filth

Traits: Skirmisher, Dodge

Dripping Blade: Attacks force the attack target to *sacrifice* 3 after dealing damage.

Poison gas (2 actions): *Area effect:* small blast. Characters in the area take 6 damage. Then, they must save or take 6 damage again and become *blinded*. Blinded characters fail this save.

Blessing: All remaining Brothers gain *Dripping Blade*

4. Cats

Traits: Skirmisher, Dodge

Feline Felicity (Free action): Teleport 3, then may deal 2 damage to an adjacent foe. Bloodied foes take 2 damage twice.

Fan of Nya-ives (1 action): *Area effect:* Medium Blast. *Effect:* Foes take 3 damage. Bloodied foes take 3 damage twice. Then, Cats may teleport 2.

Blessing: All Brothers gain *Feline Felicity*.

5. Sharkie

Traits: Diaga

Great Aura of Skulduggery (1 action, end turn): Until the start of their next turn, Sharkie is *immobile* and gains Aura 2. Sharkie and allies in the aura have *evasion* and *counter*. Foes that trigger *counter* or *evasion* are also shoved 2 after the triggering ability resolves.

Great Swindle (free action): A foe in range 3 is *sealed*, then must save or swap places with Sharkie, teleporting. Bloodied characters fail the save.

Blessing: All Brothers gain *Great Swindle*

6. Pale

Traits: Skirmisher, Dodge

Nighthaunt (2 actions, end turn, combo): Pale teleports 3, then becomes *intangible* and gains *phasing* until the start of their next turn. This action grants *evasion* instead if they are the only Brother active.

- **Midnight Blade (2 actions, attack, combo):** On hit: 3D]+fray. Miss: [D]+fray. *Effect:* Deals half damage if foe has any amount of vigor. Deals bonus damage if foe is bloodied.

Blessing: All Brothers go to speed 5 and gain *phasing*

7. Sharp

Traits: Aetherwall, Slip

Keen Eye: All attacks can critical hit (+[D])

Ricochet shot (1 action, attack, pierce, range 10): On hit: [D]+fray and foe is *shattered*. Miss: fray. *Effect:* A different foe in range 3 from the original target takes fray damage. *Effect:* Deals bonus damage against bloodied foes.

Blessing: All Brothers gain Keen Eye, and one brother can use Ricochet Shot once a round.

8. Fanatic

Traits: Aetherwall, Slip

Spark (free action): Choose a foe in range 6 that has not acted this round. At the end of that foe's next turn, they explode in a small blast area effect for [D]+fray piercing damage, dealing damage to all foes *other* than them in the area. Summon a pit under them. If they are standing in a pit when the explosion happens, they are *stunned* and also take damage.

Blood Pyre (1 actions, attack, range 6, medium blast): *On hit:* [D]+fray, *Miss or area effect:* fray. *Effect:* Summon a pit under every bloodied character in the area. Deals bonus damage to characters inside pits.

Blessing: One brother can use Spark once a round

9. Broker

Traits: Diaga, Defiance

Aura of Bloodletting: Aura 2. All foes that use an ability in the area, including basic abilities, must *sacrifice* 2 after the ability resolves. *Bloodied* foes *sacrifice* 5 instead.

Bloody Bond (1 action, mark): Mark an ally in range 4. While marked and in range, that ally has *resistance* to all damage, but Broker must *sacrifice* 3 at the end of that ally's turn.

Blessing: All Brothers gain *Defiance*

10. Monger

Traits: Diaga

Bounty Hunt (1 action, mark): A foe in range 6 is marked. While marked, abilities against the target gain *true strike*, and allies gain +1 boon to

attack the foe. Using this mark again transfers it. A foe can end this mark by ending their turn more than 2 spaces away from any Brother.

Weakening Venom (1 action): A foe in range 6 is *pacified+*. They can purge the venom from their system at the end of any turn they attack, ending this effect.

Blessing: All foes are marked by *Bounty Hunt*

TACTICS

The band are a bunch of nasty fighters that may seem unassuming at first, but become very dangerous when foes are bloodied. They are a fairly straightforward fight, but can benefit from looking at what each brother can do to combo their abilities together. Characters might try to defeat them all in the same round to limit the effects of their blessings, or pick off a particularly troublesome brother early.

TROPHIES

Blood Rune

Uses: 3

Effect: Use this remnant of runic power at the start of any combat. Roll 2d10 and pick either result, choosing the brother that matches that result. For the rest of the combat, you gain the *blood bound blessing* of the chosen brother.

Boot's Boots

Uses: 5

Effect: Immediately use Boot's **The Boot** ability.

III. MIDAN

Gildhand wrights and Aurelian priests find their uses in the Scavenger bands, to tally, account, and transmute in the name of the pursuit of profit. In the end though, the rogue mage-wrights who hunger for the secrets of metal aether all desire one thing - the Midan Apotheosis, the ability to transmute matter into pure gold. Temporary transmutation - enough to trick a merchant or impress a crowd - is simple enough. The real thing requires mastery of metal aether so twisted, so maddening in its complexity, that most who pursue it are broken from exhaustion.

Those with the fortitude to achieve the Apotheosis are terrifying metalwrights. They no longer pursue wealth, but have become wealth itself. The process draws down their life aether so fast that most of them die within a few years, living out their shortened lifespans in massive, unbelievable opulence.

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Net Worth: The Midan's pernicious metal aether slowly turns everything on the battlefield into gold and precious jewels. Their abilities have more effects and deal more damage to foes according to their net worth. A foe's net worth is tracked with a d10, for each character.

Perfection: If a foe has 10 net worth at the end of their turn, they are fully encased in precious metals and jewels. Their net worth is reduced to 0, then they are *defeated*, removed from the battlefield, and replaced by a height 1 golden statue *object* with 10 hp. Return them to the battlefield, still defeated, when the statue is destroyed.

PHASES

At round 3, and every third round thereafter, the Midan uses The Price is Right.

ACTIONS

The Midan has the following actions, round actions, and traits in all phases:

Grand Transmutation (Round Action): At the start of the round, all foes gain 1 net worth.

Haleyon World (Round Action): At the start of the round, the Midan creates a height 3 golden pillar in free space anywhere on the battlefield. At the end of the round, a foe increases their net worth by 1 for each of these pillars they are adjacent to.

Glittering World (Round Action): The Midan injects the closest foe to them with powerful metal aether. If there are foes at an equal distance, it can choose. This has the following effects:

- Increase that character's net worth by 1d6. Even if that character would go to 10 net worth, they are not defeated.
- Instead, at the end of the round, the affected character explodes, dealing *piercing* damage equal to twice their net worth to all allies and destructible objects in a large blast *area effect* explosion centered on them with *true strike* and increasing allies' net worth in the area by 2. Then, they reduce their net worth by 4 and end this effect.

Molten Creation (1 action, line 10, 1/round): The Midan blasts a line 10 *area effect* drawn from its position. Foes in the area increase their net worth by 1. The Midan can then duplicate any of its terrain effects or objects in the area, creating exact copies in a free adjacent space to the original effect.

Market Evaluation (1 action, range 4, 1/round): The Midan chooses a burst 2 (target space) in range. It may swap the positions of any characters or objects in the area, including itself, removing and placing them. It may then swap the net worth of two characters in the area.

Molten Shell (1 action, 1/round): The Midan surrounds itself with a molten gold shell, gaining a d6 power die with 1 charge per player (max 6). The Midan becomes *resistant* to all damage and *unstoppable* while the metal shell is active.

However, when it would take damage, reduce the metal shell power die by 1, then increase the net worth of whoever dealt the damage by 2. When the die reaches 0, the shell cracks and this effect ends.

Melt (1 action, 1/round): The Midan removes itself from the battlefield, then places itself in free space in range 3.

The Weight (1 action, range 6, small blast, attack, combo): *On hit:* [D]+ twice net worth.

Miss or area effect: twice net worth. *Effect*: All characters in the area are shoved 1 and have their net worth increased by 1.

- **Golden Glove (1 action, +1 boon, true strike, range 3, attack, combo)**: On hit: [D] +fray. Miss: fray. *Effect*: Foe must save or be shoved 1 for every 2 net worth they have, or just 1 space on a successful space. Then, they gain 1 net worth. *Collide*: Foe is *stunned*.
- **Take Measure (2 actions, range 4, medium blast, pierce, attack, combo)**: On hit: 2[D]+ twice net worth. Miss or area effect: twice net worth. *Effect*: Foe is shattered. *Effect*: Foes in the area gain 1 net worth. Bloodied foes gain 2.

Scatter Wealth (1 action, range 3): Create a *coin pile* difficult terrain space in any space in range. The Midan is not slowed by these spaces, and when it takes this action, it may dive into the ground, then appear inside the coin space. When it emerges, deal 2 piercing damage to all adjacent foes.

Glimmer (1 action, range 3, end turn, combo): *Terrain effect*: the Midan creates a height 1 *volatile gem* object in free space in range.

Volatile Gem

Height 1 Object, 1 hp

Object effect: Explodes when taking damage from any ability (including the Midan's), destroying them. When destroyed, each object deals 1 piercing damage, once, to all adjacent foes for every net worth, then increases their net worth by 1.

- **Crystallize (1 action, combo)**: The Midan creates a geode in free space underneath any foe. The geodes are *pits*, and foes inside are *vulnerable+*. Foes that end their turn inside a geode increase their net worth by +1 and become *vulnerable*.
- **Aurelian bomb (1 action, range 3, combo)**: *Terrain Effect*: The Midan creates a bomb of molten gold in range.

Aurelian Bomb

Height 1 object, 10 hp

Object effect: When the Midan summons a bomb, it may choose to detonate any Aurelian bombs that it didn't place this turn. Bombs explode with a medium blast *area effect* centered on them, *shattering* all foes inside, dealing piercing fray damage four times to all foes and objects inside, then

increasing all foes net worth by 2 in the area.

PHASE II (ROUND 3, 6, 9, ETC)

The Price is Right (Round Action): At the start of the round, the Midan shows the characters three golden caskets (a left, right, and center casket).

The GM secretly assigns a number to each casket, from 1 to 3. They must then tell the players what each number does, but not which numbers have been assigned to each casket - that's up to the players to find out!

Characters must choose a casket (left, right, center), and must decide which casket to choose at the start of the round.

Then, the Midan hides the caskets. At the end of the round, they return the caskets and open them, showing the numbers, in order, applying the effects to all characters that chose that casket, then hiding the caskets again.

- **Casket #1**: Increase net worth by 1, then receive 1 dust.
- **Casket #2**: Reduce net worth to 0
- **Casket #3**: Double net worth.

TACTICS

Fighting the Midan is all about managing a characters' net worth. Certain effects, like the Midan's molten shell, can rack it up very quickly on unprepared characters. The Midan can blow up its own volatile gems and swap characters into bad positions in order to maximize wealth gain, also using Molten Creation to double up on powerful terrain effects or objects such as Aurelian Bomb. The amount of objects and terrain can get overwhelming for players very quickly if it's not dealt with!

Canny players may figure out that Glittering World can be used to destroy the Midan's objects or free characters that have been turned to gold, and also safely reset the net worth of characters that are too high.

TROPHIES

Gilthand

Uses: 1

Effect: Use this golden hand as a 1 action ability to immediately transmute a non-legend foe into a golden statue. They are removed from the battlefield and replaced with a golden statue object with a height equal to their size. The object has 10 hp. When it is destroyed, return the foe to the battlefield. If that foe was the last foe, they are instead defeated.

Crystallized Greed

Uses: 1

Effect: Shatter this Midan crystal during any interlude to instantly gain 1d6 dust. For every interlude that passes while you hold on to the crystal, roll one more die and choose the highest result, up to a maximum of 4.

SCAVENGER TROPHIES

Tech	Description and Effect	Uses
Scav Badge	Deal bonus damage to any character holding a valuables token	Unlimited
Gold Tooth	Take the following action: Gang Up (1 action) : Up to three allies in range 5 can dash 3 spaces. If they end their turn adjacent to the same character, each of them deals 2 damage to that character.	2
Shank's Cross Hilt	During the next combat, abilities you use against foes standing next to your allies gain true strike and deal bonus damage.	1
Ruffian's Boots	Free action: Gain stealth	5
Glittercloak	Don a sparkling cloak that shifts and obscures your location. During the next combat, gain <i>evasion</i> . Any foe that ends their turn in range 2 of you gains <i>hatred</i> of you.	1
Sparkling Gem	Spend a charge to use the following Interrupt: Trick of the Light (Interrupt 1) : <i>Trigger</i> : An ally is targeted by an attack or ability from a foe. <i>Effect</i> : That ally gains evasion against that attack or ability. After it resolves, teleport that ally 3 spaces to their 'real' location.	3
Junk Mage Talisman	This expedition, the first time you take damage in any combat, reduce it to 0.	1 expedition
Plunder Blade	This blade has the ability to magically create wealth from nowhere. All your attacks gain (as a relic) Invoke (attack 15+): Create 2 valuables tokens adjacent to your target foe	1 expedition
Midan Shard	This cursed icon causes weapons to transmute their foes temporarily into gold. All foes you defeat are removed from the battlefield and replaced with an object equal to their size. After combat, they either revert to normal (with the gold sloughing off) or stay frozen, depending on the tone of your game. For every two foes defeated this way during an expedition, gain 1 dust.	1 expedition



V. IMPERIAL

The great cities of Arden Eld are growing, stretching at their limits. Some have crowned kings, dictators, or patricians. Other set their ambitions higher - to create a nation, or recreate the old empire - a terrible endeavor indeed. The leaders of the Imperials are single-minded people in love with regalia, the war-banner, the factory, and the clang of steel. They worship the musket. Their soldiers on the ground are less enthusiastic, but given the chance, they will trample the Green into mud and ashes none the less.

Imperials make heavy use of salvaged and repurposed arkentech, that drive the engine-cores of their massive war machines and automatons. The black-powder weapons that they employ are low quality but effective in mass.

Faction Template

To make any foe an Imperial, you can add the following traits. All Imperials have these traits.

Kin: Imperials are kin, can be bargained with, and will flee or surrender if heavily outnumbered or heavily losing a fight

- **Motivations:** Imperials have orders they are following from whatever guild master, warlord, or under-baron they serve. Usually this is to capture a location, object of power, or person of interest. If characters can work around those orders, Imperials can usually be bargained with or even be helpful.
- All Imperials have the **Chain of Command** trait (see below)

Special mechanic: Chain of Command

- **Commanding Officer:** Designate one foe the commanding officer of the imperial detachment. They get a special template.
- **Orders:** At the start of the round, give an orders token to any imperial character. That character automatically activates any *exceed* effects of their attacks, deals bonus damage, and gains +1 action, but can only take their turn after all other imperials have acted. At the end of the round, discard that token.

Special template: Imperial Officer

Any job

This template stacks with other templates.

Promotion: Starts combat with vigor equal to their VIT

Imperial Command Aura: Aura 2. Allies in the aura gain +1 boon on attacks.



FOES

Auxiliary Mob

Made of levies pressed into service from captured villages and towns and armed with heavy old-fashioned arquebuses.

Get Down, Sir! (Interrupt 1): *Trigger:* An ally adjacent to an auxiliary is targeted by an ability. *Effect:* That auxiliary is defeated. The ally gains *resistance* against the triggering ability and is shoved 1 in any direction after it resolves.

Fusillade (2 actions, pierce, attack, range 6): *On hit:* 2 damage, three times. *Miss:* 2 damage. *Effect:* Another auxiliary can deal 2 piercing damage to a foe in range 6 of them. *Exceed:* Repeat the effect.

Focus Fire (2 actions): A foe in range 6 of any Auxiliary becomes marked. While marked, they are *vulnerable+* and cannot benefit from *cover*, *stealth*, *dodge*, or *evasion*. A foe can end this mark by dropping to the ground at the start of their turn, becoming *immobile* and unable to attack for the duration of that turn.

CHAPTER 1+

TROOPER

The poor bloody infantry, the rank and file soldiers of the imperial legions, armed with short-muzzled muskets, broad swords, heavy armor, and hob-nailed boots. In their stained and muddy regalia, they tramp through whatever battlefield their lord sends them to. They are tough fighters in melee combat, able to repel the fiercest monsters or fighters that Arden Eld has to offer.

Brutal Strike (1 actions, attack, true strike): *On hit:* [D]+fray. *Miss:* fray. *Exceed:* Foe is *stunned*.

Blunderbuss (1 action, true strike, repeatable, line 3): *Rush 1*, then *Area effect:* Characters are shoved 1 and take 2 damage. If only one character is caught in the area, they are *slashed*.

Hold the Line! (2 actions): The Trooper gains 3 vigor, then gains *aura 2* until the start of its next turn. The Trooper and any of its allies inside the *aura* are *sturdy* and have *counter* and *resistance*

against any abilities or damage from inside the aura.

Flame Trooper

Troopers armed with black powder bombs that pack a heavy payload.

Flame Bomb (1 action, small blast, range 2, true strike): May *rush 1*, then then *Area effect*: Characters are *weakened*. *Weakened* foes take *fray* damage instead and must *save* or be *stunned*.

Buzz Trooper

Troopers armed with a belt-driven chain-sword. Very noisy and not particularly subtle.

Replace **Brutal Strike** with **Chain Slash (1 action, attack, true strike, arc 3)**: On hit: [D] +fray. *Miss or area effect*: *fray*. *Effect*: Attack target is *slashed*. *Exceed*: *Rush 1*, then repeat the *area effect*, which could overlap the first.

Shotgun Trooper

Troopers armed with crude but heavy metal guns hammered together from scavenged Arkentech.

Double Barrel (1 actions, medium blast): May *rush 1*, then *Area effect*: 2 damage once, for every foe in the *area*, up to a maximum of three times. Then *shove* all characters 1.

CHAPTER 2+

The aura granted by **Hold the Line!** also grants +1 *curse* on attacks for foes in the *area*.

Thunder Trooper

Higher rank soldiers armed with some of the latest to come out of the imperial forges. Using blast-packs to jump into combat, they swing about with heavy arkentech force maces.

Rocket Boost (1 action): The Thunder trooper *rushes* 4 spaces, also ignoring all *terrain* and *height penalties* while moving, then *shoves* all adjacent characters 1. *Effect*: This action becomes a *free action* if the Trooper activated an *exceed* effect this turn.

Ground Pound (1 actions, range 2, true strike): Foes in a *small blast area effect* in *range* take 2 damage. Any foe in the *center space* is *weakened*, and that space becomes a *pit*.

CHAPTER 3

The entire aura granted by **Hold the Line!** extends the Trooper's *Rampart* effect.

Hessian

Mercenary soldiers from across Arden Eld hired on for their love of combat or bloodshed. Extremely skilled and usually kept in reserve until their talents are needed.

Special traits: *Sturdy*

Blood Rush: May *rush 2* before making any attack. If the attack triggers *exceed*, may *rush 2* again.

Hessian Long Rifle (2 actions, attack, true strike, range 8, 1/combat): On hit: 2[D]+fray. *Miss*: [D]+Fray. *Effect*: Foe is *slashed*. *Exceed*: Foe is also *stunned*.

Disarm (1 action): An adjacent foe takes 3 damage and must *save*. On a failed *save*, their weapon flies out of their hands to a *free space* in *range 2*. They can re-unite with their weapon by ending their turn in that space or adjacent to it. Until they do, they cannot attack.

SCOUT

Spies or rangers sent ahead to track enemy movements and terrain for encroaching imperial armies to navigate. Often recruited from local populations, they are well-traveled, educated, and well paid compared to the common legion grunts, something that usually earns them the ire of other soldiers.

Lone Wolf: When ending their turn with no foes or allies in *range 2*, gains *stealth*.

Pistolero (1 action, attack, range 4): On hit: [D]+fray. *Miss*: *fray*. *Exceed*: Gains *unerring*, and deals *bonus damage*.

Flash Bomb (1 action, small blast, range 2): *Area effect*: foes are *blinded*. *Blinded* foes are also *dazed*.

Prep Decoy (1 action): This character *dashes 2*, then gains the following *interrupt* until the start of their next turn:

Decoy

Interrupt 1

Trigger: Self or any ally in *range 4* is targeted by an attack. *Effect*: Grant *evasion* against that attack, then after it resolves the targeted character teleports 3 spaces to a *free space*, which is its 'real' location.

CHAPTER 1+

Imperial Spy

Top line imperial operatives, trained at a guild academy.

Disguise (1 action, range 3): Swap places with a foe or ally in range, teleporting both characters. Foes can save to avoid this effect. If a foe succeeds on the save, the Spy can instead dash 3.

Informant

Well paid, and well fed, informants infiltrate local populations and pass information up to imperial command.

Low Profile: Has *evasion* against ranged attacks. Replace **Prep Decoy** with **Snitch (1 action):** The informant gains the following interrupt until the start of its next turn.

Gathered Intelligence

Interrupt 1

Trigger: A foe anywhere starts their turn.

Effect: Any number of allies in range 2 of that foe may dash 2, then gain *stealth*.

Imperial Demolitionist

Laden with explosives, demolitionists blow doors in ruins, gatehouses of cities, or collapse tunnels below armies.

Clamp Mine (1 action, range 3): The Demolitionist throws a sticky mine on to a character in range. At the end of that character's turn, they explode with a small blast *area effect* centered on them. That foe and other characters in the area are *dazed*. If the exploding foe is the only character in the area, it ceases to become an *area effect*. Instead, they are *dazed* and take 3 damage, twice.

CHAPTER 2+

Flash bomb may teleport any allies in its area 1 space after it resolves.

Groundbreaker

Part combat engineer, part sapper, groundbreakers are sent in to set up advance positions for troops to use.

Grenade Jump (1 action): The Groundbreaker releases a burst 1 (self) *area effect* for 2 damage.

Then, it flies 4, and all other characters in the area may fly 1.

Zip Line (1 action, range 4, end turn): The Groundbreaker creates a 1 space terrain effect in an adjacent space, then another 1 space terrain effect in free space in range. Characters entering one of these terrain effects during their own turn can grab on to the zip line, removing them from the battlefield, then place themselves in free adjacent space to the other terrain effect, then fly 1. This effect can interrupt abilities and other movement, but can only take place once a turn. If a new zip line is placed, the old one is removed.

CHAPTER 3

Flash bomb becomes medium blast, range 5

Imperial Shinobi

Imperial operatives trained in imitation of the Scroll Arts of the Shades. The combination of black powder, traps, and shadow magic is extremely effective at removing particularly tough 'obstacles' for imperial generals, sometimes including political opponents.

Shadow clone (1 action, range 3, summon): Summon a shadow clone in a free space in range.

Shadow Clone

Summon, size 1

Summon Effect: Foes adjacent to a shadow clone at the start of their turn take 3 damage from the clone. The Shinobi and any of its allies may gain *stealth* if they end their turn adjacent to a clone. Clones disappear at the end of combat or if the Shinobi is defeated.

Shadow Swap (free action): The Shinobi or an ally swaps places with a shadow clone in range 3 of them, teleporting.

Shadow Play (1 action, range 2): The Shinobi swaps the positions of two characters in range, teleporting them. Allies swapped gain *stealth*.

SERGEANT

Field officers that are all too eager to push their rank on the battlefield. Covered in pomp and frippery and eager to test out techniques and weaponry fresh from the imperial war colleges with very little regard for the results or applications, a cause of constant griping for the rank and file. Always have well-polished boots.

Tactics Aura: Aura 1. Allies ignore engagement and rampart effects while in the aura, and may dash 1 if they start their turn there.

Leader's strike (1 action, attack, range 3):
On hit: [D]+fray. *Miss:* fray. *Effect:* Foe is *sealed*.
Effect: An ally in range 3 can dash 2 spaces.
Exceed: Repeat the previous effect.

Hold the Line! (1 action, mark, range 5):
The Sergeant marks an ally in range. That ally gains *regeneration* and becomes *sturdy*. All these effects are lost if the mark is moved or replaced.

Arm Shot (1 action, range 5): A foe in range takes 2 damage and takes a shot to the arm. After they next attack, they become unable to attack for their entire following turn.

Martial Might (1 action): This character gains the following interrupt until the start of their next turn:

Discipline

Interrupt 1

Trigger: An ally anywhere makes an attack roll, and the final result is determined. *Effect:* The Sergeant can use this interrupt to cause them to re-roll the attack with +1 boon, taking the second result as the final result instead.

CHAPTER 1+

Evocatus

Retired officers that have re-enlisted for better pay. They often go into battle to complete the training of levies and legionnaires.

Forced March: At the start of their turn, the Evocatus and *all* allies may dash 1 in the same direction.

Decurion

Officers that are better than average shots and lead by example. Tend to garner more respect than their peers, as they are promoted from within the ranks.

Leg Shot (1 action, range 5): A foe in range takes 2 damage, then takes a shot to the leg. During their next turn, they can only move a maximum of 3 spaces. After they move 3 spaces, they become *immobile* for the rest of the turn.

Artillerist

Furnished with the latest scopes and tech, Artillerists often come to the battlefield with their helmets festooned with extremely unwieldy devices that are a source of mockery for the grunts and relief for the cannons.

Scope out (1 action, range 6, mark): Mark a character in range and line of sight. While marked, that foe is *sealed+* and cannot benefit from stealth, evasion, or cover. This effect ends if the character moves 5 or more spaces on their turn.

CHAPTER 2+

After using **Martial Might**, the Sergeant and all adjacent allies can dash up to 2, but must move in the same direction.

Mechanist

Specialty officers armed to the teeth with the newest bombs and a custom arkentech flame hurler. Often boost morale through spectacular displays of pyrotechnics.

Line Breaker (1 action, range 3, 1/combat):
The Mechanist hurls an explosive charge at a medium blast *area effect* in range. All characters inside take 4 damage and are shoved 3 away from the center.

Flame Hurler (1 action, range 5, mark): The mechanist sprays flame in a line 3 *area effect* in range. Characters in the area take 2 damage, and one character of the Mechanist's choice is marked. While marked, they are *pacified+*, and cannot dash, rush, teleport, or fly. The mark ends if they end their turn adjacent to an ally.

CHAPTER 3

Martial Might grants 2 uses of *Discipline*.

Legatus

Senior tacticians that are rightly feared by the foes of the legions. Tend to be advanced in age and use their cunning as a master artisan uses the tip of a knife on a particularly juicy cut of chicken.

Master of Strategy: Before combat starts, may move every character to any space up to 2 spaces in any direction from their starting location

Tactician's Advance (free action): Up to two allies anywhere on the battlefield may dash 2.

Ultimate Weakness (2 actions, range 6, mark): The Legatus marks a foe in range. While marked, every attack against the target gains +1 boon, deals bonus damage, and *exceed*: deal 4 damage again after this ability resolves.

GUNNER

Armed with jumped-up, heavy blackpowder guns (sometimes with multiple barrels, scopes, or other unnecessary additions), gunners are the hammers to the anvil of the legion frontlines. Flashy, armed with the teeth, and with an attitude to match, they are the envy of the infantry.

Heavy Arquebus (2 actions, attack, range 10): On hit: 2[D]+fray. Miss: [D]+fray. *Effect:* Foe is *vulnerable*. *Exceed:* Shell explodes, dealing 1 piercing damage twice in a large blast explosion *area effect* centered on its target.. *Special:* The Gunner cannot attack during their next turn.

Extra Ammo (1 action, range 3, terrain effect): The gunner puts out a 1 space terrain effect in range. The gunner or any ally standing in the space may consume it to activate the *exceed* effects of their next attack and grant that attack bonus damage.

Overwatch (1 action, range 8, end turn): The Gunner creates a medium blast terrain effect anywhere in range and line of sight that lasts until the start of the Gunner's next turn. Any foe that ends their turn in the area takes 6 piercing damage as an *area effect*. If the Gunner is blinded, or a character is in cover from the Gunner, this damage is halved.

CHAPTER 1+

Sharpshooter

A college-trained gunner with a pedigree in precision combat. Usually involved in some kind of betting board back at the barracks.

Brace: When adjacent to an object, increase the range of all abilities with a listed range by +4.

Deploy barricade (1 action, 1/combat): The sharpshooter creates a height 1 *barricade* object in an adjacent space. Adjacent characters other than the sharpshooter are shoved 2 away from it when it is created.

Hotshot

Gunners with nasty, custom tooled chemical shells that ignite on contact.

Napalm Shell (1 action, range 6, mark): The Gunner marks a foe in range. While marked, at the end of their turn that foe has a *dangerous* terrain space created under it and any of its adjacent allies. It can save against this mark at the end of their turn, ending it on a success.

Spotter

Armed with cloaks and long ranged scopes, these gunners use colorful semaphore to signal their partners.

Take The Shot (1 actions, mark): The Spotter marks a foe in range 8 for an off-battlefield sniper. They choose a side of the battlefield. At the end of that character's turn, if they are not in cover from that side of the battlefield, they must save or take [D]+fray, or fray on a successful save. The Spotter can change the side of the battlefield at the start of their turn. A character can end this mark by moving 5 or more spaces on their turn.

CHAPTER 2+

Overwatch's damage gains *unerring*.

Cannoneer

Using heavy, multi-barrel arkentech gatling cannons, these heavy troopers can lay down hails of aether-charged bullets.

Full auto (1 action, end turn, stance): While in this stance, the this character is *immobile*, but gains the following benefits:

- All their attacks gain +1 boon, deal bonus damage, and deal 2 piercing damage to all foes in range 2 of their target as an *area effect*
- Their abilities have no maximum range.

They can only exit this stance by spending 1 action and ending their turn.

Collateral Damage (1 action, rages 6, round 3+): The Cannoneer blasts a character in range with a hail of bullets, dealing 2 piercing damage to them, then creates a medium blast *area effect* on the other side of that character. Characters in the area take 2 piercing damage, once, per character caught in the area.

CHAPTER 3

At round 3+, **Overwatch** becomes a free action.

Janissary

The cream of the crop, recruited from high ranking imperial guard, wielding expertly rifled long guns. Stony faced, steely-nerved, and wearing incredibly ornamental armor that is frequently laughed at by the rank and file.

Expert Overwatch: The Janissary is a masterful gunner, granting the following benefits:

- When Overwatch's area is created, the Janissary can deal 2 piercing damage to all foes inside as an *area effect*.
- Any foe entering or exiting Overwatch's area takes 2 piercing damage from the Janissary, but no more than once a turn.

Headshot (2 actions, range 6): A foe in range at 25% HP or lower must save. On a failed save, they are defeated, ignoring all other effects. On a successful save, they are reduced to 1 hp.

Suppressive Fire (1 action, range 8, mark): The Janissary marks a foe in range 8. While marked, that foe take 2 piercing damage after they use any ability other than their standard move. If they are in cover from the Janissary, they can ignore this damage. If they don't take this damage for their entire turn, this mark ends.

UNIQUES

CHAPTER 1+

War Beast

This large, bear-like imperial beasts are bred for war and fitted with spiked armor.

Special Traits: Counter

Enrage: Gain +1 action while bloodied.

Crushing Jaw (1 action, true strike, attack):

On hit: [D]+fray. Miss: fray. *Exceed:* Gain +1 action. *Effect:* Deals bonus damage to bloodied foes.

Shoulder Check (1 action): An adjacent character takes 2 damage and is shoved 1. Collide: Character is *stunned*. *Effect:* The War beast may spend additional actions on this ability. For every action spent, increase the shove and damage by +2.

Steel Jaw (1 action): The War Beast *rushes* 3 spaces in any direction. An adjacent foe when it

starts moving takes 2 damage and must save or be shoved 2 towards it. Bloodied foes fail the save.

Iron Soldat

An imperial soldier that has been fitted with a heavy arkentech power armor. The armor makes them cumbersome but powerful opponents.

Special Traits: Sturdy

Heavy Arkentech Armor: The Soldat is fitted with heavy power armor that is only strong from the front, with the following effects:

- They cannot dash, fly, or teleport
- They can be used for cover by allies as if a height 1 object
- At the end of the Soldat's turn, decide which character they are facing towards. They become *resistant* to all damage from that character and *unstoppable* against any of their abilities. It can instead choose to grant these benefits to an adjacent ally. It must choose a different character each turn from the last.

Chain Gun (1 action, true strike, attack, range 4): On hit: [D]+fray. Miss: fray. *Effect:*

Foe is *weakened*. Deals fray damage to all adjacent characters to the foe. *Excel:* Deals bonus damage and foe is *stunned*.

Lumbering charge (1 action): The Soldat rushes 1, then shoves an adjacent foe or ally 2 spaces.

Mortar (1 action, range 6): The Soldat chooses a character in range and creates a medium blast *area effect* centered on them that moves with them. At the end of that character's turn, the shell lands in the area. Foes within the area take 4 damage once for each foe in the area.

Clank

Steam and clockwork-driven automata, made in imitation of the arkentech automata that populate the ruins. Crude, noisy, and tend to break down at the worst times.

Special Traits: Defiance

Automata: If this character attacks the same character as last turn, it deals bonus damage and gains +1 boon. This effect stacks.

Empty Husk: This character becomes a height 1 object when defeated.

Thumper Gun (1 action, attack, range 4, true strike): On hit: [D]+fray and shove 1. Miss: fray damage. *Exceed:* A different foe in range 3 takes fray damage and is shoved 1. *Collide:* Foe is weakened.

Bullet Spray (1 action, repeatable, range 2, medium blast): Area effect: 2 damage.

Shield Mode (1 action, end turn): The Clank retracts its systems and turns into a walking shield. While in this stance, it is *immobile* but can be used as cover as though it was a height 1 object, and attacks against adjacent allies gain +1 curse.

Self Destruct (1 action, end turn): The Clank begins shuddering. At the end of the next round, or if it is defeated before then, it explodes, instantly defeating it and creating a medium blast area effect on its location. Characters inside must save or take 2[D]+fray damage and be *stunned*, or [D]+fray on a successful save.

Biker

Imperials with helio-bikes, powered by a combination of steam and solar power. Though fragile the bikes can move incredibly fast over rough terrain.

Arkentech Bike: The Biker ignores difficult terrain. It can only move in straight lines, but has *phasing*. Any character it passes through takes 2 damage, but no more than once a turn.

Chariot (2 actions, attack, melee, combo): *On hit:* 2[D]. *Miss:* [D]. *Effect:* Foe is *dazed*. *Exceed:* Foe is knocked into the air, removing them, then placing them in any space in range 3. *Effect:* The Biker dashes up to 2 spaces before and after this attack. This attack deals added base damage on hit or miss based on how far the Biker moved with this ability before making the attack.

- **Spin out (1 action, combo):** Effect: Deal 3 damage to all foes in range 2. The Biker gains *evasion* until the start of its next turn.

Throw knife (1 action, unerring, range 3): A foe in range takes damage equal to the range from the biker.

Rev (1 action): The Biker gains *stealth*, then increases its speed and the distance moved by Chariot by 2 for the rest of combat.

CHAPTER 2+

Gear Walker

Repurposed gendarme units from imperial cores, used to suppress rebellions and police newly acquired territories. Gear walkers are part power armor, part vehicle, with long stilts that allow them to clamber over barricades, buildings, vehicles, and unlucky rebels.

Special Traits: Sturdy

Long Legs: Ignores all obstruction and terrain movement penalties.

Bolt Gun (1 action, attack, range 3): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Foe is shoved 1, then must save. On a failed save, they are shoved 2 more spaces. *Collide* or *Exceed:* All movement values during the foe's next turn are reduced to 1.

Deploy Barricade (1 action, end turn): The walker drops a height 1 barricade object in an adjacent space. The Barricade is a destructible object with 5 hp. Spaces adjacent to the Barricade have *rampart*. The barricade lasts until this ability is used again.

Ashura Blitz (1 action, combo): The walker *rushes* 2. If it ends this move adjacent to a foe, it shoves all adjacent foes 1 space, then *rushes* 2 again.

- **Pressure Rush (1 action, range 3, combo):** The walker chooses a foe in range that has not acted yet. At the end of that foe's turn, it *rushes* up to 4 spaces towards that foe, ending adjacent if possible. Then, that foe takes fray damage three times, or just once if it's adjacent to an ally.

War Balloon

A colorful flying machine, lifted by hot gas and acting as a mobile battle platform for imperial soldiers.

Special Traits: Flying, Sturdy

Hovering: Immune to *rampart*

Deflate: If the War Balloon is prevented from flying, it becomes *immobile* until it can fly again.

Battle Platform: Characters can mount or dismount the War Balloon by spending 1 space of movement, placing them adjacent when dismounting, with the following rules:

- Imperials can start the battle mounted on the balloon.
- While mounted, place characters inside a free space in the balloon (so the balloon has space for 4 size 1 characters). They share its space,

move when it moves, and have *cover*. While moving with the balloon, characters are *unstoppable*.

- Characters hostile to the balloon must pass a save to mount it.
- Characters mounting it the balloon when it is defeated are placed in any free adjacent space of the balloon's choice and take 3 damage.

Vantage Point: Characters mounted on the War Balloon ignore height disadvantage, have +1 boon on attacks and increase the range of all their abilities with a listed range by +4

Side Guns (1 action, attack, range 6, small blast): On hit: [D]+fray. Miss or area effect: fray. *Exceed:* Repeat the area effect, targeting the same or a new area in range.

Flare Bomb (1 action): The Balloon flies 5 in a straight line. It drops a small blast *area effect* below it over any space it moved over. Characters in the area take 3 damage. The character in the center space must save or become *stunned*.

Drop Supplies (1 action): The Balloon drops a supply crate, a height 1 destructible object (5 hp), in a free adjacent space. Any ally adjacent to the supply crate gains +1 boon on attacks and saves, and may *cure* themselves by spending 1 action. The Balloon can have two of these crates active at once.

High Altitude (1 action, end turn, 1/ combat): The Balloon and any of its passengers drift high up, removing them from the battlefield. They all return in any valid space on the battlefield at the start of the balloon's next turn.

CHAPTER 3+

Gunwright

Wielding six-barreled guns in imitation of the Freelancers, these wrights have honed their aether sensitivity to attune to the fire aether of black powder, gun smoke, and bullet ignitions. They are masterful shots and skilled in firearms of all kinds.

Master of Gun: Has *counter* against all abilities used from a range of 3 or greater. Damage from counter ignores cover.

Strafe Shot (1 action, attack, range 3): On hit: [D]+fray. Miss: Fray. Effect: The Gunwright may dash 1 before and after this attack. Each time, they may deal 2 damage to a foe in range 3,

ignoring cover. They must choose different foes each time and cannot choose the attack target.

Showdown (1 action, range 3, end turn): The gunwright chooses a foe in range. Until the end of that foe's next turn, the Gunwright cannot move or be moved by allies in any way. At the end of that turn if the chosen foe is in range 3, dash 1, and the effect ends. If they're at range 4 or higher, they take 2 damage three times, ignoring cover.

Tactical Reload (1 action, end turn): Shove an adjacent foe 1, then dash 1. The next ability used by the Gunwright causes them to erupt with a hail of fire, dealing 2 *unerring* damage as an *area effect* to all foes in range 3.

Counter Fire (1 action): The Gunwright gains the following interrupt until the start of their next turn. At round 3+, Counter fire becomes a *free action*.

Fiery Retort

Interrupt 1

Trigger: The Gunwright or an ally adjacent to it is targeted by a character's ability, and that character is 2 or more spaces away.

Effect: The triggering character must save. On successful save, they dive out of the way and are shoved 1 in a direction of the Gunwright's choice. On a failed save, they take 2 damage twice, ignoring cover. If their ability was an attack, it also gains +1 curse.

UNIQUE ELITES

CHAPTER 1+

PRAETORIAN

These imperial troopers are walking fortresses of iron and custom-forged arkentech. More machine than kin, their heavy power armor bristles with the newest weaponry, and they loom over their foes and allies alike, inspiring dread in equal measure.

HP: 80

Heavy Armor: Resistance against abilities used from adjacent spaces.

Elite: Takes 2 turns

Aura of Dread: The Praetorian has aura 2. Foes inside the aura take +1 curse on saves. Any foe that fails a save inside the area must *sacrifice* 3.

Heavy Mace (1 action, true strike, attack):

On hit: [D]+fray. Miss: fray. *Effect:* Foe is *weakened*. Deals fray damage to all adjacent characters to the foe. *Excel:* Deals bonus damage and foe is *stunned*.

Rocket Jump (1 action): The Praetorian *rushes* 3 spaces in a straight line, ignoring terrain and movement penalties. All adjacent foes when it finishes this movement are shoved 1.

Shield Jumper (1 action): An adjacent ally to the Praetorian uses its shield as a springboard and can fly 3.

Arkentech repulser shield (1 action, end turn, usable when bloodied): The Praetorian becomes *immobile* and gains aura 2 until the end of its next turn. The Praetorian and any of its allies inside the aura have *resistance* against abilities originating from characters inside the aura. Foes entering the aura must first pass a save, or become unable to enter the area by any means on a failed save until the start of their next turn.

STEAM WRIGHT

Engineer-wrights that have attuned to the water aether of steam, the fire aether of burning coals, and the earth aether of metal gears. Their power allows them to attune with machinery of all kinds and maintain the automata necessary to run and manage the largest imperial war machines.

HP: 56

Boiling Shroud: While *bloodied*, the steam wright has permanent *stealth* and gains *aura* 1. All other characters inside the aura are *blinded*+while inside.

Elite: Takes 2 turns

Acrobatics (free action): Dash 2. This action can interrupt and split up other actions or movement.

Steam Hammer (1 actions, melee attack, range 2, small blast): On hit: [D]+fray. Miss or area effect: fray. *Exceed:* Deals bonus damage, *dazes* foe, and gain +1 action

Rev Hammer (1 action, end turn): The Steam Wright revs the steam hammer, granting it +1 boon, increasing its range by 1, granting it *unerring*, and causing a secondary explosion as an area effect after the ability resolves, dealing 3 damage to all foes inside the area.

Steam Shroud (1 action, range 3, mark): An ally in range is marked. While marked, they gain *stealth* at the start of their turns, and have *evasion* if there are no other characters adjacent.

Steam Blast (1 action, line 4): *Area effect:* Characters take 3 damage. *Blinded* characters take 3 damage twice instead.

CHAPTER 2+

SWORD MASTER

Master duelists, trained at imperial war academies. Usually the product of a privileged or pampered upbringing, but not less deadly.

Masamune (1 action, attack, unerring, range 2, combo): On hit: [D] Miss: 1 damage. *Effect:* Slash foe with a mortal wound. If they attack during their next turn, they take 6 damage. *Exceed:* Also apply Muramasa's effect to the foe.

• **Muramasa (1 action, attack, unerring, range 2, combo):** On hit: [D] Miss: 1 damage *Effect:* Slash foe with a mortal wound. If they move during their next turn, they take 6 damage. *Exceed:* Also apply Masamune's effect to the foe.

Hone (2 actions, end turn): The next attack from this character deals maximum damage and triggers all *exceed* effects.

Cut Through (1 action, line 4): *Area effect:* 3 damage. The Swordmaster may *teleport* to any point on the line after this ability resolves.

Duelist's Fervor (1 action, range 3, mark): The Swordmaster marks a foe in range 3. While the foe is marked and in range 2, the Swordmaster has *evasion* and deals bonus damage with all abilities against that foe. The foe can end this mark by hitting the Swordmaster with an attack.

BATTLE WAGON

Slow, ponderous, and fuel-hungry, these massive imperial war machines crawl across the battlefield on metal tracks, belching smoke. Their

thick armor turns aside even the most powerful attacks, and their heavy cannons can blow asunder walls, towers, and infantry alike.

HP: 80

Elite: Takes 2 turns

Special Traits: Size 2, Sturdy

Heavy Armor: *Resistance* to damage from adjacent spaces.

All Terrain Vehicle: Unaffected by terrain and height movement penalties

Battle Platform: Characters can mount or dismount the Battle Wagon by spending 1 space of movement, placing them adjacent when dismounting, with the following rules:

- Imperials can start the battle mounted on the wagon.
- While mounted, place characters inside a free space in the wagon (so the wagon has space for 4 size 1 characters). They share its space, move when it moves, and have *cover*. While moving with the wagon, characters are *unstoppable*.
- Characters hostile to the wagon must pass a save to mount it, and cannot attempt to mount it for the rest of the turn on a failed save.
- Characters mounting it the wagon when it is defeated are placed in any free adjacent space of the wagon's choice and take 3 damage.

Main Cannon (1 action, attack, true strike, range 4, medium blast): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* All foes in the area are shoved 1. *Exceed:* Deals bonus damage. The wagon, all its passengers, and all adjacent characters to the wagon are shoved 1 from the back blast away from the attack target.

Lumber (1 action): *Rush* 3, then shove all adjacent foes 1

Flak Cannon (1 action, true strike, repeatable, line 3): *Rush* 1, then *Area effect:* Characters are shoved 1 and take 2 damage. If only one character is caught in the area, they are *slashed*.

Torpedo (1 action, range 6, summon, 1/round): The Wagon summons a burrowing torpedo in a free space in range 6.

Torpedo

Size 1 summon

Summon Effect: At the end of the next player turn, the torpedo submerges, burrows, and detonates under the *closest* foe for a small

blast area effect, destroying it. If multiple foes are equidistant, the wagon can choose. Foes in the area must save or take [D]+fray, or fray damage on a successful save. Then, create a *pit* under the foe. Foes standing on an object succeed the save automatically, but all objects under them are removed instead of creating a pit.

CHAPTER 3+

CENTURION

Commanders of the legions, festooned with medals and accolades from past battles. Fearsome tacticians. Each commands a hundred kin, has personal servants, and their own private mess tent. A recent trend in helmet height and adornment had to be kept under control by high command as it was causing morale problems.

Centurions are tasked with keeping the company standard, a fearsome sight and magnificent emblem that the company will throw their lives into defending.

HP: 80

Elite: Takes 2 turns

Master of Strategy: Before combat starts, may move every character to any space up to 2 spaces in any direction from their starting location

Imperial Command Aura: Aura 2. Allies in the aura gain +1 boon on attacks.

Give Orders (Round Action): At the the start of each round, may give an orders token to any other Imperial.

Cannon Strike (Round Action): At the start of each round, may designate a small blast area to be hit by off-battlefield artillery. At the end of the round, any characters in the area must save or take 2[D]+fray, or fray damage on a successful save. Any character standing in the center space is also *stunned* on a failed save.

Tactician's Gambit (Interrupt 1): Trigger: A character is about to make a save or attack roll. *Effect:* The Centurion also rolls a d20 and may replace the final result with the Centurion's roll instead of the original d20 roll.

Tactician's Advance (free action): Up to two allies anywhere on the battlefield may dash 2.

Spear Sweep (1 action, attack, range 2, combo): *On hit:* [D]+fray. *Miss:* Fray. *Effect:* Shove 1. *Area Effect:* All foes in range 2 take fray damage and are shoved 1. *Exceed:* Dash 1, then repeat the area effect.

• **Vital Tusk (2 actions, attack, combo):** *On hit:* 2[D]+fray. *Miss:* Fray. *Effect:* Attack target must save. On a successful save, they are shoved 1. On a failed save, they are removed from the battlefield, then placed in any free adjacent space, then shoved 3. *Exceed:* Character fails the save.

Flare Gun (1 action, range 6, repeatable): Ignores stealth. A foe in range 6 is *sealed* and loses *stealth*. *Sealed* foes also take fray damage.

Supreme Standard (2 actions): The Centurion plants a banner in an adjacent space.

Imperial Standard

Size 1 object

Summon effect: Aura 1. Self and Allies in the aura gain +1 boon on attacks and saves, and if they start their turn in the area they are *cured*. Foes in the aura gain +1 curse on attacks and saves, and if they start their turn in the area, they lose all vigor. The centurion can only plant one of these banners at a time.

LEGENDS

CHAPTER 1+

I. CRIMSON WEAPON

The pinnacle of imperial engineering, Weapons are achievements of reverse-engineering of arkentech - towering clockwork and steam titans of the battlefield, and often the equivalent of using a steam-powered sledgehammer to crack a walnut.

Crimson Weapons are heavily armored and piloted automata, often bipedal, built specifically by Imperials to fight individuals of exceptional skill, ability, divine providence, or talent that could otherwise cause the legions problems - in other words 'heroes'.

HP: 60 per player character (min 120)

Traits: Size 2

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Hellforged: *Immune* to its own terrain effects.

PHASES

The Crimson Weapon changes to phase II when bloodied.

ROUND ACTIONS

Arkentech Munition (Round Action, Summon): At the start of the round, the Weapon fires a slow burning munition that lands in a space adjacent to any foe.

Munition

Size 1 summon

Summon effect: If a foe ends their turn adjacent to a munition, it explodes for a large blast *area effect*. Characters inside, including the weapon, must save or take 2[D]+fray and be *stunned*, or just [D]+fray on a successful save.

Hades Cannon (Round action, unerring, true strike): At the start of the round, the Weapon charges up a massive flame cannon. At the end of the round, it fires a searing blast from the cannon.

- Assign each side of the weapon a number, from 1 to 4, then roll 1d4. The weapon blasts a line *area effect* 2 spaces wide that is exactly lined up with the rolled edge of the weapon and goes the entire battlefield.
- Foes inside the explosion are *weakened* and must save or take 2[D]+fray, or [D]+fray on a successful save. This damage cannot reduce a character below 1 hp.
- Munition inside explode.
- The Weapon takes 8 damage if it's caught inside an explosion.
- Then, create a space of burning *dangerous* terrain under every foe, then 2 more spaces anywhere in the area, even if there were no foes inside.

ACTIONS

PHASE I

Mortar (1 action, true strike, 2/round): The weapon chooses a character in range 6 and creates

a burst 2 (target) *area effect* centered on them. At the end of that character's turn, the shell lands in the area. Foes within the area take 3 damage once for each foe in the area. Then, all munitions in the area detonate, and this effect ends.

Drop Barricade (1 action, 1/round): The Weapon drops a height 1 barricade in an adjacent space. The Barricade is a destructible object with 5 hp. Spaces adjacent to the Barricade have *rampart*.

Pressure Blade (1 action, attack, true strike, arc 3, combo): On hit [D]+fray. Miss or area effect: fray. Effect: Attack target is *slashed*. Deals bonus damage to already *stunned*, or *slashed* characters. *Exceed:* All foes take 2 damage again

- **Chest Cannon (1 action, attack, unerring, range 5, small blast, combo):** On hit: [D] +fray. Miss or area effect: fray. *Effect:* Create a *pit* under the target. *Exceed:* All munitions in the area explode.
- **Pile Bunker (2 actions, attack, melee, range 2, combo):** On hit: 2[D]+fray and shove 3. Miss: [D]+fray and shove 1. Effect: Foe is *stunned*. *Exceed:* Then, *rush 2*.

Ashura Blitz (1 action, combo): The Weapon rushes 2. If it ends this move adjacent to a foe or munition, it shoves all adjacent foes and munitions 1 space, then rushes 2 again.

- **Pressure Rush (1 action, range 3, combo):** The Weapon chooses a foe in range that has not acted yet. At the end of that foe's turn, it rushes up to 4 spaces towards that foe, ending adjacent if possible. Then, that foe takes fray damage three times, or just once if it's adjacent to an ally.
- **Ashura Burst (1 action, range 3, unerring, combo):** The weapon fires two arcing shells into the air, choosing two free spaces in range 3. The spaces last until activated. When a foe enters the space for any reason, they take fray damage and are *weakened*, then shoved 1 in any direction. Then create a space of burning *dangerous* terrain in the area.

PHASE 2

As phase 1, but:

- The Weapon creates **two** munitions instead of one.

- Any dangerous terrain the Weapon creates also becomes difficult terrain.

The weapon also gains:

Hellscape (Round action): At the start of the round, the Crimson Weapon creates a small blast *terrain effect* of searing fire in free space in range 3. The flames are *dangerous terrain*. Munitions cannot be created in the area, and if they enter the area for any reason, they immediately explode. The areas last until the end of the fight.

TACTICS

The Crimson Weapon is all about the Hades cannon. This cannon can deal brutal damage - for free! - but its targeting is random. Players that spread out in diagonal spaces around the weapon will be mostly safe from it - mostly. They can also choose to voluntarily stand so that the weapon might blow up its own munitions and damage itself - potentially a worthy sacrifice. Munitions will be eventually too much for players (and the weapon) to handle, so the fight should move quickly in phase II.

TROPHIES

Hellforged Armor

Uses: 1 expedition

Effect: This armor grants *immunity* to dangerous terrain. While bloodied during this expedition, the armor becomes wreathed in flames. *All* terrain adjacent to you counts as dangerous terrain.

Hades Cannon

Uses: 3

Effect: Spend a charge of this ability and one action to immediately use the Hades Cannon, as per the Round action.

CHAPTER 2+

AZURIAN WEAPON

Massive landships, Azurian weapons are steam-belching monstrosities that use a combination of prow-mounted drill and tracked locomotion to plow through the earth, causing completely impractical amounts of destruction in their wake. They mount heavy arktentech artillery that can pound an entire town to dust in short order. Like

other Weapons, they are part automata, and can function without a crew - though they often have one and are used to transport imperial regiments long distances.

Speed: -

Size: Special

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Advanced Scopes: Immune to *blinded*, and abilities have no maximum range.

Landship: The weapon is *immobile*. It occupies 1 space along the entire edge of one side of the battlefield (imagine it lined up along the edge). Characters and objects cannot share space with the weapon. If it is removed from the battlefield, it always returns in the same spot.

MAP

Run this legend on an 8x8 or 12x12 battlefield.

Phases:

The Weapon enters Phase II at the start of round 4.

ROUND ACTIONS

Arkentech Artillery (Round action, unerring, pierce, true strike): At the start of combat, divide the map into four equal size quadrants, then number each one. At the start of each round, roll 1d4. The Weapon shoots an artillery barrage into the air that comes down at the end of the round, affecting all foes in the rolled quadrant. Foes in the area at the end of the round must save or take 2[D]+fray *piercing* damage, or [D]+fray on a successful save. Then create two height 1 *debris* objects in free space in the area.

Rotary Cannon (Round Action): At the start of combat, the weapon chooses a character, then summons a targeting reticle at exactly range 3 from them. The Weapon can only have one of these reticles active at once but either place a new one or retarget the reticle by using this Round Action again on subsequent rounds, changing which character it chases.

Targeting Reticle

Size 1, intangible

Summon effect: The reticle can share space with other characters. It moves 1 space towards the chosen character at the start of that character's turn, then 1 space after they use any ability, including their standard move and interrupts. When the reticle enters any foe's space, the Weapon deals 3 *piercing* damage to that character a number of times equal to the round number.

ACTIONS

PHASE I

Chasm Collapse (1 action, 1/round): The weapon creates a 1 space *chasm* terrain effect anywhere in free space on the map. Foes adjacent to the area when it is created are shoved 1 away from it. The area is a *pit*, and any foe that attempts to exit the space by any means must pass a save. On a successful save, they can move as normal. On a failed save, remove them and place them adjacent to the pit. They are *immobile* for the rest of the current turn.

Broadside (1 action, 2/round): All foes must save. On a successful save, they are shoved 1 away from the Weapon. On a failed save, they are shoved 3. *Collide:* They also take 4 damage.

Torpedo (1 action, range 6, summon, 2/round, no max range): The Weapon summons a burrowing torpedo in a free space.

Torpedo

Size 1 summon

Summon Effect: At the end of the next player turn, the torpedo submerges, burrows, and detonates under the *closest* foe for a medium blast *area effect*, destroying it. If multiple foes are equidistant, the Weapon can choose. Foes in the area must save or take [D]+fray and become *stunned*, or just fray damage on a successful save. Then, create a *pit* under the foe. Foes standing on an object succeed the save automatically, but all objects under them are removed instead of creating a pit. Foes standing in a pit fail the save automatically.

Turret Fire (1 action, pierce, attack, no max range, combo): *On hit:* [D]+fray and shove 1. *Miss:* fray damage. *Effect:* The Weapon may move its targeting reticle 1 space in any direction.

- **Seismic Thumper (2 actions, unerring, medium blast, attack, no max range, combo):** On hit: [D]+fray. Miss: fray damage. Effect: Create a Seismic Thumper destructible object in free space in the area.

Seismic Thumper

Size 1 object, 10 hp

Summon effect: Adjacent spaces to the thumper are *difficult terrain*. Foes that start their turn there take 4 damage.

- **Flak Blast (1 action, true strike, attack, no max range, combo):** On hit: [D]+fray. Miss: fray damage. Effect: Foe is *vulnerable*. All foes adjacent to the targeted foe take 1 piercing damage three times.

Submerge (1 action): The Weapon moves clockwise to the next side of the battlefield. When it emerges, it shoves all adjacent foes 1, then deals 3 damage to all foes in range 3 as an *area effect*.

Arkentech super mine (1 action, no max range): The weapon fires a mine at a free space in range.

Arkentech super mine

Object, destructible (5 hp)

Effect: The mine arms at the the end of the next player turn, after all other Weapon abilities and effects have resolved. If any foe ends their turn adjacent to the mine while armed or collides with it, it explodes in a burst 1 (self) area effect, dealing 3 piercing damage to foes within and *shattering* them. If destroyed or removed, the mine fizzles out.

PHASE II

As phase I, but in Phase II:

- **Submerge** becomes a free action the first time it's used in a round.
- The Weapon can summon a second **Rotary Cannon** with its Round Action.
- **Arkentech Artillery** covers an entire *half* of the map (divide the map and flip a coin for which side). At the start of round 7, it covers the *whole* map instead.

TACTICS

The Azurian weapon can put out withering amounts of firepower, eventually culminating in carpet bombing the entire map if players don't defeat it fast enough. It can use Broadside to shove foes into the mines and seismic thumpers it puts down, as well as put them out of position and

into the artillery fire. Foes can avoid the torpedoes it can fire out if they are quick enough by standing on the debris it put out, or even the mines or thumpers created by its abilities

TROPHIES

Targeting Flare

Uses: 1

Effect: At the start of any round, fire this flare at a space in range 6 to call in off map artillery. At the end of that round, a cannon strike hits the area as a large blast area effect. Characters inside must save or take 2[D]+fray damage and be *stunned*, or just fray damage on a successful save. Then create a *pit* in the center space.

Landship Drill

Uses: 1 expedition

Effect: For the use of this expedition, you ignore terrain penalties for being in pits. You may create a pit underneath yourself at the start of any of your turns, and may spend 1 action and end your turn to remove yourself from the battlefield, then re-appear inside any free pit on the battlefield.

CHAPTER 3

VERIDIAN WEAPON

When a lord, baron, or dictator really wants to show off, they will undertake the construction of one of these massive, armored airships, a project that typically takes months to complete and the manpower of a small nation. Festooned with the latest armaments, scopes, and automata technology, Veridian Weapons take to the skies as an embodiment of imperial might, splendor, and prestige. Each one carries a super-weapon, an arkentech mega bomb, or energy beam, or something similarly as inventive as it is terrifying in effect, to blow away any ideas of opposition before they manifest.

HP: 60 per player number of players (min 120). Each section of the ship has 1/3 of its max hp, rounded up.

Speed: -

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Airship: This Weapon fight takes place on the Weapon, an airship that could be any shape, but is better run on a smaller, rectangular map of no more than 10 or 12 spaces on its longest side. The deck of the airship is treated as basic terrain and not a character (it's too heavily armored), but its three *sections* can be attacked to deal damage to it.

Arkentech Megabomb: The Weapon has a massive Arkentech weapon that is constantly charging. If it is allowed to fire it, it ends the fight, resulting in a player loss. Usually the weapon firing will result in some massive loss of life, like a town being wiped out, but you can decide what the stakes are for your game.

Track the bomb's energy charge with a d6. It starts at 1, and ticks up by 1 at the start of each round past the first. If the Veridian Weapon ends a round with its charge at 6 or higher, the fight is over. Players can deplete the charge by destroying sections, and the weapon can increase it with certain abilities.

PHASES:

When a section is destroyed, lower the Megabomb counter by 1. Each remaining section gains an ability depending on which section was destroyed.

SECTION RULES

The targetable parts of the Weapon are three separate sections: the Engine, the Forward Turret, and the Aft Turret.

- Each section is a separate size 2 character that is *immobile* and has 1/3 of the Weapon's total HP. If removed from the battlefield, can only be placed in the same space.
- Sections cannot be placed within range 2 of each other.
- The Sections also count as height 2 objects. Other characters can move on them or use them as cover
- When acting, the Weapon acts with only one of its sections at a time. It must take a turn with each of its sections in a round before taking a turn with a different section.
- When a section is reduced to 0 hp, it is destroyed and removed from the battlefield.

- When all three are destroyed, the Weapon is defeated.

AUTOMATA

Sections can summon Automata. Automata are summons without *intangible*, so they can be attacked and damaged regularly. They otherwise abide by the regular summon rules. Automata have a defense of 5 and 5 hp. When created, they can be created in any free space in range 4 of the section that created them.

ROUND ACTIONS

Under-deck rumbling (Round Action): At the start of the round, as long as the **Engine** is intact, create a medium blast area anywhere on the battlefield. At the end of the round, the area explodes. Characters still standing in the area take fray damage three times and are shoved 2 away from the center. Automata in the area are destroyed.

Tracking Missile (Round Action): At the start of the round, as long as the **Forward Turret** is intact, it fires a tracking missile at a foe. At the end of that foe's turn, they take 20 damage and must save or be *stunned*. *Effect:* If they are adjacent to any other foes or automata, this damage is reduced by 5 for each of those characters, and each of those characters takes 5 damage instead.

Anti-boarder napalm flood (Round Action): At the end of the round, as long as the **Aft Turret** is intact, all non automata characters not standing on an object take piercing damage equal to the round number.

SECTIONS

AIRSHIP ENGINE

Overlock piston (1 action, 1/round): The Engine pops a piston out of the deck.

Overclock Piston

Height 1 Object (destructible) 10 hp

Summon Effect: All engine sections and automata gain +1 boon on all attacks per overlock piston active. If three or more are active at the end of the round, also increase the Megabomb counter by 1.

Repair Automaton (1 action, 2/round): The Engine releases a repair Automaton.

Repair Automaton

Summon, 5 defense, 5 hp

Summon Effect: At the end of the round, the engine grants 3 vigor to any section per active repair automata. It can only repair one section at a time this way.

Steam Vent (1 action, attack, range 4, medium blast): On hit: [D]+fray. Miss or area effect: Fray. Effect: Attack target is *pacified*.

Lurch (1 action, repeatable): All characters, including Automata, are shoved 1 in the same direction as the ship speeds up or slows down. *Collide:* Foes take 2 piercing damage

Destruction: If this section is destroyed, all remaining sections gain **Lurch** as a 1/round **free action**.

FORWARD TURRET

Deck Sweeper (1 action, true strike, 1/round): Deal damage equal to the current round number+1 to all foes. Foes in cover from the turret take no damage.

Mega Gun Turret (1 action, attack, range 8, small blast): *On hit:* [D]+fray. *Miss or area effect:* fray. Effect: Attack target is *sealed* and shoved 1.

Pop-up turret (1 action, summon, combo): The Turret summons an automaton turret anywhere on the battlefield.

Turret Automaton

Size 1 summon, 5 defense, 5 hp

Summon Effect: While undefeated, also counts as a height 1 object and can be moved on or used as cover by other characters

Summon Action: Once a round on the forward turret's turn, including when summoned, the automaton can deal 2 damage twice to a character in range 4

- **Collateral Damage (1 action, range 6, combo):** The Forward Turret blasts a character in range with a hail of bullets, dealing 2 piercing damage to them, then creates a medium blast *area effect* on the other side of that character. Characters in the area, including automata, take 2 piercing

damage, once, per character caught in the area.

Destruction: If this section is destroyed, all remaining sections gain **Collateral Damage** as a 1/round **free action**.

Aft Turret

Gatling Cannons (1 action, attack, range 6): Autohit: 3 piercing damage. *Area effect:* All foes in range 6 take 3 piercing damage.

Shield Automaton (1 action, combo): The section summons a shield automaton.

Shield Automaton

Size 1, 5 defense, 5 hp

Summon Effect: The automata has aura 1. Foes in the area gain cover from all directions, but automata in the area reduce all damage taken to 1.

Summon Action: Once a round, during the Aft Turret's turn (including when summoned) the automaton can move 3 spaces.

- **Combat Automaton (1 action, combo):** The section summons a combat automaton

Combat Automaton

Size 1, 5 defense, 5 hp

Summon Action: Once a round, during the Aft Turret's turn (including when summoned) the automaton can move 3 spaces, then make the following *attack:* **Automaton gun (free action, attack, range 4):** *On hit:* 5 damage. *Miss:* 2 damage.

Destruction: If this section is destroyed, remaining sections gain the ability to summon **Combat Automaton** as a 1/round *free action*.

TACTICS

The Veridian weapon is a chaotic fight that is a straight race between destroying ship sections to delay the bomb counter, and destroying the numerous automata it spits out before they become too overwhelming. Characters may want to keep some of these sections and automata alive, however, due to abilities like tracking missile, deck sweeper, and anti-boarder napalm flood, which can more easily be avoided if there are more objects and automata around.

TROPHIES

Retooled Combat Automaton

Uses: 3

Effect: By spending 1 action, can unfold and deploy a *combat automaton*, as per this legend's action. It can act during your turn.

Doom Key

Uses: 1 expedition

Effect: You have access to a portable version of an Arkentech mega weapon. It takes a long time to charge, but is incredibly potent and can end fights even with just the threat of firing. All fights this expedition automatically result in a victory for you at the end of round 6. However, once this effect is used, it is used up and is no longer active for the rest of the expedition.

IMPERIAL TROPHIES

Tech	Description and Effect	Uses
Imperial Arquebus	The Arquebus gives you a basic heavy ranged attack with a range of 8 this expedition.	1 expedition
Arkentech Mine	As an action, you may place an intangible size 1 summon in a space in range 3 not adjacent to any character. If any character exits or enters any space adjacent to the mine, it explodes for [D]+fray in a medium blast area effect and <i>dazes</i> characters within.	3
Flame Hurler	Spend a charge for the following action: Flame hurler (1 action, range 2, medium blast, unerring, true strike): Area effect: 5 damage	3
Arkentech Force Shield	As an action, you may spend a charge to activate this energy shield and gain aura 2 until the end of your next turn. Yourself and allies have <i>resistance</i> against abilities originating from characters outside the aura.	3
Imperial sidearm	As free action during your turn this expedition, you may deal 1 piercing damage to a foe in range 4	1 expedition
Imperial Rocket Pack	As an action, you may spend a charge to rush 3 spaces in a straight line, ignoring terrain and height penalties. All adjacent foes when you land are <i>weakened</i> and shoved 1.	3
Arkentech Power Armor	This expedition, start every combat with vigor 1	1 Expedition
Arkentech Power Gauntlet	This expedition, all shoves your abilities inflict are increased by 1, and your attacks gain <i>exceed</i> : shove your foe 1 (+1) spaces.	1 Expedition
Arkentech Goggles	This expedition, your abilities gain <i>unerring</i> .	1 Expeditions

VI. DEMON

The origin of Demons is a mystery, but most scholars agree they appear to be closely related to the Doom. They are among the most dangerous and fearsome creatures that lurk in the deep levels of the Arkenruins, existing seemingly only to destroy. Whenever they appear, they drive other creatures to the surface in a Blight.

The deeper you go in the ruins, the more demons you come across, and the more reality seems to fall apart. Some of the more infamous and unconquered ruins in Arden Eld descend miles and miles, deep into the earth, where they eventually dissolve into lightless Abyss, full of squirming Natal demons that crawl over each other like maggots, and stalked by enormous, misshapen horrors.

Faction Template

To make any foe a demon, you can use the following template:

Monsters: Demons do not flee or negotiate.

All Demons have the **Devour** trait.

- **Motivations:** Most demons are mindless, extra-dimensional killing machines that exist to kill and eat living things. Those that have the intelligence or wherewithal to communicate with Kin usually reveal a cruel and sadistic malice. They delight in inflicting pain, fear, violence, and destruction - including on each other.
- All have the **Abyssal Legion** trait (see below)

Special mechanic: Abyssal Legion

Legion: When fighting demons, at the start of combat, place a Natal mob, this faction's special mob, on the map. The mob does not count for the total faction budget.

Devour (2 actions, 1/combat): The Demon devours and absorbs an adjacent bloodied demon, destroying it permanently and *curing* itself. They then gain +1 action for all their turns for the rest of combat, starting with this one.

- Can also be used as **Devour Natal:**

Devour Natal (free action): Demons may Devour an adjacent Natal as a free action, destroying it and giving them +1 action for this turn only. A demon can only use Devour or Devour Natal in the same turn, and not both.

Unique Mob: Natal

Natals are immature demons, smooth, pale-skinned humanoids. Wherever demons appears, breaching the veil between worlds, they

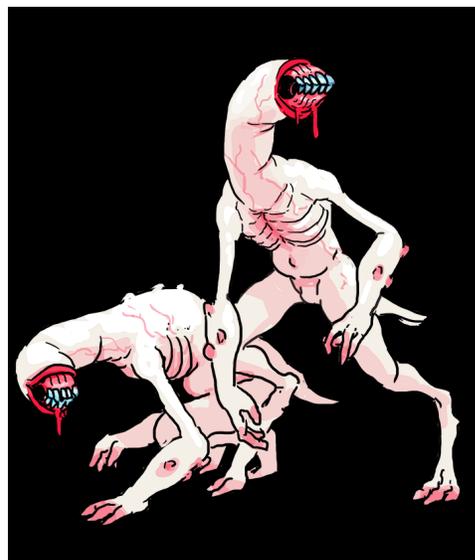
inevitably pour forth. Given time, Natals warp, burst, and shed their skins, transforming into different and more powerful demons.

Natal

Legion: Fights with demons always include at least one Natal mob. Some demon abilities will add or remove to this mob, even if there are no members of the mob left.

Squirm (2 actions): *Effect:* Dash 2, then deal 1 piercing damage to all adjacent foes. *Effect:* Up to two other Natals may deal 1 piercing damage to an adjacent foe.

Void vomit (2 actions): *Effect:* Create a difficult terrain space adjacent to up to two natals. This space can be created under characters, and deals 1 piercing damage to a character in the space when it is created.

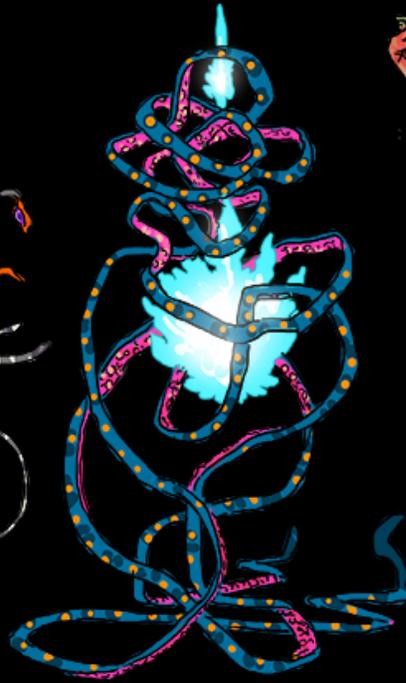




BATTLE DEMON



VOID DEMON



CHAOS DEMON



TERROR DEMON

FOES

BATTLE DEMON

Apex predators of the lightless spaces beneath the earth, battle demons, or Type I demons, exist seemingly only to split living creatures into parts convenient enough for eating. They don't sleep, rest, breathe, or do anything except stalk the winding corridors of the deep Arkenruins and smash nearly everything they come across into a bloody pulp, including each other, and then eat the pulp. According to top guild scholars, Demons don't need sustenance at all to exist, suggesting their hunger is more existential - or worse, for pleasure.

Engorge: Becomes *unstoppable* if it devours another non-natal demon.

Rampage (1 action, true strike, attack, line 3): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* Attack target is *slashed*. The Battle Demon can spend additional actions on this attack. For

each action spent, it can repeat the following *effect* after this ability resolves: Rush 1, then deal 2 damage to all adjacent foes and shove them 1.

Blood Feed (1 action): The demon deals 2 damage to all adjacent characters. It then gains 2 vigor per demon damaged this way, up to a maximum of three times.

Aura of Slaughter (2 actions, stance, aura): The Battle Demon gains aura 2, with the following effects:

- Foes that start or end their turn in this aura take 3 damage and must save or gain *hatred* of the demon. Bloodied foes fail the save.
- When the Battle Demon uses *devour* or *devour natal*, it deals 2 damage to all other characters other than natsals in the aura, then all demons in the aura may rush 1.

CHAPTER 1+

Starving Demon

These skeletal demons swell to enormous size when they absorb their defeated foes.

Flesh Hook (1 action, range 4): A character in range takes 2 damage and is shoved 2 towards the

Demon. If they are bloodied, they are also *weakened*. Becomes a *free action* if used on an ally.

Armor Demon

A knight-like demon clad in armor-like carapace that fights with no sense of self preservation and crushes all before it. Seeks powerful foes in combat.

Special Traits: *Sturdy*

Implacable Evil (1 action): *Rush* 1 space, shove all adjacent characters 1 space, then gain *counter* until the start of next turn.

Instill hatred (free action, range 4): A bloodied foe in range gains *hatred* of the demon.

Gaping Demon

This demon is almost all mouth, teeth, and tongue, which nearly splits its body in two.

Swallow Whole (1 action): A adjacent character must save or be swallowed whole. On a successful save, they take 2 damage and are *weakened*. On failed save, they are also removed from the battlefield. At the start of their turn, the demon spits them out, placing them in any adjacent space to the demon's current location, then shoving them 3 spaces.

CHAPTER 2+

Engorge also grants bonus damage on all abilities.

Nail Demon

A demon made out of iron, pierced with long and extremely sharp nails that it can retract at will like spines.

Power from pain: Has *counter*, and grants *counter* to all adjacent allies. Each time *counter* triggers on self or adjacent allies, this demon gains 1 vigor.

Painwrack: Characters that collide with the Nail Demon take 4 damage, but no more than once a round.

Impale (2 actions, attack, range 2, true strike, usable while bloodied): *On hit:* 2[D] +fray and shove 4. The demon *rushes* 3 towards the foe after shoving them. *Miss:* fray and shove 2. *Collide:* foe is *slashed* and *stunned*.

CHAPTER 3

Engorge also increases the demons' size to 2. Other characters in the demon's area when its size

are increased are removed and placed adjacent to the demon.

Horn Demon

A powerful, muscular demon crowned with curling horns. It tears the earth up with its violent strikes and exudes a mist of bloody steam from its body.

Traits: *Regeneration*

Hurl Body: When the Horn Demon *devours* another demon or a natal, it uses its prey's leftover body as a weapon, hurling it at foes. A foe in range 4 of the demon becomes *weakened* and takes 4 damage if *devour* was used, or just 2 damage if *devour natal* was used.

Void Fist (2 actions, +2 curse, small blast, melee attack, combo): *On hit:* 3[D]+fray. *Miss or area effect:* fray. *Effect:* May *rush* 2 before this attack. *Effect:* Attack target is shoved 3. *Collide:* Foe is *stunned*.

Abyss Spike (1 action, range 3): Create a height 2 Abyss spike object in range. Characters adjacent take 2 damage and are shoved 1. The spike releases an aura 1 of dark energy while it's active. Foes in the aura are *weakened*, and take 2 damage if they end their turn there. *Effect:* Becomes a *free action* while bloodied.

VOID DEMON

Type III demons. Whippet-thin, agile, and eyeless demons with extremely sharp talons. They use the talons to peel apart the skin of reality and slip through the wound, an effect which tears away at living and nonliving matter both. Less aggressive and more calculating than other demons, they will often stalk travelers for days, taking in their scent.

Void Prowler: Void Demons can create void rifts, which are 1 space *pit terrain effects* with the following features:

- Foes inside void rifts are *blinded*+
- Demons inside void rifts have *evasion* and ignore movement penalties when entering or exiting a rift space
- Void demons can treat any two void rifts as adjacent spaces when moving, teleporting when they move between them. However, they can only teleport this way once a turn.

Void Talon (1 action, attack, +1 boon, range 3): *On hit:* [D]+Fray. *Miss:* fray. *Effect:* The Void Demon creates a *void rift* adjacent to its target, which could be placed underneath it. *Effect:* The demon can spend additional actions on this attack. For every action spend, it may teleport 2, once, before using this ability. If three or more actions are spent on this attack, it gains *unerring* and deals 2[D]+fray on hit instead.

Tear rift (1 action, range 3): Create a void rift in range 3, then may teleport into the Rift.

Time Lock (1 action, range 4, mark): A foe in range is marked. While marked, that foe cannot use interrupts, free actions, or abilities that cost 2 actions unless they are adjacent to an ally. If adjacent to an ally, a marked foe can save against this mark at the end of their turn, ending it on a success.

Decaying Orbit (1 action): Teleport 1, then teleport 1. Each time, may teleport an adjacent character 1 space.

CHAPTER 1+

Hollow Demon

This demon is barely there, a hole in reality that sucks in the air at the edges. Hands occasionally grip the edges of the hole.

Ethereal: *Phasing*, and has *evasion* unless adjacent to a foe.

Void Caller (2 actions, 1/combat): Create a *natal* adjacent to every Void Rift, up to six times, adding to the natal mob.

Prowling Demon

This bestial demon has the ability to become insubstantial, retreating to the void from whence it was spawned when in danger.

Phase slip: After being damaged for the first time on any turn, become *intangible* until the start of the following turn

Cutter Demon

This demon's arms end in cutting blades with black, reflective edges.

Cut Through (1 action, line 4): Area effect: 3 damage. The Cutter Demon may teleport to any point on the line after this ability resolves.

Replace **Time Lock** with **Hunt (1 action, range 4, mark):** The Cutter Demon marks a foe in range. While marked, the demon deals bonus damage against that foe, gains +1 boon on attack

rolls against that foe, and may teleport 1 after that foe uses an ability. A marked foe can save against this mark at the end of their turns, ending it on a success.

CHAPTER 2+

Void Rifts are also *dangerous terrain* spaces for foes.

Lurking Demon

This slick demon's skin constantly shifts to match its surroundings. It's long, thin arms can reach out from darkness and choke the life out of its prey.

Lurker in the dark: Has *stealth+* if no other characters are in range 2.

Scuttle (1 action): The demon dashes 4 with *phasing*. If it ends this movement inside a void rift, it can teleport to the space of any other void rift as part of this action.

Strangle (1 actions, range 3, mark): The demon marks a foe in range. If that foe ends its turn in range 3 of the demon, the demon grabs and chokes the life out of them. They may shove their prey 2 spaces in any direction, and that foe sacrifices 3. A foe can save at the end of their turn if this effect doesn't activate, ending this effect on a success.

CHAPTER 3

Void Demons gain *stealth+* while adjacent to void rifts.

Crystalline Demon

A demon made of shimmering crystals with razor sharp edges, made to sever flesh and draw blood. The crystals are infectious and make living flesh brittle.

Traits: Counter

Crystal Dagger: When the demon teleports, it may deal 1 damage to a foe in range 3.

Crystal Burst: When the demon is destroyed or *devoured*, it shatters, teleporting all characters in range 2 from it 2 spaces and *dazing* them.

Crystallize (1 action, mark): A foe in range 4 is marked. While marked, they turn partly to crystal. While marked, they take 3 damage after using any ability. If they *miss* with an attack, they take 6 damage instead. A foe can end this mark at the end of any turn they didn't deal damage.

TERROR DEMON

Type VI demons, which seem to feed off strong negative emotions in the way other demons feed off flesh. Prominent demonologists have theorized demons are themselves shaped by the fears and concepts of kin, as their true forms exist on a plane of reality utterly incomprehensible to normal senses. It would certainly explain the way terror demons seem to be able to warp themselves into imitations of primal fears.

Aura of Terror: The Demon has aura 2. Foes in the aura are *pacified*+ unless adjacent to an ally.

Enfeeble (1 action, attack, small blast, range 6): On hit: [D]+fray. *Miss or area effect:* fray. *Effect:* Character is *pacified*. *Pacified* characters take fray damage again. *Effect:* The demo can spend additional actions on this attack. For each action spent, it deals bonus damage and increase the blast size from small, to medium, to large. If 3+ actions are spent, demons are immune to its damage and gain 3 vigor instead.

Paranoia (1 action, range 6, multimark): A foe in range is marked. While marked, they cannot gain or benefit from vigor, and cannot target allies with abilities. This mark ends if they end their turn 2 or more spaces away from any allies, or they may save at the end of their turn, ending it on a success.

Demon Burst (1 action, range 4): The Terror demon destroys a Natal in range, then grants 3 vigor to an ally in range. If that ally is bloodied, this becomes a *free action*.

Demon Flay (1 action, range 4): Target foe and all its adjacent allies take 2 damage, then summon a natal in range 2 of the foe.

CHAPTER 1+

Screaming Demon

This demon is full of holes that make a high pitched screaming when it moves.

Death Shriek: When defeated, all foes on the battlefield take 2 piercing damage and gain +1 curse on attacks and saves for the rest of the round.

Howl of Terror (1 action, range 2): Area effect: Foes in range take 2 damage, or 4 if they are not adjacent to an ally.

Smoke Demon

This demon is a cloud of venomous, choking smoke. Writhing images in the smoke occasionally surface in the form of screaming faces.

Traits: Phasing, Flying

Corruptive cloud (2 actions, terrain effect, range 2): The smoke demon summons a medium blast terrain effect. The cloud grants *cover* and the entire zone is considered part of the demon's Aura of Terror. This zone lasts until this ability is used again.

Bulging Demon

This demon's grayish skin shifts and bulges unnaturally.

Special Traits: Regeneration

Disgorge: Whenever this demon loses all vigor, create a *natal* in range 2

Last Revenge: When defeated (not devoured), explodes in a medium blast *area effect* centered on it. Non-demons in the area take [D]+fray, then summon 2 Natsals in free spaces in the area.

CHAPTER 2+

Bloodied foes also have +1 curse on attacks and saves inside **Aura of Terror**.

Warping Demon

This demon is a collection of bubbles with a disconcertingly skin-like texture

Special Traits: Flying

Pop bubble (1 action): This demon's bubbles bulge, giving it the following interrupt until the start of its next turn:

Warping bubble

Interrupt 2

Trigger: An ally in range 2 is targeted by an ability, and that ability resolves.

Effect: That ally gains 2 vigor after that ability resolves each time they were damaged by that ability.

Skinwarp (2 actions): Remove any ally from the battlefield, then place them anywhere else on the battlefield. If bloodied, they are also *cured*.

CHAPTER 3

Bloodied foes must save before entering any space of **Aura of Terror** during their turn. On a failed save, they cannot move into the aura by any means until the end of their turn.

Puppeteer Demon

This silent demon is made up of woven strings, and can unweave itself to link to the vital forces of other creatures

White Strings (1 action, range 2): All allies in range are teleported 2 in any direction

Black Strings (1 action, range 4): A foe in range 5 is sealed and must save. On a failed save, they teleport up to 3 spaces. If they end this teleport adjacent to one or more of their allies, those allies take 4 damage from the target.

Hasten Life's Thread (2 actions, mark): A demon in range 6 is marked. While marked, they are *intangible*, deal bonus damage, and gain +1 action, but unravel into multicolored string and are defeated at the end of the round.

CHAOS DEMON

The Arkenruins are a wound in the earth so deep that at the bottom reality begins to unravel. Even though the air there is thin and stagnant, a terrifying wind lashes through the stygian halls. Though there is no light, thin ripples of color boil across the air, like rainbows on oil. Reality starts to come apart, as the laws of the world begin to unravel and time and space begin to have no meaning. In this environment, impossible creatures slip through the cracks and cavort on the dead breezes.

Special Traits: Flying

Reality Razor (1 action, attack, small blast, range 8): *On hit:* [D]+fray and foe is *vulnerable*. *Miss or area effect:* fray. *Effect:* The demon can spend additional actions on this ability. If it spends 2 actions, the area increases to large blast and it gains pierce. If it spends 3+ actions, it deals 1 damage, three times, to all characters inside after the ability resolves.

Chaos Cocoon (1 action, end turn): The Chaos Demon summons a cocoon destructible object in range 3. *Effect:* At round 3+, can spend any number of additional actions to summon 1 more cocoon per action spend.

Cocoon

Height 1, object, 1 hp

Object effect: The Cocoon also is destroyed if a character collides with it. When the Cocoon is destroyed or removed, summon two natals in or adjacent to its space.

Fatal Thaum (1 action, range 8, mark):

Mark a character in range. *Area effect:* At the end of that character's turn, shoot a bolt of energy at that character, creating a medium blast *area effect* centered on them. Deals piercing fray damage to that character, removes all created terrain in the area, and shoves all other characters 1 away from that character. Then, end the mark.

CHAPTER 1+

Arachnid Demon

This demon's spindly limbs end in humanlike hands, which it uses to spin acidic webs.

Demonweb (2 actions, range 6): Create a small blast area of *difficult* and *dangerous* terrain in range. Foes in the area are *vulnerable+*. Demons are immune to its effects.

Deadly Strand (free action): The demon chooses a character in range 2 of a demonweb. That character is teleported into the closest space of the demonweb. Foes can save to avoid this effect.

Unstable Demon

This demon is a barely controlled chaos, its very form constantly twisting and warping.

Implode: At the start of round 4, this demon explodes, destroying the demon and dealing [D] +fray piercing damage as an *area effect* to all non-demon characters on the battlefield.

Feathered demon

A bird-like demon with wet, insectile eyes that track its prey with ravenous longing.

Special Traits: Flying

Shift (1 action): Teleport 4

Reality Rift (1 action, range 6): The Feathered demon creates a line 3 terrain effect in range. Characters that enter any space of the effect may be teleported 2 by the demon. The area lasts until this ability is used again.

CHAPTER 2+

Chaos Cocoons deal 2 piercing damage to all adjacent foes when summoned.

Color Demon

This demon is a scintillating cloud of colors that cannot be named. Looking at it too long hurts.

Replace **Aetherwall** with **Distorted Soul**:

- When not bloodied, gain resistance to all abilities from adjacent spaces. However, abilities used against them from range 2 or greater gain *pierce* and ignore resistance.
- When bloodied, gain resistance to damage from any ability not from adjacent spaces. However, all abilities used against them from adjacent spaces gain *pierce* and ignore resistance.

Fleshwarp (1 action, range 4): A character in range is torn into pieces, then teleported 3 and reassembled. That character takes 1 piercing damage, twice.

Distort foe (1 action, mark, range 6): A foe in range 6 is marked. While marked, they gain the Distorted Soul trait (from above).

CHAPTER 3

Chaos Cocoons summon 3 natals.

Interlinked Demon

This demon is made of geometric shapes that look wrong to the eye. As it moves, it constantly re-assembles itself.

Reality Splinter (1 action, range 6, mark): The demon marks itself or an ally in range. While that character is marked, the Demon gains the following interrupt.

Break Reality

Interrupt 1

Trigger: The marked character is damaged by a foe's ability.

Effect: After the ability resolves, the foe swaps places with the demon, removing and placing both characters.

Sacred Geometry (1 actions, range 6, mark): A foe in range is marked and forced into strange geometries. While marked:

- Any time they use an ability on an ally, they become unable to use abilities on allies until they use an ability on an enemy.
- Any time they use an ability on an enemy, they become unable to use abilities on enemies until they use an ability on an ally.

UNIQUES

CHAPTER 1+

Ooze

An amorphous demon that is more like fauna native to the demon realm. Lacks any real

intelligence and survives by digesting its prey whole.

Vitality: 12

HP: 48

Trait Modifications : No Guard

Amorphous: *Phasing* and can share space with other characters. Characters that end their turn in its space take fray damage.

Split: At the start of any turn that it is bloodied, the Ooze creates an *ooze duplicate* in an adjacent space. The duplicate is a new character that is an exact copy of the Ooze at the time this split happens, except without this trait. It may act starting next round. An ooze can create multiple copies of itself this way in a fight.

Tendrils (1 action, attack, range 3): [D]+fray. Miss: fray. Effect: Foe is *weakened*.

Pseudopod (1 action, range 3): A character in range is shoved 1 in a direction of the Ooze's choice.

Slide (1 action, repeatable): The Ooze *rushes* 3 spaces. Foes it passes through take 1 damage. Effect: If this ability is used again this turn, it deals +2 more damage. This effect does not stack.

Stretched Demon

A demon that looks like a pale, hairless person as viewed through a distorted lens. Theorized to be what happens to natals that fall into parts of the abyss where space works differently.

Spindly Limbs: Ignores engagement from other character, and spends no additional movement moving up or down terrain.

Clutch (1 action, melee attack): On hit: [D] +fray. Miss: fray. *Effect:* Deals bonus damage to bloodied characters. *Effect:* The demon sinks its claws into the target, grabbing them with elongated limbs. If the targeted character ends their turn within range 3 of the demon, it pulls them in, removing them from the battlefield and placing them adjacent to the demon. They then take damage equal to 25% of their maximum hp. Either way, this effect ends at the end of their turn.

Melt Face (1 action, range 3, unerring): A foe in range 3 takes 2 damage and is *blinded*.

Stretch Flesh (1 action, range 3, repeatable): A character in range has their flesh warped across space. The character takes 2

damage, then is shoved 1 in any direction. They must then save or be shoved 2 again in any direction. Allies and bloodied foes fail this save.

Elongate (1 action, range 4, mark): The demons warps a character's localized space, causing them to occupy an arc 3 area instead of their normal space while marked. When they move, move one space of their area and then place the rest in any valid configuration.

Succubus

A semi-intelligent Type VI demon made of interwoven tendrils. It exudes a cloud of soporific musk that induces hallucinations, waking dreams, and illusory fantasies in those effected. After it has a satisfactory number of thralls, it spends its time digesting them by inverting its stomach on them.

Fruit of Delirium (Round Action): At the start of the round, the Succubus summons a fruit in range 3, a 1 space terrain effect. Only two of these fruits can be active at once. Any character can consume a fruit by moving into its space. Consuming a fruit grants +1 action this turn, but also marks the character with *Pleasant Haze*.

Pleasant Haze (1 action, multimark, range 3): A character in range 5 is marked. While at least one character marked, the Succubus has the following interrupt

Delirium

Interrupt 1 per marked character

Trigger: The marked character ends their turn

Effect: The succubus chooses one of the following effects:

- **Rest Now:** Character becomes *immobile* until the start of its next turn.
- **Unstoppable giggling:** Character becomes *pacified*.
- **Frolic:** Character dashes 3 in a direction of the succubus' choice
- **Uncontrollable rage:** Character immediately deals fray damage to all adjacent characters, including allies.
- **Nightmare:** Character loses all vigor and cannot gain vigor this turn

Flying Tentacle (1 action, attack, range 3):

On hit: [D]+fray. Miss: fray. Effect: deals bonus damage to characters marked by Pleasant Haze.

Tend Thralls (1 action): All characters marked by Pleasant haze either gain 3 vigor or take 3 damage (the succubus may choose for each one).

Corruptive Spray (1 action, range 3): The Succubus creates 3 spaces of dangerous terrain in range. Characters in the area are shoved 1 outside it when it is created.

CHAPTER 2+

Mimic

A potent, formless demon with the ability to mimic ordinary objects. It has a fascination with large objects such as furniture or weaponry and will often transform into whatever is nearby.

Mimicry: In any battle with the Mimic, place 5 decoys on the battlefield at the start of the battle. Unlike other summons, they lack the intangible trait and can be destroyed.

Decoy

Size 1 summon, immobile, 1 hp, 1 defense

Summon Effect: The GM secretly picks one of the decoys that is actually the Mimic. When that decoy is targeted by an ability, before the ability is made, replace the decoy with the mimic and retarget the attack to the mimic. This reveals the mimic.

Surprise! (interrupt 1): *Trigger:* The mimic is targeted by an ability, and the ability resolves.

Effect: The mimic is revealed and dashes up to 3 spaces. An adjacent foe must then save or take [D]+fray, or just fray damage on a failed save.

Bone-cracker (+1 boon, 2 actions, attack):

On hit: [D]+1, a number of times equal to the round number. *Miss:* 2s damage, a number of times equal to the round number. *Effect:* The mimic may dash 2 before making this attack.

Reveals the mimic. Deals half damage if the mimic is revealed before making this attack.

Prowl (1 action, end turn): Dash 2 and gain *stealth*

Shell Game (1 action): Swap places with a decoy, removing and placing both characters. This does not reveal the mimic.

Scuttling Retreat (1 action, range 4, end turn): The mimic creates 2 decoys anywhere in range, then secretly replaces any active decoy, swapping places with it.

Gazer

A type IV demon that takes the form of a floating, lidless eyeball. It has the ability to selectively unravel reality wherever its gaze lies. Theories abound that this demon is merely a protrusion of a higher entity and that most of its body is hidden, unable to be seen by mortal eyes.

Special Traits: Flying

Behold (2 actions, pierce, range 8, medium blast): On hit: 2[D]+fray. Miss or area effect: Fray. *Effect:* The Gazer rolls 1d6 and applies one of the following effects to the attack target, which last until the end of its next turn.

1. **Scour Gravity:** The target gains flying, but at the end of their turn, they fall, *shattering* them.
2. **Scour Friction:** The target doubles its speed, but must move maximum speed when moving and cannot only move in one direction for each action.
3. **Scour Force:** The target cannot deal damage, but also becomes immune to all damage for the duration.
4. **Scour Scale:** The target increases its size to 3. It can share space with foes and objects during this effect.
5. **Scour Time:** The target immediately rolls a d20 and their class damage die. All of their results for any of those dice rolled during this turn become the respective rolled result (so, for example, if a 13 was rolled on the d20, all d20 rolls on their turn would be 13).
6. **Scour Space:** The target may teleport to any space for 1 action. However, for the duration, all characters may teleport to any space adjacent to this character for 1 action.

Yawning Void (2 actions, terrain effect):

The Demon creates a small blast area of non-space, a terrain effect, which lasts until the end of combat. When the demon creates the terrain, it removes all characters inside and places them adjacent to any edge. Characters and effects cannot occupy the space. Any character that enters the space for any reason can be removed by the demon and placed in any adjacent space. Foes can pass a save to choose which space they end up instead. On a failed save, they take fray damage and the demon can choose anyway.

CHAPTER 3

Lesser Emissary

A lesser demon forged in imitation of a beautiful, winged kin. Speaks, but doesn't make any sense the longer you listen to one. Theories about these creatures are they are a creation of the Abyss itself trying to entreat with its prey.

Special traits: Flying

Decree (Round Action): At the start of the round, the Emissary makes one of the following decrees, choosing a foe in range 6. That character must follow the decree or else take [D]+fray *divine* damage and become *stunned*:

- *Decree of Anger:* Attack this round.
- *Decree of Selfishness:* Do not use abilities that target allies this round.
- *Decree of Paranoia:* End turn without being adjacent to any other characters.
- *Decree of Rashness:* End turn adjacent to a foe

Unholy (2 actions, attack, range 5, medium blast): On hit: 2[D]+fray. Miss or area effect: fray. *Effect:* *Sealed* foes must sacrifice 4. Then, attack target is *sealed*.

Immaculate (2 actions, 1/combat): An ally in range 5 becomes *Intangible* until the end of its next turn.

Lift Burdens (1 action, repeatable): Self, or an ally in range 6 may fly 2. *Effect:* Increase fly by +2 for each time this ability was used this turn.

UNIQUE ELITES

CHAPTER 1+

GREAT BELL DEMON

A huge, stout demon with an enormous black iron bell. The shackles on its body seem to indicate it was imprisoned somewhere. These demons are common enough that its believed they once served some function in the Arken empire.

HP: 80

[D]: 1d8

Special Traits: Size 2

Elite: Takes 2 turns

Black Temple Bell: This demon's huge bell is so heavy it can only attack once a round.

Flatten Mortal (2 actions, attack, range 2, medium blast): On hit: 4[D]+fray. Miss or area effect: [D]+fray. *Effect:* Foe is *stunned*.

Bell sweep (1 action, burst 1 (self)): *Area effect:* 2 damage and shove 1

Swat (1 action): An adjacent foe is shoved 2. *Collide:* foe is *weakened*.

CLANG (1 action, true strike, burst 2 (self)): 2 damage, and foes must save or be *weakened*. *Weakened* or *stunned* foes take 2 damage, twice.

PAINWHEEL

This hellish demon takes the form of a person strapped to or merged with a burning wheel, screaming in agony.

HP: 64

Speed: 15 (Dash 15)

Trait modifications: No skirmisher

Elite: Takes 2 turns

Burning Wheel: This demon's speed is 15. However, the demon must move in the same direction for each ability it uses, and can only move in straight lines.

Agonize (1 action, attack, combo): On hit: [D] and foe is *dazed*. Miss: 1 damage. *Effect:* The Wheel dashes up to 8 spaces before this attack. It deals additional damage equal to how far it traveled before it attacked.

- **Exfoliate (2 actions, combo):** Repeat the following effect three times. *Effect:* An adjacent foe must save or take [D]+fray, or fray damage on a failed save. Bloodied foes gain +1 curse on the save.

Spit fire (1 action, small blast, range 4): Area effect: 2 damage. *Effect:* The demon can spend additional actions on this ability. For every action spent, it increases the range and damage by +2.

Spin out (1 action): Adjacent foes must save or become *blinded*, then the demon gains *stealth*.

GREATER EMISSARY

A great, many winged and fair-faced demon, larger and more intelligent versions of the lesser emissaries. These demons have a mild and seemingly gentle manner and often entreat with kin, gathering followings and cults, though when provoked they are no less violent. Able to use holy wrightcraft, much to concern of scholars.

HP: 80

Special Traits: Flying

Decree (Round Action): At the start of the round, the demon makes one of the following decrees, choosing a foe in range 6. That character must follow the decree or else take [D]+fray *divine* damage and become *stunned*:

- *Decree of Anger:* Attack this round.
- *Decree of Selfishness:* Do not use abilities that target allies this round.
- *Decree of Paranoia:* End turn without being adjacent to any other characters.
- *Decree of Rashness:* End turn adjacent to a foe

Holy (2 actions, medium blast, range 4, combo): Autohit: [D] + fray. Miss or area effect: fray. *Effect:* Attack target is *pacified*. *Effect:* Allies in the area gain 2 vigor

- **Refulgence (2 actions, combo):** *Effect:* Center three medium blast *area effects* on up to three characters, one at a time, choosing different characters each time. For each area, foes inside take 2 piercing damage, once, per character in the area. Allies inside gain 2 vigor, once, per character in the area.

Chastise (1 action): *Effect:* A character in range 6 takes 1 piercing damage. If that character attacks before the end of their next turn, they take [D]+fray piercing damage and this effect ends.

Lift Burdens (1 action, repeatable): Self, or an ally in range 6 may fly 2. *Effect:* Increase fly by +2 for each time this ability was used this turn.

CHAPTER 2+

JUDICATOR DEMON

Maleficent, and eyeless, greater demons from deep below the earth. Relatively intelligent, they delight in riddles, bargains, and technicalities.

HP: 80

Special traits: Size 2

Elite: Takes 2 turns

Eyeless: Immune to *blinded*.

Fair is Fair (Round Action): At the start of the round, the Judicator demon may use one of the following effects.

- Move any status from self or any ally to a foe.
- Move up to 5 vigor from a foe to self or an ally.
- Swap the places of self or an ally with another ally in range 3, removing and placing both characters

Sap Strength (1 action, pierce, small lbast, attack, range 5): On hit: [D]+fray and character is be *pacified*. *Miss or area effect:* fray. *Effect:* Deals added base damage on hit, miss, or area effect, equal to the vigor the Judicator Demon has.

Cut Deal (1 action): A foe in range 6 sacrifices 5. That foe chooses one of their allies. That ally gains 5 vigor.

World Revolving (1 action): Shove all characters on the battlefield 1 spaces in the same direction. *Collide:* Foe takes 2 damage and is *sealed*. *Sealed or pacified* foes take 4 damage instead.

Balance scales (1 action, range 4): A foe in range must save or sacrifice 25% of their max hp, or sacrifice 3 on a successful save. Self or an ally in range gains vigor equal to the amount they sacrificed.

PALE MAN

This demon's pallid skull is crowned with a grisly crest of eyes. It's incredibly slow movement is punctuated by shrieking and discharges of scintillating energy from its eyes that can pulverize stone, flesh, and armor.

HP: 64

Speed: 2 (Dash 1)

Special Traits: Size 2

Elite: Takes 2 turns

Eyes within Eyes: Immune to *blinded*. Simply grows more eyes.

Lidless Gaze (Round Action): At the start of the round, the Pale Man gazes at a foe in range 10. Some of its abilities can only target its gaze target.

It must gaze at a different foe each round from the last, if possible. If the foe breaks line of sight, the Pale Man can immediately switch its gaze to a new character as an effect.

Ceaseless Shrieking: If no foe is in line of sight of the Pale Man at the start of its turn, it spends its entire turn shrieking instead of using abilities. All foes take [D]+fray piercing damage and are *stunned*.

Void Bolt (1 action, attack, pierce, gaze target only, combo): On hit: [D]+fray. *Miss or area effect:* fray. *Effect:* Summon a height 1 debris *object* in the area.

• **Annihilate Flesh (2 actions, pierce, gaze target only, combo):** The Pale man chooses the target of its gaze, then focuses its eyes on them. At the end of that character's turn, they take [D]+2 five times. Reduce the number of times this deals damage once for each other character or piece of created terrain in the area.

Fatal Thaum (1 action, range 10, multimark): Mark a character in range. *Effect:* At the end of that character's turn, shoot a bolt of energy at that character, creating a medium blast area effect centered on them. Deals fray damage to that character, destroys or un-summons all created objects in the area and shoves all other characters 1 away from that character. Then, end this mark.

Destabilize (1 action, range 8): A foe in range becomes *vulnerable*. If that foe moves more than 1 space on its next turn, it also releases a burst 1 area effect centered on them, dealing 1 piercing damage twice to all characters within, including that foe.

CHAPTER 3

MAZE DEMON

A greater form of an Interlinked Demon, a demon made of interlocked plates of impossible geometries. Given time, these demons grow and stabilize, eventually becoming (horrifying and dangerous) dungeons themselves.

HP: 64

Speed: 2 (Dash 1)

Demon Traits: Devour

Elite: Takes 2 turns

Dissolving Reality: At the start of round 1, 3, and 5, the Maze demon creates a special *terrain effect* of Dissolving Reality anywhere on the battlefield, a medium blast zone. The zone is *dangerous terrain* to characters other than Demons.

Law of the Maze (Round Action): At the start of each round, roll 1d20 and 1d10. All values of any d20 in a Dissolving Reality zone are set to the number on the d20. All values of any other die are set to the d10 number, even that number would otherwise be invalid.

Pull of the Maze (Round Action): At the end of the round, the Maze Demon teleports one or two characters in range 3 of a Dissolving Reality area into that area. It may choose itself.

Disgorge Maze Shard (1 action, combo):

The Maze Demon creates a height 1 object inside one of its dissolving reality zones. Characters that end their turn adjacent to the object may be removed by the demon and placed in any valid space in range 2 of the demon.

- **Twisting Law (2 actions, attack, range 8, small blast, combo):** *On hit:* 2[D]+fray. *Miss or area effect:* fray. *Effect:* Attack target is *shattered*. *Effect:* All maze shards release a large blast area effect centered on them, dealing 3 piercing damage to all characters. Shattered characters take 6 damage instead.

Cheat Reality (1 action, 1/round): The Maze Demon fixes it's Law of the Maze numbers to 13 (d20) and 6 (d10) for the rest of the round.

Rearrange (1 actions, range 2): The Maze Demons removes all characters in range, then places them in any valid configuration in range.

Reality Splinter (1 action, range 6, mark): The demon marks itself or an ally in range. While that character is marked, the Demon gains the following interrupt.

Break Reality

Interrupt 1

Trigger: The marked character is damaged by a foe's ability.

Effect: After the ability resolves, the foe swaps places with the demon, removing and placing both characters.

UNIQUE LEGENDS

CHAPTER 1+

LIMB DEMON

A massive, worm-like demon that appears to be made up of fused rings of hands and arms. Theories abound as to how a monstrosity like this gets its start, but a common postulation is that when the population of natals becomes too high in deep areas of the Abyss, they run out of room and fuse into these larger demons, which devour and absorb their nest-mates until the new amalgamate being becomes strong enough to eat its way to the surface. Unlucky prey of the Limb demon are often stuffed into its maw still alive, where they are fused and absorbed over time. Some are rescuable - for a time.

HP: 60 per player character (min 120)

Special Traits: Size 2

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Amorphous: Can share space with other characters and objects. Any foes that end their turn inside its space take 2 damage. Does not provide obstruction, but characters treat its space as difficult terrain. Area effects this character creates can overlap its space, and it is immune to damage and effects from its own attacks.

Crawling Chaos: When the Demon hits with an attack or uses certain abilities, it summons a *crawling mass* of loose limbs in a free space in range 3 of its location. The mass counts as a *pit* and *dangerous terrain* to all characters but the demon. A character can destroy a *crawling mass* by spending the *interact* action while adjacent to it.

A Thousand Hands: The demon deals +1 base damage with its *amorphous* trait and all its abilities per *crawling mass* it is sharing space with.

PHASES:

The Demon starts in Phase I, then goes into Phase II when bloodied.

PHASE I

Flinch (Interrupt, 1/round): *Trigger:* The Demon is targeted by attack. *Effect:* The attacker can either choose to give the demon *resistance* to the attack OR summon two *crawling masses* after the attack resolves.

Control Limbs (1 action, multimark, 1/round): The demon chooses a character in range 4 and gains control over their limbs. After that character rolls a d20, the demon can choose to roll its own d20, substituting the demon's result as the final result. A character can resist this effect by *sacrificing 6*, also ending this mark.

Swallow Whole (1 action, 1/round): A adjacent character must save or be swallowed whole. Remove them from the battlefield. At the start of their turn, the demon spits them out, placing them in any adjacent space to the demon's current location, then shoving them 3 spaces. They are *weakened*. *Collide:* Character takes [D] +fray and is *stunned*.

Crush Body (1 actions, attack, range 2, true strike, burst 1 (target), combo): On hit: [D] +fray and summon a *crawling mass*. Miss or area effect: fray. *Effect:* Attack target is *slashed*.

- **Echoing Scream (1 actions, attack, unerring, line 4, combo):** On hit: [D]+fray. Miss or area effect: fray. *Effect:* All foes in the area must save or be shoved 2 spaces in any direction. All crawling masses and pillars of flesh in the area also release a scream, *weakening* all adjacent foes.
- **Crush Soul (2 actions, attack, range 3, large blast):** On hit: [D]+fray, twice. Miss or area effect: fray, twice. *Effect:* All characters in the area in *crawling mass* spaces take 3 piercing damage.

Pillar of Flesh (1 action): The Demon agitates a *crawling limbs* space in range 4, transforming it into a pillar of flesh. It becomes a height 1 object, or increases its height by +1 if it is already an object. The pillar causes *engagement* as if it was a character, and characters that end their turn adjacent to the pillar take 2 damage, once, per height of the pillar.

Thrash (1 action, combo): The demon deals 2 damage to all adjacent foes and shoves them 1.

- **Lumbering Charge (1 action, combo):** *Rush* up to 3 with *phasing*. All characters in the demon's space during this move are shoved 1 to

either side of its movement and take 2 damage after it resolves.

PHASE II

As phase I, but loses Flinch and gains

Swell Flesh (Round Action): The demon starts to swell and grow unnaturally in size. At the start of the round, it grows its size by +1. This has no maximum.

Limb from Limb (2 actions, true strike, end turn, 1/round): The Demon *rushes* 4 spaces in a straight line with phasing. Characters in its path must save or take 2[D]+fray and be *stunned*, or [D]+fray damage on a successful save. When the demon passes through a character's space during this move, it summons a *crawling mass* adjacent to them, but only once per character.

TACTICS

The Limb demon scatters its mutated body over the battlefield, making it incredibly hard to move around safely for foes over time. Foes will have to position so that its relatively short range attacks cannot reach them without moving it out of the space of its own *crawling mass* spaces. In phase II, this becomes a race before the demon grows large enough to make this not an option.

TROPHIES

White flesh strip

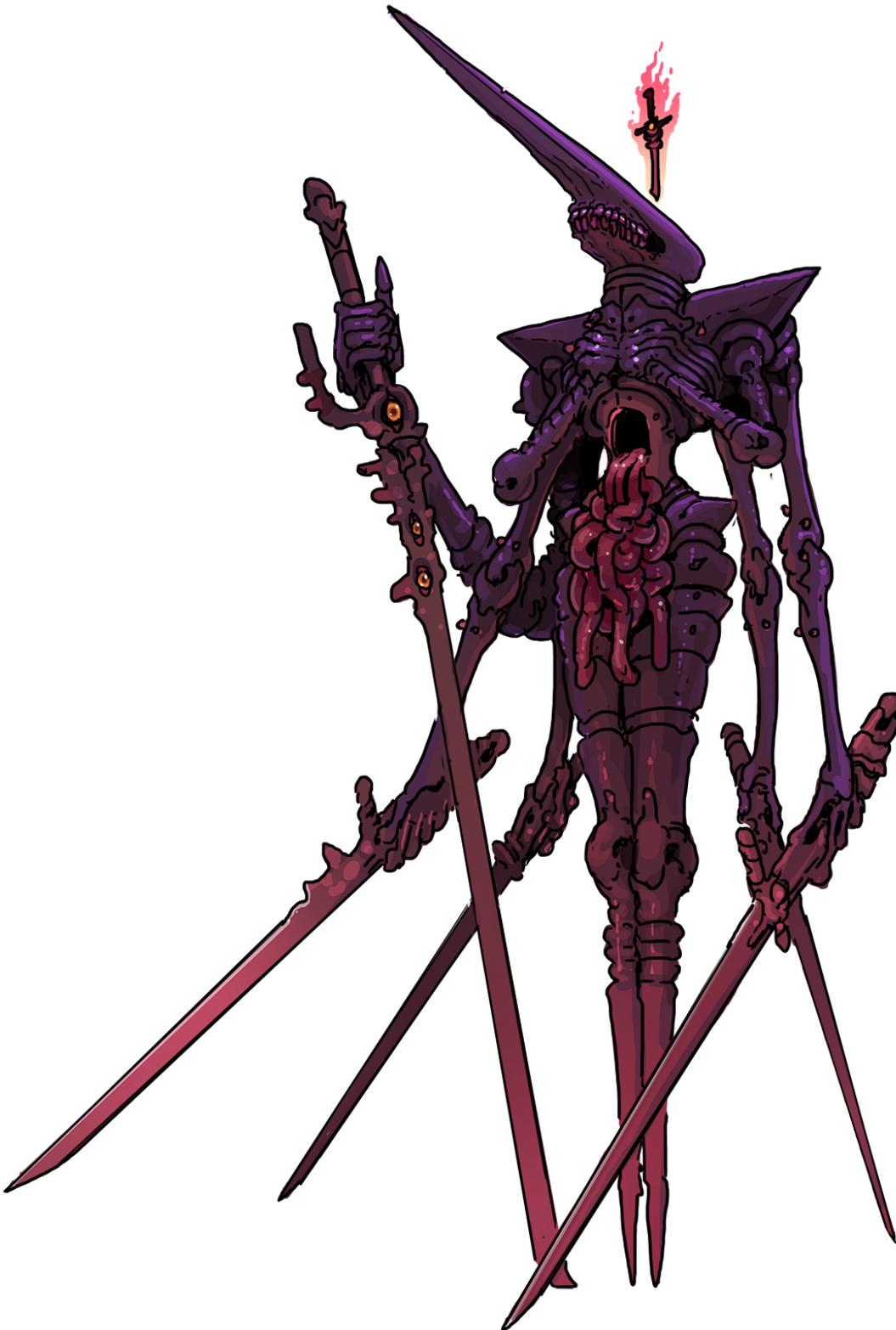
Uses: 3

Effect: Consume this rubbery white flesh at the start of any combat to gain *regeneration* and the *amorphous* trait for the rest of the combat.

Clasped Hand Ring

Uses: 1 expedition

Effect: During this expedition, you can use the power in this ring to unnaturally puppet your enemies' limbs. You gain the *control limbs* ability, as a *mark* instead of a multi mark.



II. VIOLENCE DEMON

These incredibly powerful demons wield seven swords that are fused with their beings. Nobody knows what causes their appearance, but they are drawn to scenes of carnage and battle, eerily drifting in out of the darkness on spindly limbs. They appear to exist only to fight incredibly strong foes, and when they emerge they spend all day and night cutting down everything before them with complete, unrelenting brutality, finishing with all other demons, until nothing else remains. Only then do they drift on.

Their appearance in the surface world is usually treated as a calamity, and entire sealer orders are often roused to try and drive one back underground.

Speed: 5 (Dash 5)

Special Traits: Skirmisher

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Soul Suffering: The violence demon can stack any number of marks on foes

Blade of Agony: Many actions from this legend summon a blade of agony, an incredibly sharp, bonelike demon blade. Blades can be summoned in range 3 from the demon.

Blade of Agony

Size 1, summon

Summon Effect: Foes may pass through the space of a blade, but treat them as *difficult terrain*. It also has the following effects.

- **Blade Slash:** Whenever a blade is summoned, all blades, including the one that was just summoned, slash every space adjacent to them, dealing 1 *divine* damage to all foes. A character can hit by multiple blades at once.
- **Blade consume X:** Certain actions must consume X blades of agony to be used. Blades are consumed at the start of the action and must be in range 3 of the demon to be valid. This destroys the blades, removing them from the battlefield.

Regard: Critically hitting the demon earns its regard until the end of the round, giving the demon *hatred+* of that character for the duration. This effect can switch targets if the demon is critically hit again.

PHASES:

The Violence Demon must swap phase at the start of each round. It starts in phase I.

ACTIONS

The demon has the following actions in all phases:

Call Blades (1 action, 1/round): Summon three blades of agony from the void anywhere on the battlefield. Characters adjacent each blade when they are summoned are shoved 1.

Torturous star (1 action, range 4, 1/round): The demon chooses a foe in range 4 that has not acted yet, marking out the space under them. At the end of that foe's turn, if they are in range 4 of that space, a burning blade impales them, dealing [D]+fray damage and *blinding* them, then summoning a blade of agony in the chosen space. If they are further away than range 4, this effect deactivates.

Ancient Hatred (1 action, range 4, multimark, 1/round): A character in range is filled with boiling hatred, granting them the following effects:

- They take +1 damage from blades of agony
- They deal 3 damage to themselves and all adjacent foes and allies when they end their turn

This mark ends if the marked character deals damage to the violence demon, or 2 or more allies with this mark.

Sixfold Cut (1 action, true strike, range 2, attack, combo): On hit: 1 damage six times. Miss: three times. *Effect:* Dash 2, after this ability resolves. *Exceed:* Damage becomes *divine*.

• **Mansplitter (2 actions, attack, combo):** On hit: 2[D]+fray. Miss: fray. *Effect:* Attack target is *dazed*. *Effect:* May dash 3 before the attack. *Exceed:* Increase base damage by +[D], hit or miss.

• **Blade Storm (1 actions, unerring, attack, range 3, medium blast, combo):** On hit: [D]+fray. Miss or area effect: Fray. *Effect:* Summon a blade of agony. *Exceed:* Summon another blade of agony.

PHASE I

Traits: Counter

Blade Pin (1 action, range 4, blade consume 1): A character in range from the violence demon must save or be shoved 3, or just 1 on a successful save. Then, the character is pinned down by the blade, taking piercing fray damage and becoming *immobile*. They can break the blade by using the interact ability, or break free automatically at the end of their turn, ending this effect.

Blade Parry (Interrupt, blade consume 1):
Trigger: The violence demon is targeted by an attack. *Effect:* The demon gains *evasion* against that attack, then teleports 2.

Maddening shift (1 action): The violence demon removes itself from the battlefield, then re-appears in a space in range 3.

Hunt Flesh (1 action, range 3, mark): The violence demon marks a foe in range. If that foe ends its turn out of range, the violence demon may teleport to any space adjacent to the marked foe, then the foe must save or become *dazed* and take 3 damage, three times, or just 3 damage on a successful save.

PHASE II

Advance (free action, 2/round): The violence demon teleports up to 3 spaces, but must end adjacent to a foe.

Vital Edge (Free action, end turn, blade consume 1): The demon's next attack gains +1 boon and deals bonus damage. This effect stacks.

Garuda (1 action, mark, blade consume 3): A foe in range 6 is marked and impaled by three blades. *Effect:* At the start of their turn, a blade rips out of them, dealing 5 damage and summoning a blade of agony adjacent to them. Once this effect has triggered three times, it and the mark ends. *Effect:* If the mark is removed early, summon the remaining blades in adjacent spaces to that character.

Universal Violence (2 actions, melee attack, range 3, blade consume 6): *On hit:* Foe takes five damage, six times. *Miss:* Three times. *Exceed:* Damage becomes *divine*.

TACTICS

The Violence demon is a tempo fight that switches between a defensive mode and an aggressive

mode. It can choose between letting its blades of agony build up, denying an area, or spending them for powerful effects. Player characters must overcome its relatively weak defensive tools before it can build up its stock of blades enough to split them apart.

TROPHIES

Seventh Sword

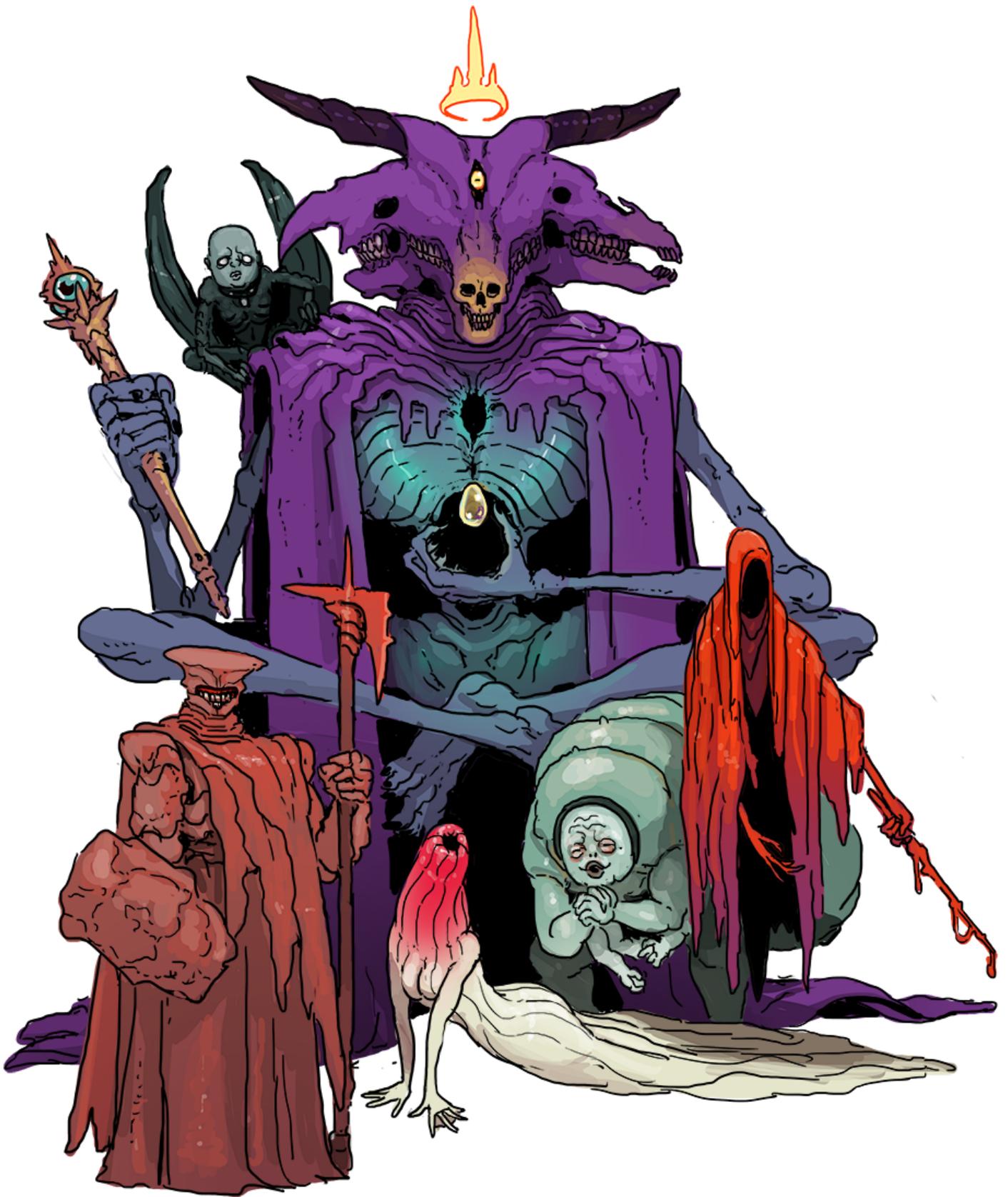
Uses: 1

Effect: Swing the seventh sword, instantly defeating a character in range 4, then defeating yourself. You cannot be rescued for the remainder of combat and cannot ignore any wounds gained from being defeated. Legend characters take 25% of their maximum hp as divine damage instead. You gain a cosmetic, twisting scar (describe it to your party and the GM) as the result of the cut to your soul aether from swinging this sword. Swinging a seventh sword again causes you to die.

Bone Chakram

Uses: 3

Effect: Activate this cursed talisman at the start of any combat. For the rest of combat, at the end of your turn, you are filled with unbelievable bloodlust. You deal 3 damage to all characters, including yourself, in range 2 of you at the end of your turn. This damage cannot reduce you below 1 hp.



III. MAJESTY DEMON

Immensely powerful demons that take the warped imitation of earthly royalty, Majesty Demons are found deep in the pits of the ruins, where they hold court in lightless and pulsating

chambers. Their influence is such that they warp the behavior of other demons, forcing them into subservience in mock 'kingdoms' that wage war against other dungeon inhabitants and the surface world. Though these demons appear intelligent, their proclamations are chaotic and frequently nonsensical.

They are immensely powerful aetherwrights and supposedly capable of granting wishes. Those that take bargains from Majesty Demons enjoy a few years of prosperity before they inevitably hear the call of the ruins. As they trek slack-jawed towards their doom, they find their soul and body warping until they are dragged into subservience in the Court of the Covenant.

HP: 150 per player character (min 300)

Special Traits: Size 2

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

COURT OF THE COVENANT

At the start of combat, or as a round action, the Majesty Demon summons until it has the following set of summons active: **The Sycophant**, the **Scepter Bearer**, the **Shrouded Lady**, the **Maiden**, and one **Flagellant Knight** per character. All summons are demons that must be placed within range 2 of a player character or the Majesty Demon and cannot be placed within range 2 of each other. Unlike other summons, some can be attacked and take damage, and are removed when defeated. The Majesty demon cannot directly target its summons with attacks and effects unless specified. When the Majesty Demon re-summons one of these special summons, it takes damage equal to twice their maximum hp, which cannot be reduced in any way.

The Sycophant (Summon, 5 hp, intangible): Counts as an ally for player abilities. Projects aura 2 around it. The aura reduces all damage to player characters to 1 while it is inside. At the end of any turn in which the aura was used to reduce damage, the Sycophant is destroyed.

The Scepter Bearer (Summon, 5 defense, 10 HP, flying): When summoned, and on each

of the Majesty Demon's turns, flies 1. Cannot move unless it's within range 4 of a player character. When defeated, drops its scepter in its space as a *terrain effect*. Any character standing in the scepter space other than the Majesty Demon deals **double damage** with abilities (double *all* damage after rolling and totaling up all damage). The scepter disappears when this summon is re-summoned.

The Shrouded Lady (Summon, intangible, flying): Teleports 4 spaces when summoned, and at the start of each round towards the closest player character. At the end of the round, deals 40 damage to all adjacent characters other than the Majesty Demon.

The Maiden (Summon, 5 defense, 10 hp): Has aura 2. Characters other than the Maiden in the aura are *pacified+*, but have *resistance*.

Flagellant Knight (Summon, 5 defense, 40 hp): Once a round on the demon's turn, one flagellant knight may *rush 2* towards the nearest foe and use the following ability on them:

Wicked Blade

Free action

Attack: On hit: 6 damage, Miss: 2 damage.

Effect: Shove 2.

Summon effect: When any character takes damage adjacent to the knight that wasn't dealt by a knight, the knight reduces it by 5, as if by armor, then takes 5 damage.

PHASES:

The Majesty Demon changes phases when bloodied.

PHASE I:

Declare Will (Round Action): At the start of the round, the Majesty Demon makes one of the following decrees (roll 1d6).

- **1. Decree of Penance:** All foes deal 10 damage twice, to themselves as an effect at the end of the round.
- **2. Decree of Obeisance:** Foes must end their turn adjacent to one of the summons from Court of the Covenant, or else take 10 damage twice.
- **3. Decree of Pain:** Player characters cannot be reduced below 1 hp this round. Player characters at exactly 1 hp when the round ends regain hp to put them at 50% of maximum. Player characters not at exactly 1 hp become *pacified*, *sealed*, and *stunned* at the start of next round.

- **4. Decree of Annihilation:** One foe (chosen by the demon) takes 10 damage four times as an effect at the end of the round.
- **5. Decree of Glory:** Flagellant knights deal and take double damage this round.
- **6. Decree of Haste:** All movement and shoves are doubled this round.

Death XIII (1 action, 2/round): A foe in range 6 that has not acted yet pulses with dark energy. At the end of that character's turn, they take 20 damage. The character can reduce this damage to 10, then deal 10 damage to an adjacent character, but only if there is an adjacent character available.

Embroid (1 action, attack, range 6, combo):

On hit: [D]+1 damage. *Miss* 1 damage. *Effect:* Deals 2 piercing damage again to the target after this ability resolves, for each status the foe is affected by.

- **Effluvia (1 action, attack, range 6, combo):** Autohit: Fray damage. *Effect:* Foe is *pacified*. *Pacified* foes take 3 damage, three times.
- **Ebullient (1 action, attack, small blast, range 6, combo):** On hit: [D]+fray. *Miss or area effect:* fray. *Effect:* Copy all statuses on the foe, then inflict them in a different foe in the area.

Fold Space (1 action): Teleport 4 spaces

Comet Rain (1 action, range 6, medium blast):

Area effect: fray damage. *Effect:* Character in the center space is *shattered* or *vulnerable* (demon's choice). Then create a height 1 *smoking meteor* object in free space adjacent to them

Silence (1 action, mark, range 4): The demon chooses a foe in range. That foe is *sealed* and must save. On a failed save, they are mark and become unable to attack while marked. This effect ends if the mark is transferred, or at the end of their turn.

Backhand (1 action): An adjacent foe is shoved 3. *Collide:* foe is *weakened* or *slashed* (demon's choice).

Waterspout (1 action, unerring, range 4, repeatable): The demon spurts water, *blinding* or *dazing* a foe in range. Blinded foes take 2 damage.

Primal Meteor (2 actions): All foes not in cover from the demon must save or take fray damage twice and become *vulnerable*, or once on a successful save. Then, summon a height 1

meteor object adjacent to any character affected.

Round 3+: Fray damage three times on a failed save. Round 5+: Fray damage five times on a failed save.

PHASE 2:

As phase 1, but **the** demon chooses **two decrees**, rolling twice and discarding duplicates. In addition, it gains:

Wretched (2 actions, 1/round): A foe in range 8 must save or become *weakened*, *slashed*, *dazed*, *blinded*, *vulnerable*, *shattered*, *pacified*, and *sealed*. On a successful save, a character is affected by two of these statuses of the demon's choice. On a failed save, a character additionally becomes immune to a further use of this action for the rest of combat.

TACTICS

Player characters may balk at the Majesty Demon's massive amount of hp, but it is mostly a puzzle fight in which destroying its summons is a good way of defeating it, and players can frequently deal double damage. Most, if not all summons are useful to the players and can be used to reduce damage from or manage the demon's incredibly powerful abilities, and players should use the summons wisely, as they get only one set per round. The demon can also use its own summons to mitigate damage or deny players shelter. It also can deal out some very nasty statuses, especially in phase II, and can obliterate players suffering from statuses very quickly.

TROPHIES

Clasp of the Flagellant

Uses: 3

Effect: This knight's badge digs into your flesh. For this combat, you gain the *Flagellant's Guard* trait.

Flagellant's Guard: Reduce all damage to self and adjacent allies by 3, as if from armor, but you must sacrifice 3 at the end of your turns.

Death XIII

Uses: 3

Effect: This tome of dark magic can be called upon in combat. Choose a foe in range 6. That foe pulses with dark energy. At the end of that foe's

turn, they take 20 damage, or 10 damage and they deal 10 damage to an adjacent ally. They cannot choose to split the damage if there is no adjacent ally available.



DEMON TROPHIES

Tech	Description and Effect	Uses
Void Shard	As a free action ability , create a Void Rift terrain effect in free space in range 3, which counts as a pit to everyone but demons.	6
Natal Slime	Slippery and foul smelling. Apply at the beginning of combat to, gain <i>counter</i> for that combat. Foes that trigger <i>counter</i> are also shoved 1.	3
Empty Bone	This bone is hollow but seems bigger on the inside. Free action ability: End turn . Become <i>intangible</i> until the start of your next turn	2

Purified Demon Blood	Swig before combat to gain regeneration, but at the start of your turn gain <i>hatred</i> of the closest foe.	3
Pale Man Eye	Point this swiveling eye at a foe as a 1 action ability for the following <i>Effect</i> : Deals [D]+fray to that character, removes all created objects in a medium blast area effect, and shoves all other characters 1 away from that character.	2
Warping Flesh	A chunk of flesh from a chaos demon. Squeeze it as a free action ability to remove yourself from the battlefield, then return in any space in range 8. When you come back, you are slightly <i>wrong</i> for a few days (extra fingers, face askew, limbs slightly crooked, etc)	3
Chaos Shard	This expedition, your attacks gain (as a relic) Invoke: Attack, 16+: Inflict any status of your choice	1 Expedition
Judicator Heart Valve	This expedition only, gain aura 2. Whenever a foe gains vigor in the aura, you may gain the same amount of vigor, but only once a round.	1 Expedition
Unstable Demon Bone	This expedition only, you may teleport 2 as a <i>free action</i> ability on your turn	1 Expedition



VII. LOWLANDER

A society of rejects, survivors, and outcasts, lowlanders are a relatively new development in Arden Eld - those that make their homes in and under the blightlands - the areas around long-emerged and active arkenruins that are inhospitable to life and full of monsters, where the very ground might be poison. They often live in squalor and constant danger from their harsh environment, and band together for survival into loose clans.

Those that live in the blightlands live on the fringe. Most people that are out there chase the herds of monsters and blighted fauna, harvesting them for valuable parts that can be sold or traded back to guilds or other clans. Many of

them are often pariahs, exiled from society, for real or perceived transgressions, forced into a life of brutal survival.

The lowlander way of life is one of hunting, constantly on the move, and using convoys of giant, blight resistant pack insects to haul their tents, cargo, and supplies. Many lowlander clans are raiders, and using the blight as a natural barrier they attack the towns, farms, and lands outside when they need to gather supplies, retreating into the blight when pursued. Some principled lowlander clans may try to avoid bloodshed and take only what they need, but the villages they take from would nearly all see it differently.

Clanners are masters of the giant (and very dangerous) insect species of the Blightlands, using them for labor, transportation, food, and protection. They have the biggest repositories of knowledge about blightland fauna and flora in the known world, and are frequently hired as guides or advisors by enterprising outsiders. Many of them have also developed a semi-religious respect for the dungeons that in its worse forms can manifest as cult-like reverence.

Faction Template

To make any foe a Lowlander, you can add the following traits. All Lowlanders have these traits.

- Kin:** Lowlanders are kin, can be bargained with, and will flee or surrender if heavily outnumbered or heavily losing a fight
- Motivations:** Lowlanders nearly always fight for territory or supplies. Negotiating for them for passage through their territory usually involves doing a favor or payment, and they typically respect fair deals. They prefer to take captives in battle and ransom them back later.
- Flee:** Lowlanders are survivors and won't hesitate to back down from a fight they know they will lose - conversely, they won't hesitate to exploit weaknesses.

All lowlanders except legends have the Blightland Survivalists trait (see below)

Special mechanics: Blightland Survivalists

Lowlander Toxin: At the start of each round in any combat featuring lowlanders, *all* non-lowlander characters *sacrifice* 2 hp.

Pit expert: Lowlanders ignore movement and height disadvantage from pits

Suddenly!: At the start of any round, the GM can spring a **lowlander trap** in any unoccupied space not adjacent to a player character, with the following features:

- The trap is a *pit*.
- When activated, a foe in range 2 of the trap must save or be shoved until inside the trap.
- Foes that end their turn inside the pit take 3 piercing damage.
- All traps can be **disarmed** by a character taking the interact action adjacent, removing it.



FOES

SLAB

Heavy-bodied Lowlanders that keep the peace, haul supplies, repair tools and gear and generally keep the camp in working shape. Though their work is often exhausting, long, and difficult, they are the backbone of the camp, and vital to its survival.

Special Traits: Defiance

Demolish (1 action, attack, true strike, range 2): On hit: [D]+fray. Miss: fray. Effect: If the foe is in a pit, they take 2 damage again, and the Slab gains 3 vigor.

Wall of Meat (1 action, range 2, mark): The Slab marks an ally in range. While marked and in range, that ally has *resistance*, but the Slab sacrifices 3 hp at the end of that ally's turns.

Mancatcher Bolas (1 action, range 3): A foe in range is *weakened* and shoved 1 towards the Slab. *Weakened* foes are shoved up to 4 spaces towards the Slab, or until adjacent to them.

Kidnap (1 action): The slab *rushes* in a straight line 3 spaces, phasing through characters. The first character the slab encounters is shoved along with the slab to the end of the line, then shoved 1.

If the Slab or their target is bloodied, gains:
Collide: character is stunned.

CHAPTER 1+

Butcher

Lowlanders tasked with the ritual task of carving and carefully preparing monster meat for consumption, an important task in every clan, leaving their frames corded with muscle.

Replace **Raze** with **Fury Strikes (1 action, attack, true strike, mark):** On hit: [D]+fray. Miss: fray. Effect: foe is slashed. Effect: May mark the foe after the attack resolves. While marked, the butcher's attacks cannot miss the marked foe (turn any miss into a hit) and deal bonus damage.

Mule

Strong or burly lowlanders that carry supplies through dangerous terrain over a long distance. They can do the same with captives.

Blightlands Brawn: When bloodied, becomes *sturdy*, *kidnap* goes +2 more spaces, and *kidnap* also slashes foes.

Canker

Clan members that spend too long without protective gear or who have consumed a little too much monster meat often develop tough hides and a rank stench.

Stench: This character has aura 1. Foes in the aura take +1 curse on attacks and saves.

Toxic Revenge: *Area effect:* When defeated, explodes with venom, inflicting [D]+fray damage as a burst 1 (self) area effect.

CHAPTER 2+

Great Kidnap: The Slab can spend both actions on Kidnap to increase its distance to 6 spaces.

Snork

Clanners with heavy, woven environmental suits that are tasked with cleaning up the worst of the clan's refuse and keeping the peace.

Entrenched: *Unstoppable* while in a pit.

Intimidate (1 action, mark, end turn): The Snork marks a foe outside of range 6. After the marked foe uses an ability, the Snork may *rush* 2 spaces towards the foe, shoving characters in their path 1 space out of the way. If the marked character starts their turn adjacent to the Snork, they take fray damage twice, become *stunned* and this mark ends.

Flame Blast (2 actions, true strike, large blast): *Area effect:* characters take 3 damage twice and are shoved 1 in any direction.

CHAPTER 3

Kidnap gains *collide:* foe takes damage equal to the distance the Slab rushed with this ability.

Slaughterer

Axe-wielding Lowlanders tasked with the ritual slaughter of livestock and captive monsters. The strength required to swing their heavy, pitted iron blades is tremendous.

Bloodwhetter: When the Slaughterer is damaged by an ability they may deal 2 damage to an adjacent foe, each time they are damaged.

Cull (1 action): Deal 3 damage, once to an adjacent foe for each of the following that is true:

- Foe is *weakened* or *slashed*.
- Foe is *bloodied*
- Foe is in a pit

Grapple (1 actions, mark): The Slab marks an adjacent foe. While marked, that foe must save if it attempts to break adjacency. On a failed save, it becomes unable to exit adjacency with the Slab by any means for the rest of the current turn. On a successful save, the mark and this effect ends, but the foe is *weakened*.

GRUB

Clanners that are tasked with the menial but important tasks of the clan, which mostly involve scouting out the paths through the blights, digging pits to defend the camp, or disposing of unsavory waste, offal, and dangerous residues. Since the aboveground is extremely dangerous, they become experts at squirming through the tight, catacomb-like networks of tunnels and collapsed ruins under the blight lands.

Master of the underway: The grub gains *stealth* if they start or end their turn in a pit and can use 2 spaces of movement to teleport from any pit space to any other free pit space.

Razor Shot (1 action, attack, range 4, +1 boon): On hit: [D] +fray. Miss: fray. *Effect:* May dash 1 before and after attack. *Effect:* Gains *unerring* and deals bonus damage to foes in pits or *bloodied* foes.

Dirty Fighting (1 action, range 3): Swap places with a character in range, teleporting both characters. Foes can pass a save to avoid this effect, but are *dazed* on a successful save. Can't use if unable to teleport.

Reveal Pit (1 action, range 4, terrain effect, end turn): The Grub chooses a foe in range, then creates a *pit* underneath them. The chosen character can avoid the pit by becoming *dazed* instead, shoving them 1 space out of the way in a direction of the grub's choice. *Dazed* foes cannot avoid the pit and take 3 damage.

Thresher

Threshers are tasked with cleaning the pits and tunnels of dangerous wildlife and often form uncanny bonds with them.

Call pit worm (1 action, 2/combat): The Thresher chooses a pit space in range 4 and summons a pit worm in it.

Pit Worm

Size 1, summon

Summon Action: When summoned, or during the Thresher's turn, the worm can teleport to any free pit space, then deal 3 damage to a foe in range 3.

Scab

Unsavory scouts that are tasked with patrolling the edges of Lowlander territory, reporting on the movements of travelers and dealing with them if necessary.

Track (1 action, mark): A foe in range 5 is marked. While marked, that foe cannot benefit from *cover* and the Scab may dash up to 3 spaces towards that foe at the end of their turn.

Razor Shot (1 action, range 3, unerring): A foe in range takes 2 damage. If that foe is bloodied, they take 3 damage twice instead.

Darter

Curating noxious, hallucinogenic toxins from the alien plant and wildlife of the blights, Darters become experts with the tiny bone darts that they throw or shoot from a blowgun.

Blowdart (1 action, range 4, mark): The Darter shoots a toxic dart at a foe in range, marking them. While marked, the foe is inflicted with a maddening toxin and must save at the start of their turn. On successful save, a foe is shoved 1 in a direction on the Darter's choice. On a failed save, instead of taking a standard move that turn, the Darter may shove that character 3.

CHAPTER 2

Reveal Pit also creates a pit under the Grub

Mole

Pale, gangly clanners that spend more time below ground than aboveground.

Collapse Tunnel (2 actions): The Mole creates a line 4 area effect of difficult terrain. Characters standing in the area when it is created are *dazed*.

If a pit is caught in the space, it explodes with a medium blast *area effect*, dealing 6 damage to characters within but removing the pit.

Dig Tunnel (1 action): The Mole chooses two pit spaces on the battlefield and connects them with a tunnel. Any character can use a *free action* to teleport from one end of the tunnel to the next, as long as the other end of the tunnel is unoccupied.

CHAPTER 3

After using **Reveal Pit**, the Grub may teleport to the space of any free pit, then deal 2 damage to all adjacent foes.

Tick

Exiles of exiles, Ticks are clanners so reviled that they have been banished from the clan grounds. Nevertheless, their labor cannot be wasted, so

they are assigned permanent patrol duty and occasionally left food and supplies.

Lick Knife: The Tick's abilities all have *Slay*: gain +1 action. This trait can only trigger once a turn.

Scuttle Away (1 action): The Tick gains the following interrupt until the start of its next turn:

Scuttle

Interrupt 2

Trigger: A foe moves adjacent to the Tick.

Effect: The Tick deals 2 damage to that foe, then may dash 3. If they move into a pit, they may also then teleport to any other pit space.

Leg Trap (2 action): The Tick chooses a foe in a pit anywhere. That foe becomes *immobile*. That foe can choose to sacrifice 6 to break themselves out of this effect as a *free action* on their turn, or else can save against this effect at the end of their turn, ending it on a success. If the foe is removed from the space, they also take [D]+fray, but this effect ends.

BOIL

Apothecaries and priests that have learned the floral lore of the blight lands, able to gather sustenance, medicine, and insight from its various alien and toxic species of plant life. The aether in blighted lands runs stagnant and tainted, but has its own kind of order, and can be mastered and channeled like any other.

Toxion (1 action, attack, range 5): *On hit:* [D]+fray. *Miss:* fray. *Effect:* *Sealed* or *Pacified* foes are shoved 2 in a direction of the Boil's choice.

Deep Well Poison (1 action, mark): A foe in range 5 is marked. While marked, they gain no benefit from being *sturdy* or *unstoppable*. At the start of their turn, the Boil may shove them 1 space as an effect.

Noxious Cloud (1 action, range 3): The Boil creates a choking cloud, a small blast *terrain effect*, in free space in range with the following effects:

- Foes in the cloud are *pacified+* and take 2 piercing damage if they start their turn there.
- Allies that start their turn in the cloud gain 2 vigor, or 6 vigor if they are marked with *Adrenalize* (see below)

The cloud lasts until this ability is used again.

Adrenalize (1 actions, range 4, multimark):

An ally in range is marked. When marked, they gain *defiance*, and while marked they gain increased from *noxious cloud*

CHAPTER 1+

Priest of the Nettle

Clanners that learn their ways around the various poisons and noxious wastes of the blight lands eventually join the priesthood to pass on their knowledge.

Noxious Censer: The priest has Aura 2. Characters in the aura have *cover* against abilities used from the outside, and foes in the aura get +1 curse on attacks

Viper

Scarred lowlanders that dip the blades and arrows of their allies in the pure toxic ground of the blights.

Toxic Coating (1 action, range 3): The viper puts out a 1 space terrain effect in range. The abilities of allies inside this effect gain *pierce* and deal bonus damage.

Priest of the Herb

The healers of the Lowlanders, potent in their knowledge to ease sicknesses and ills - but equally potent in their ability to inflict them

Purifying Censer (2 actions, range 3): The Apothecary summons a censer in range.

Herbal Censer

Height 1 object

Object effect: The censer has aura 1. Allies that end their turn inside the censer's aura may end a status or mark of their choice.

CHAPTER 2+

Allies may dash 3 when **Adrenalize** is used on them.

Mycowright

More mycelium than person, mycowrights use water and earth aether to cultivate the various toxic mushroom species that grow out in the wastes, learning how to prepare them for food and medicine.

Special Traits: Regeneration

Aura of Rot: The Mycowright has aura 2. Foes that start or end their turn in the aura lose all vigor, then take 2 piercing damage.

Noxious Garden (2 actions, range 3): The Mycowright creates up to two mushroom *summons* in range.

Mushroom

Size 1, immobile, 1 hp

Summon Effect: When a character *collides* with a mushroom, it explodes for a small blast area effect. Characters inside must save or become *pacified*, then take [D]+fray piercing damage, or just fray damage on a successful save. The character that collided automatically fails the save.

CHAPTER 3

Adrenalize increases the speed of the marked character by +2.

Scion of Pollution

Wrights that have learned to master the corrupted air and water aether of the blight lands. In a twisted imitation of the storm benders, they call the poisonous winds of the wastes to their bidding.

Acid Rain (Round Action): At the start of combat, the priest creates a medium blast *terrain effect* in free space in range 6. Characters that end their turn inside the terrain effect take piercing damage equal to the round number +2. The scion can redirect the terrain effect as part of this round action, moving it 3 spaces in any direction.

Fetid Wind (1 actions): All foes are shoved 1 in the same direction. Collide: Character takes fray damage.

Dissolution (1 action, range 4): *Effect:* An ally in range 3 is dissolved into poisonous gas. That ally *sacrifices 15*, but gains *flying* and becomes *intangibile* until the start of their next turn.

APIARIST

Tamers who keep blight bees, necessary for a camp's survival. These odd little insects pull in the tainted aether of the blight lands, and produce Black Honey, an extremely potent substance that is a key component of lowlander toxin.

Summon the Swarm (2 actions, attack, range 8, medium blast): *On hit:* [D]+fray. Miss or area effect: fray. *Effect:* Does not affect allies. *Effect:* Deals bonus damage for each

character in the area. If 3 or more characters are in the area, all foes in the area take 2 piercing damage and are *shattered*.

Skittering Mass (1 action, range 6): A foe in range either becomes *vulnerable* or takes 1 piercing damage, twice. *Effect:* At round 3+, this inflicts both effects.

Updraft (1 action, range 6): An ally or allied summon in range may fly 3

Attack Insect (1 action, range 3, summon): The Apiarist summons an attack insect in range 3. It may have a maximum of two insects at once.

Attack Insect

Size 1

Summon Action: When summoned, or once on the Apiarist's turn thereafter, the insect may fly up to 3 spaces, then deal 1 piercing damage, twice, to an adjacent foe.

CHAPTER 1+

Initiate

Apiarists of low rank and influence, who have not partaken of the Black Mead and must resort to pheromones to control insects.

Maddening Stinging (1 action, range 6, mark): The initiate marks a foe in range with pheromones that attract stinging and biting insects. While marked, after using any ability on their turn, the Initiate may shove the marked foe 1 in any direction. An adjacent ally, but not the marked character, can deal 4 piercing damage to and use the interact ability on the marked character to dislodge the insects, ending this mark.

Monster Hunter

Wrights and hunters that use their swarms to track and hunt down monsters for the clan's safety or sustenance. They fight with great-glaives, spinning blades that return to their wielder.

Replace **Summon the swarm** with:

Hunting Glaive (1 action, attack, pierce, range 6): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Deals bonus damage for each ally adjacent to the target. All allies or allied summons in range 2 of the target may dash 2.

Centipede Tamer

Especially bold or foolish Apiarists who apply their chitin-lore to taming enormous and extremely venomous Ruin Centipedes.

Agonizing Bite (1 action, range 6): *Effect:* The tamer calls centipedes out of the earth to bite a foe, targeting a medium blast area. For every pit in the area, a foe in the area takes 2 piercing damage, once. A *shattered* or *vulnerable* foe can be damaged multiple times by one use of this ability, otherwise it may only affect each foe once.

CHAPTER 2+

When an **attack insect** flies, the Apiarist or an ally can latch on and *fly* with it, mirroring its movement.

Black Mead Brewer

Brewers of the potent drink that the apiarists partake of to control their swarms (and occasionally for leisure).

Traits: Defiance, Regeneration

Black Honey vial (1 action, range 6): The brewer throws a black honey vial at a free space in range, a 1 space terrain effect, drawing in swarms of insects. The area is difficult and dangerous terrain, and characters inside are *vulnerable+*. At the start of the Brewer's next turn, the area increases to a large blast.

CHAPTER 3

Attack insects deal double damage to bloodied foes.

Swarm Wright

The highest ranks of the Apiarists, who have forsaken their flesh to fuse with their swarms, becoming one gestalt being.

Traits: Flying, Phasing

Swarm Shroud: Aura 2. Attacks against the wright and allies in the aura gain +1 curse, and foes that start their turn in the area take 1 piercing damage.

Burrowing Swarm (1 action): The Swarm Wright gains the following interrupt until the start of its next turn:

Skittering Retreat

Interrupt 2

Trigger: The Swarm Wright is damaged by an ability and the ability resolves.

Effect: Teleport 3, then create a pit under the space vacated.

Thousand Maws (2 actions): The Swarm Wright becomes *intangible*, then dashes 6 spaces in a straight line, then ends this effect. Foes they pass through take 1 damage five times. This damage becomes *piercing* against foes inside pits.

UNIQUES

CHAPTER 1

Zombie Mob

The head borer is a cooperative beetle swarm that feeds on carrion - and is able to puppet it using the shredded remnants of its nervous system, to walk to new feeding grounds, and to protect the swarm if need be. Lowlanders are able to tame and control these beetles with the use of pheromones, and therefore are able to use a scarce but precious resource - corpses - for labor and defense.

Walking Dead: Disintegrates and is defeated if all other foes are defeated.

Swarm Detonation: When any zombie is defeated, it deals 2 piercing damage to all adjacent foes.

Drag Along (2 actions, attack): *On hit:* [D] +fray. *Miss:* fray. *Effect:* Shove 1 in any direction. If a character ends this shove adjacent to another zombie, shove them 2 again.

Swarm Release (2 actions, stance): Each zombie releases an aura 1, with one of the following effects:

- *Swarm Frenzy:* Foes that end their turns in the aura take 2 piercing damage and must save or become *dazed*.
- *Swarm Synchronized:* Attacks against allies in the aura take +1 curse, and allies gain *cover* against abilities not used from adjacent spaces. The mob can swap which effect is active at the start of the mob's turn. This stance lasts until the mob moves on its turn.

Riding insect

Lowlanders ride many varieties of enormous insects or arachnids - usually beetles, but occasionally formics, spiders, or land-bound hound flies.

Vitality: 10

HP: 40

Speed: 6 (Dash 3)

Defense: 8

Fray Damage: 3

[D]: 1d6

Special Traits: Size 2

Saddle Up: Lowlanders can mount or dismount the Riding Insect by spending 1 space of movement, placing them adjacent when dismounting, with the following rules:

- Lowlanders can start the battle mounted
- While mounted, place characters inside a free space on the insect (so the insect has space for 4 size 1 characters). They share its space, move when it moves, and have *cover*. While moving with the insect, characters are *unstoppable*.
- Characters mounting it the insect when it is defeated are placed in any free adjacent space of the insect's choice and take 3 damage.

Bite (1 action, attack): On hit: [D]+fray and foe is *weakened*. *Miss:* fray.

Acid Spit (1 action, range 4, burst 1 (target)): Area effect: 2 piercing damage.

Leap (1 action): The Insect flies 3. If it moves from a higher elevation to a lower one, increase this flight to 6

Boil Slug

An enormous species of guard slug that can be trained like a loyal, cuddly, and particularly malodorous dog. It shoots boiling slime in a stream that can melt metal.

Bubble Up (1 action): The Slug becomes *sturdy*, gains 5 vigor, and gains *counter*. It loses all these effects at the start of its next turn.

- **Slime Stream (2 actions, attack, line 8, combo):** *Attack:* On hit: 2[D]+fray. *Miss or area effect:* [D]+fray. *Effect:* Shove all characters 2 spaces in the direction of the line. *Effect:* At round 3+, deals bonus damage and *shatters* target.

Sucking Mire (1 action, range 5): The slug creates a slimy *pit* in range. It can be created underneath bloodied foes. Foes that start their turn in the pit must save or be unable to dash, fly, or teleport for the remainder of their turn.

Slime Spit (1 actions): The Slug shoots a line 6 stream of slime. Characters caught in the area when it is created are shoved 1. Allies are shoved 2

instead, and can be shoved in any direction.
Collide: Foe takes 1 piercing damage twice and is *shattered*.

Clot

Simple golems made from the sucking white mud of the blight lands. Lack intelligence and fall apart quickly once on firm ground.

Speed: 2 (Dash 1)

Special Traits: Defiance

Mud Body: Has *resistance* while inside difficult or dangerous terrain, or pits. If outside those terrain areas, takes bonus damage and +1 curse on attacks and saves.

Harden: The Clot hardens over time, and increases all damage it deals by an amount equal to twice the round number. At the end of round 6, it finally petrifies and is defeated.

Slap (1 action, attack): On hit: [D]. Miss: 1 damage. Effect: May *rush 1* before the attack.

Mud Spray (1 action, range 3): A foe in range is *weakened*. Weakened foes take 4 damage.

Mudslide (1 action, terrain effect): The Clot *rushes 3*, then creates a terrain effect in the spaces it just passed through. The effect is difficult terrain, and characters other than clots that enter the space for the first time on their turn or start their turn there must save or slip and be shoved 2 in a direction of the clot's choice. *Collide*: Character takes 3 damage, twice.

CHAPTER 2

Mantid Warrior

Enormous and extremely intelligent fighting insects that can be trained as capable war beasts. Their extreme speed makes them formidable opponents but they eat a lot - making it hard for a clan to retain one for long.

Camouflage: If this character ends its turn adjacent to an object or inside difficult or dangerous terrain, it gains *stealth*

Wind Slash (1 action, combo): The Mantid deals 2 damage to all adjacent characters, then teleports 2, then gains *stealth*

• **Blightrazor (2 actions, Arc 4, attack, combo)**: On hit: 2[D]+fray. Miss or area effect: Fray. Effect: If only one character is

caught in the area they are *dazed* and take bonus damage.

Leaf Dance (1 action, stance): The Mantid gains *counter* and *evasion*. After each time counter activates, it may teleport 1. This stance ends when the Mantid is hit by an attack.

Cut Through (1 action, line 4): Area effect: 3 damage. The Mantid may *teleport* to any point on the line after this ability resolves.

Sage Snail

Great snails that roam the blight lands, having developed a powerful slime barrier as a defense mechanism against its corruption. They are relatively intelligent for animals, can use the aetheric arts, and often follow around lowlander bands in exchange for food and the occasional shell-cleaning.

Special Traits: Size 2

Bubble Stream (1 action, line 8): On hit: [D] +fray. Miss: fray. Effect: If only one foe is caught in the line, creates a large blast area effect centered on them. All characters are shoved 1 away from that character. Foes in the area take 2 piercing damage, and allies gain 2 vigor.

Suds Spray (1 action, range 3): The Snail sprays a medium blast area effect with slippery liquid. Characters in the area are shoved 1, then the snail creates up to two spaces of difficult terrain in the area.

Bubble Shield (1 action): The Snail gains *Aura 2* until the start of its next turn and becomes *immobile* for the duration. Characters in the aura gain *resistance* to abilities from outside the aura.

Pearlescent Bubble (2 actions, range 4): The Snail spits out three bubbles in range.

Pearlsecant Bubble

Size 1, summon

Summon effect: When a character enters the bubble's space for any reason, it pops, destroying it. Foes are *pacified* then, shoved 3 in any direction. Allies gain vigor 3.

CHAPTER 3

Pariah

Lowlanders that through a combination of misfortune, exposure, or time have become mutated to the point of unrecognizable by the terrifying forces and strange radiations of the Blightlands. Their flesh crawls over itself and

reforms, strange energies pour out of their eyes, and they shed multicolored skin. Pariahs are usually outcast from lowlander communities but kept in a hermitage or tent far from the main camp where they live out their warped existence, clinging to shreds of sanity.

Mutate: When bloodied, the Pariah deals bonus damage and becomes *unstoppable*.

Flesh warp (free action): The Pariah rips itself apart, then reassembles. It teleports 2, then teleports 2. It can split up these teleports with another action

Chaos beam (2 actions, attack, line 10): *On hit:* 2[D]+fray. *Miss or area effect:* fray. *Effect:* Roll 1d6 and apply the following effects to all characters within. Effects, except vigor and statuses, last until the end of the round.

1. Characters may teleport when they move
2. Characters cannot attack
3. Characters that end their turn adjacent to at least one other character take 5 damage per adjacent character, then grant 5 vigor to each adjacent character
4. Characters are *shattered* and shoved 1
5. Characters are removed from the battlefield, then returned to play at the start of their next turn anywhere within range 2 of their original space.
6. Characters are reduced to 50% max hp if above 50% max hp. Bloodied characters gain a vigor surge.

Warping Blast (2 actions, range 6, medium blast): Remove all characters in the area from the battlefield, then place them in any space within range 3 of their original location.

BATTLE BEETLE

Massive beetles with iron-hard shells that are chiefly used for transportation or war. These beetles, once tamed, can live for hundreds of years and sport watch towers, howdahs, ramshackle residences, or even gardens on their back. Capturing these beetles is a common reason that clans sometimes go to war with each other.

HP: 60

Special Traits: Sturdy, Size 3

Trait Modifications: No Guard

Enrage: +1 action when bloodied

Battle Platform: Characters can mount or dismount the Beetle by spending 1 space of movement, placing them adjacent when dismounting, with the following rules:

- Lowlanders can start the battle mounted on the Beetle.
- While mounted, place characters inside a free space in the beetle (so the beetle has space for 9 size 1 characters). They share its space, move when it moves, and have *cover*. While moving with the beetle, characters are *unstoppable*.
- Characters hostile to the beetle must pass a save to mount it.
- Characters mounting it the beetle when it is defeated are placed in any free adjacent space of the beetle's choice and take 3 damage.

Zipline dismount: Characters mounted on the beetle can fly 3 and dismount it as *free action* ability.

Beetle Horn (1 action, true strike, attack, range 2): On hit: [D]+fray. Miss: fray. *Effect:* Foe is *weakened*. *Effect:* Deals bonus damage against foes at exactly range 2

Side Harpoons (1 action, range 4): The Beetle deals 3 damage to a foe in range once for each mounted ally. A foe can only be damaged once by this ability.

Beetle Rampage (1 action, repeatable): *Effect:* The beetle *rushes* up to 2 spaces. When it ends this movement, all adjacent foes take 2 damage and are shoved 1.

Main Harpoon (2 actions, range 6, usable when bloodied): A foe in range must save or take 2[D]+fray, become *slashed*, and be shoved until adjacent to the beetle. On a success, the foe takes [D]+fray and is shoved 2 towards the beetle instead.

UNIQUE ELITES

CHAPTER 1+

RUIN SPEAKER

Some superstitious lowlanders are changed by spending too much time in the Blightlands. This can manifest in strange powers, a connection to the ruins themselves that sometimes manifests as

a voice that only the Speakers can hear - and call to if need be.

HP: 64

Elite: Takes 2 turns

Ruin lord: Can stack up to two marks on characters.

Call Ruin (Round Action): At the start of the round, the Ruin speaker chooses a space in range 6. At the end of the round, a ruin chunk surfaces in that space, a height 3 *object*. Spaces next to this terrain are difficult terrain. Any character occupying the space is pushed up on top of the ruin chunk but also takes piercing fray damage and is *stunned*.

Landwrack (2 actions, attack, Arc 8, combo): *On hit:* 2[D]+fray. Miss or area effect: fray. *Effect:* Summon a height 1 ruin *object* adjacent to the character. Deals bonus damage for each object it passed through before the attack target.

• **Sinkhole (1 action, range 6, mark, combo):** A foe in range 6 is marked and has a pit created under them. At the end of their turn, that character creates another pit underneath them. If that character is already standing a pit when one is created by this ability, they take 4 piercing damage instead. At the end of their turn, this mark ends.

Entropus (1 action, range 6, multi-mark, 1/round): A character in range of the ruin speaker is marked and starts to petrify. While marked, they are *shattered* and take 5 piercing damage at the end of their turns if they end their turn adjacent to or inside an object, pit, difficult, or dangerous terrain. A character can clear this mark by not moving for their entire turn.

Earthslide (1 action, repeatable): Dash 3. Gain *phasing* and become *intangible* while moving.

BORER

Pale and solitary lowlanders that spend more time below the earth than on top of it. Some prefer to move this way to avoid the strange energies and roaming monsters of the surface. Others recognize the strange madness that creeps in to someone that lives this way for a long time. Often hired as mercenaries by camps, these subterranean hermits can be helpful or even

friendly, but are also equally as likely to abduct a 'sun-lander' captive to trade for food or metal later.

HP: 56

Elite: Takes 2 turns

Master of the underway: The Borer gains *stealth* if they start or end their turn in a pit and can use 2 spaces of movement to teleport from any pit space to any other free pit space.

Tunnel: When the Borer ends its turn, create a pit underneath it.

Razor Hook (1 action, attack): On hit: [D] +fray. Miss: fray. *Effect:* If made from inside a pit, the Borer can fly 3 before the attack, and this attack deals bonus damage and *blinds* its target.

Grapnel Pick (1 actions, range 3): A foe in range takes 3 damage. If the Borer is standing in a pit, that foe also must save or swap places with the Borer, teleporting.

Gut Shot (1 action, range 3, mark): A foe in range 5 is *dazed* and marked, *Effect:* While marked, the character gains an open wound. While wounded, it takes [D] again at the end of its turns. This marks ends if that character ends their turn adjacent to an ally.

Subterranean Abduction (1 actions, end turn, 1/round): *Effect:* The Borer chooses a foe inside a pit anywhere, then removes both the Borer and them from the battlefield. The Borer and its victim both *gamble*, re-rolling ties. If the victim rolls higher, at the start of their turn they take 3 damage and may re-emerge from any pit of their choice at the start of their turn. If they lose the roll-off, they take 3 damage three times instead, and the Borer chooses which pit they emerge from at the start of their turn. The Borer returns to any open pit of its choice at the start of its turn.

CHAPTER 2+

WRANGLER

Those among the outcast with the patience, bravery, or lack of survival instinct often become master monster tamers. In larger Lowlander clans they act as bounty hunters and brutal dispensers of justice, enforcing the laws of the

clan and collecting tithe. Their trained hound-flies, insects the size of an arm, can track a quarry for miles.

HP: 80

Elite: Takes 2 turns

Beastmaster: The Wrangler starts combat with 3 unique trained beast summons. Place them within range 3.

Trained Beasts

Size 1, 5 defense, 20 hp

Summon Effect: Unlike other summons, these summons have defense and health and lack intangible (so they can take damage and effects). When defeated, the summons disappear as normal, and they do not cause obstruction or engagement.

Sic (1 action, attack): The Wrangler makes one of the following attacks, from the position and location of one of its beast summons, from the following list. If the Wrangler is bloodied, these attacks deal bonus damage. It must activate a different summon from the last each turn.

- **Hound Fly:** Fly 3, then *Attack*: Line 4, unerring. *On hit*: [D]+fray. *Miss or area effect*: Fray.
- **Gorebeast:** *Sturdy*. May *rush* 2, then *Attack*: *On hit*: [D]+fray. *Miss*: Fray. *Effect*: Shove 2. *Collide*: Foe is *stunned*.
- **Spitter:** May *move* 2, then *Attack (Range 8, pierce)*: *On hit*: Fray damage 3 times. *Miss*: Fray damage.

Crack the Whip (1 action, range 3): The Wrangler shoves all summons (hostile and allied) in range 3 spaces in any direction.

Weakening Toxin (1 action, range 5): A foe in range 5 is *pacified*. *Pacified* foes take 4 piercing damage, which doesn't break *pacified*.

CHAPTER 3

LARDER SPIDER

Massive, burrowing arachnids that keep gruesome 'larders' of food in subterranean caverns. Its toxin has a paralyzing venom that puts its foes into a paralytic sleep for as long as a week, slowing their metabolism to a crawl so they stay living and fresh, requiring neither food

nor water. Lowlanders cultivate these spiders as mounts, border guards, and jailers. Their venom also has a wide use as a medical reagent and has saved the life of many clanners.

HP: 56

Elite: Takes 2 turns

Hunting Horror: The Larder Spider has *evasion* unless there are two or more adjacent foes.

Subterranean Hunter (Round Action): At the start of the round, the spider can choose to burrow into the ground. If so:

- Remove it from the battlefield. The GM secretly places a *spider's burrow* marker within range 3 of a player character.
- A foe can reveal the spider by entering or exiting a space adjacent to the marker.
- Otherwise, the spider is revealed at the start of its turn.
- When revealed, the spider is placed on the map on the marker, removing the marker, and may *dash* 3 as an interrupt.
- While burrowed, every time a player turn passes, the spider may gain a d6 power die or may tick the die up by 1 if it already has one. Discard the die if the spider is revealed by a foe.
- The spider may spend this power die when attacking with Toxic Fang. If they do, it deals 4 damage, once, on hit or miss to its target after the ability resolves for every charge on the die.

Toxic Fang (1 action, attack): On hit: [D] +fray. Miss: fray. Effect: Foe is *blinded*. Special Effect: Gains a massive damage boost if burrowed.

Web Swing (1 action): The spider flies 3, then gains *stealth*.

Venom Spike (1 action, unerring, range 4, repeatable): A foe in range takes 2 damage. If that foe is bloodied, they take 3 damage instead and are also *dazed*.

Reveal Pit (1 action, terrain effect, end turn): The spider chooses a foe in range 4, then creates a *pit* underneath them. The chosen character can avoid the pit by becoming *dazed* instead, shoving them 1 space out of the way in a direction of the spider's choice. *Dazed* foes cannot avoid the pit and take 3 damage.

UNIQUE LEGENDS

CHAPTER 1

FETID IDOL

Especially zealous or desperate lowlander clans raise idols to the blight lands themselves, in some hope of relief from the hostile environment they live in. Occasionally, their prayers are answered and the idols are inhabited by some corrupt and animating force drawn up from the ruins, something ancient and unknowable from the Doom or the deep dungeons. The land itself boils and sucks in all the venoms of the blight lands, the corruption spilling forth in unholy manifestations of pollution.

These idol cults are dangerous, and often shunned by other lowlanders, as they take captives and eschew the codes of hospitality and contract followed so strictly by the clans. Offerings to the idol are hurled into pits of sucking mud and buried alive.

Traits Modifications: No Juggernaut
Legend: Takes 1 turn for every player character.

The Idol: The Idol is a 2x2 height 3 immobile *object* on the map that is not a character and is immune to all damage and effects except from its own worshippers. It cannot be removed for any reason.

Aura of Sacrifice: Damage dealt to characters adjacent to the idol becomes *divine*.

Worshippers: At the start of combat and the start of every round, the Idol creates worshippers. It always has a mob of lesser clots, and a number of total worshippers (including the mob) equal to twice the number of players. Worshippers use the idol's damage die (d8) and fray damage (3).

- Worshippers are new characters that only act on the idol's turn. When created, they can be created in range 3 of the idol or any of its terrain effects.
- On each of the Idol's turns, it chooses a different worshipper to act, including the clot mob. A worshipper may use their standard move, dash, or use the abilities in their profile.

- Worshippers can act again in a round, but only when all worshippers have acted at least once.
- When defeated, worshippers other than Clots deal damage to the idol equal to their maximum hp. This is only way to damage the idol

FETID CULT

Lesser Clot

(5 defense, spd 4, mob)

- **Filth Body:** Lesser Clots are immune to all damage while inside difficult or dangerous terrain or adjacent to the Idol
- **Fetid Grasp (2 actions, attack, range 2):**
On hit: [D]+fray. *Miss:* fray. *Effect:* Shove foe 1 space towards the acting clot. *Effect:* All other clots may shove a foe in range 2 one space towards them, then all foes that were shoved this way take 2 damage.

1-2: Cultist

(15 hp, 10 defense, spd 4, dodge, skirmisher)

- **Blood spiller (1 actions, attack):** *On hit:* [D] +fray. *Miss:* fray. *Effect:* Deals fray damage again to bloodied characters, or fray damage twice again to characters at 25% hp or lower. *Effect:* Dash 2 before or after the attack
- **Drag Hook (1 action, unerring).** *Effect:* A character in range 5 takes 2 damage, is *dazed* and shoved 1 in any direction. Bloodied characters are shoved 3 instead.

3-4: Vile Darter

(15 hp, 8 defense, spd 4, Aetherwall)

- **Blowdart (2 actions, attack, range 8):**
Attack: *On hit:* 2[D]+fray. *Miss:* fray. *Effect:* Deals bonus damage to bloodied foes. *Effect:* If foe is standing adjacent to the idol or in difficult or dangerous terrain, they are *shattered*.

5-6: Giant Insect

(20 hp, 6 defense, spd 4, Guard)

- **Crush (1 action, attack, true strike):** *On hit:* [D]+fray. *Miss:* fray. *Effect:* Shove 1, or shove 3 if foe is bloodied. *Collide:* Character is *weakened*.
- **Pound (1 actions, medium blast):** Dash 2 spaces. *Area effect:* characters take 2 damage and are shoved 1.

PHASES:

The Idol changes phases when bloodied

PHASE I:

Worshippers (Round Action): At the start of combat, then at the start of each round, the Idol creates clots until it has **1 clot** per player, adding to the clot mob. Then it creates other worshippers randomly, rolling for each one, until it has a total number of worshippers equal to twice the number of players (the mob always counts as 1 worshipper).

Manifestations (Round Action): At the start of each round, the Idol creates one of the following terrain effects (roll 1d6). Manifestations must be created in free spaces. There is no maximum number active.

- **1-2: Blight Geysers:** Create a *pit*. At the end of each round, the pit erupts. Characters in a medium blast *area effect* centered on it take 6 piercing damage.
- **3-4: Spewing Growth:** Creates a height 1 destructible object (10 hp). The area around it is difficult terrain. During the Idol's turn, the Idol can use the following ability once a round for each pillar, made from a pillar's location:
Disorienting Vomit: (Free action, range 6, unerring): 3 damage and shove 2
- **5-6: Pillar of Filth:** Create a height 3 pillar. Destructible (10 hp), and when destroyed, or when a character collides with it, falls over. Create a line 3 area effect next to it in a direction chosen by the character that destroyed it. Characters inside must save or take 2[D]+fray and be *stunned*, or [D]+fray on a successful save. The area becomes *difficult terrain* for the rest of combat.

PHASE 2 (WHEN BLOODIED):

Unholy Vapors (Round Action): At the start of each round, non-lowlander characters must save or *sacrifice* down to 50% of their max hp, if higher. If the round is 6 or later, they must sacrifice down to 25% hp instead.

Worshippers: As phase I, but once a round, may act with an extra worshipper during a turn (so two worshippers act at once, in any order).

Manifestations: As phase I, but in addition to its regular manifestations, creates the following:

- **Pit of Sacrifice:** Create a *pit*. Damage dealt to characters in the pit becomes *divine*.

TACTICS

The Fetid Idol itself is not the focus of this fight, but its worshippers, who will vastly outnumber the players. Players that can dish out a lot of damage to an area will find success in this fight, as clearing the idol's corrupted flock is the only way to defeat it, a fact that becomes especially relevant in phase II when players are racing the clock. Characters should be especially wary of standing near or adjacent to the idol, where they take double damage, but can use this to their advantage - it does not discriminate!

TROPHIES

Corruptive Ichor

Uses: 3

Effect: You may smash this skin of fluid on to the ground during tactical combat as a Round Action to summon an unholy manifestation (as per the ability), serving you.

Icon of The Pit

Uses: 1 expedition

Effect: Holding this icon of an eye within a wheel grants you the power of the deep and dark powers of the blight lands, the corruptive influence of the Black Sun. During this expedition, you cannot sleep, but nor do you require it. In any tactical combat, you have *resistance* while standing in pits, and deal *divine* damage to any character standing inside a pit.

CHAPTER 2+

HEAD LOPPER

Legendary warriors of the clans and monster hunters of wide repute. They carry a bevy of weapons captured from fallen warriors and a string of trophy monster heads attached to their belts. Often, Head Loppers are exiled Colossi who cannot restrain or master their bloodlust. They come from a certain cast of hero or adventurer who cannot find any thrill in regular battle and travel to the blight lands seeking only the strongest battles: blight beasts, demons, or blood-crazed Jotunn. They act as mercenaries and sometimes leaders for Lowlander clans, but will only show up for exceptionally powerful opponents. They respect only prowess in battle

and have become totally consumed with their obsession with strength.

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

PHASES:

Changes phases when bloodied. When changing phases, becomes *immune* to all damage and *unstoppable* until the start of its next turn.

PHASE I:

Walking Cataclysm (Round Action): At the start of each round, the Head Lopper chooses two spaces, each within range 3 of a different foe. At the end of the round, a height 3 *dungeon spire object* bursts forth from the earth in the first space, and a *pit* in the second. Each creates a medium blast *area effect* centered on them when they emerge that *weakens* and deals fray damage to foes within. Foes standing on the space when it is created must save or also become *stunned*.

Havoc (Round Action): At the start of the round, the Head Lopper chooses any foe. At the end of the round, they remove themselves from the battlefield, flying high into the air, then land on top of the foe, dealing a massive impact. As an *effect*, the foe takes 6 damage. For every other character, pit, or object adjacent, this effect deals 6 damage again. Then, the Head Lopper lands, placing them in a free space adjacent to that character.

Earth Breaker (1 action, attack, true strike burst 1 (target), combo): *On hit:* [D]+fray and foe is *weakened*. *Miss or area effect:* fray. *Effect:* Create a height 1 *boulder* object under the attack target. Increase the height of any existing objects in the area by +1, to a max of 3.

- **Massive Overhead (2 actions, +2 curse, range 2, burst 1 (target), attack, combo):** *On hit:* 3[D]+fray. *Miss or area effect:* [D]+fray. *Effect:* May rush 2 before this attack. *Effect:* Attack target must save or be *stunned*. *Effect:* Create a *pit* under the attack space. Lower all objects in the area by 1 space, or remove all height 1 objects.
- **Tornado Kick (1 action, attack, unerring, line 4, combo):** *On hit:* [D] +fray. *Miss:* or area effect: fray. *Effect:* May

rush 1 before and after this attack. *Effect:* Shove 2 to all foes. *Collide:* 4 damage

Spinning Lariat (1 action, repeatable): The Head Lopper *rushes* 3. All foes that are adjacent during any part of this movement are shoved 1.

Collide: Foe takes 2 damage and is *slashed*.

Jotunn Crusher (1 action, repeatable): The Head Lopper rips up the earth and throws a boulder at a character in range 5. That character takes fray damage, then create a height 1 *boulder object* adjacent to them.

Demon Pankration (1 action, range 3, 2/round, end turn): The head lopper attempts to grab foe of its choice in range. At the of the *very next* player turn, if that foe is still in range 3, the Head Lopper removes itself from the battlefield, places itself adjacent, then performs one of the following moves, dealing 6 damage and ending this effect:

- **DDT:** The foe is *stunned*, *weakened*, *slashed*, and shoved 1
- **Spinning Piledriver:** The Head Lopper and the foe *rush* 2 together, then the foe takes piercing fray damage again and has a pit created underneath them.
- **Backbreaker:** The foe becomes *immobile* for their next turn

PHASE 2:

As phase I, but gains:

Enrage: +1 action

Gigakaiser (1 action, 1/round): The Head Lopper *rushes* 2, then an adjacent character is *stunned*. Stunned characters must additionally *sacrifice* 25% of their maximum hp. Stunned characters at 25% hp or lower are instantly defeated.

Gain God Waster.

God Waster (Round Action): At the start of the round, the Head Lopper either chooses **Raze Hell** or **Raze Heaven**. Whichever they choose, they must choose the opposite next round, alternating each round. At the end of the round, they unleash a massive storm of violence. As an effect, all foes take *divine* damage depending on a character's elevation, which cannot reduce them below 1 hp.

• Raze Hell:

- Pits: 100% of max hp
- Ground: 50% of max hp

- Height 1: 25% of max hp
- Height 2 or higher: No effect.
- **Raze Heaven:**
 - Pits: no effect
 - Ground: 25% of max hp
 - Height 1: 50% of max hp
 - Height 2 or higher: 100% of max hp.

TACTICS

During this fight, the Head Lopper tears up the battlefield with its insane strength, transforming it into a scarred wasteland. Over time, it will become tough for characters to avoid colliding, and avoid its powerful Demon Pankration moves and its massive Havoc dive. In phase II, characters must take note of the elevation of the battlefield, which could be the difference between life and death. Characters can build their own refuges to escape God Waster, or position themselves so it becomes hard for the Head Lopper to knock them into bad positions with Tornado kick and Demon Pankration.

TROPHIES

Cataclysm Weapon

Uses: 1 expedition

Effect: This oversized weapon is incredibly hard to even swing or shoot, but packs a punch. During this expedition, your attacks deal bonus damage and create a pit under your target after you attack them.

Belt of the Champion

Uses: 3

Effect: Buckle on this impressive belt and spend a charge to use the Demon Pankration ability.

CHAPTER 3

HURIAN WORM RIDER

Master warriors, also called Hurians, that tame and ride Great Red Worms through the underways of the Blightlands. Taming such a powerful beast is an extremely dangerous and ritualistic endeavor that takes many years of deprivation and preparation, including the grafting of wormspore, a process which, when survived by its recipient, grants a mild form of immortality. These legendary hunters tend to have high rank within the clans, if not as leaders themselves. With hookspear and javelin they are also accomplished acrobats, pole-vaulting into the sky to swing down with terrifying force.

HP: Each partner has 25 hp per player (min 50)

Legend: Takes 1 turn for every player character.

Life Bond (Round Action): At the start of the round, this character may clear a status or mark affecting either the worm or the rider.

Worm and Rider: This fight is made of two characters, the worm and the rider. Each is separately targetable, has its own hp, and tracks statuses and effects separately. When this legend acts, it alternates turns between the Worm and Rider if possible (if both of them are active and on the battlefield - the Rider might not be from Hurian Dive).

- The Worm is size 2 and *sturdy*
- The Rider is size 1 and has the *skirmisher* and *dodge* traits

Wormspore bond: If the Worm or Rider is defeated, at the end of the round, if their partner is active, undefeated, and within range 4, they return to 25% maximum hp and return from being defeated. The legend is only fully defeated if both worm and rider are defeated in the same round.

Deep Riders: Both these characters ignore movement and height penalties from pits. Attacks against characters in pits deal bonus damage and can critical hit (+[D])

PHASES:

The phase changes at round 4 and later.

PHASE I (ROUND 3 OR LOWER)

Rider

Worm Riding: When the Worm enters or exits any space within range 2 of the Rider, the rider can hitch along. Remove the Rider from play as it hops on the worm. At the end of the current turn, place the Rider adjacent to the worm.

Wormlure (1 action, range 3, terrain effect, 1/round): The Rider puts out a worm lure, a 1 space terrain effect, in range. If any foe ends its turn adjacent to the worm lure, if the Worm is active it may immediately remove and place itself adjacent to the lure, destroying it, then use its Massive Jaws attack as an *interrupt*, ignoring the attack limit. The lure remains action until triggered.

Burrow (1 action, 2/round): The Rider removes itself from the battlefield, then gains 3 vigor and places itself adjacent to the Worm, creating a pit in the space it left.

Hurian Dive (2 actions, range 6, 1/round): The Rider chooses a foe in range, then removes themselves from the battlefield. At the end of that foe's next turn, that foe must save as the Rider descends, dealing 6 damage four times on a failed save, or twice on a successful save. Lower this damage by one instance for every adjacent ally of the target, which could cause it to do no damage. Then, place the Rider in any free space in range 2.

Wormhunter Spear (1 action, attack, +1 boon, unerring, range 4, combo): On hit: [D] +fray and shove 2. Miss: fray and shove 1. Collide: Foe is *dazed*.

• **Shuriken Spray (1 action, attack, range 4, combo):** On hit: [D]+fray. Miss or area effect: fray. *Effect:* Release a burst 2 (target) area effect, dealing 2 piercing damage to all other foes.

• **Artery Cut (2 actions, attack, mark, line 4, combo):** *On hit:* 2[D]+fray. *Miss or area effect:* fray. *Effect:* Attack target is marked and gains an open wound. While marked, it takes [D] again at the end of its turns. This effect ends instead if the character ends their turn adjacent to an ally.

Slicing Shuriken (1 action, Burst 3 (self)): Area effect: 2 damage. Bloodied foes take 4 damage instead.

Worm

Devour the Land (Round Action): At the start of the round, the Worm chooses a *medium*

blast area of the battlefield. At the end of the round, the worm burrows, removing itself from the battlefield, and devours the earth in that area, creating a massive hole for the rest of combat. Foes in the area when it is devoured are *stunned* and must save or take 2[D]+fray damage, or just fray damage on a successful save. The entire area counts as a connected *pit*. Place the worm in the area or as close as possible after this trait resolves.

Massive Jaws (1 action, attack, true strike, range 2, Burst 1 (target)): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* Foe is dazed. *Effect:* Bloodied foes in the area are flung into the air, shoving them 2 in any direction

Spit Rock (1 action, unerring, range 6): A foe in range takes 2 damage and is *blinded*. *Blinded* foes take 2 damage, twice instead.

Body Slam (1 action, line 4): Foes in the area must save or take fray damage twice and be shoved 2 to either side of the line. On a successful save, they only take fray damage and are shoved 1.

Burrow (1 action, end turn): Remove the worm from play, then place it back in any free space. Foes adjacent when it emerges are shoved 1. Create a pit in one of the spaces it left.

Swallow Whole (1 action, 1/round): A adjacent character must save or be swallowed whole. On a successful save, they are *dazed*. Remove them from the battlefield. At the start of their turn, the worm spits them out, placing them in any adjacent space to the worm's current location, then shoving them 2 spaces. Collide: Character takes [D]+fray. *Effect:* *Dazed* characters fail the save.

PHASE II:

Round 4 or higher.

As round 1, except **Devour the Land** triggers twice, and:

Crumbling Earth (Round Action): All foes in pits take 3 piercing damage

Law of the Worm: This legend gains +1 action. The extra action must be used to take a Rider action on the Worm's turn, or vice-versa, though the per-turn attack limit must still be obeyed.

TACTICS

This double team fight is all about staying out of pits for player characters - something that will

become increasingly hard to do over time. The worm and rider work together with many of their moves, with the worm able to shove foes into bad positions for the rider to pick them off with Artery Cut and Hurian Dive. You can use this to your advantage in phase II, when they can do this both on the same turn. Defeating one at a time is not an option, with each partner able to resurrect the other. Characters that stick together will have a better time in this fight, but also risk getting hit by a huge *devour the land* or *massive jaws*.

TROPHIES

Lesser Wormspore

Uses: 1 expedition

Effect: This unique Red Worm gland pulses like a living thing and fuses to flesh. Though a weaker version of the real thing, attaching this to a living body takes preparation and bravery. Once attached, for the duration of an expedition, you automatically *rescue* yourself at the start of your turn if defeated. In addition, only the *first* wound you take reduces your maximum hp (you are still *fallen* if you suffer 4 wounds).

Hurian Spear

Uses: 6

Effect: This agile spear can be used as a pole vault. You may spend a charge to fly 3 as a *free action* ability. If you end that flight on an object or adjacent to a character, you may fly 3 again.

LOWLANDER TROPHIES

Tech	Description and Effect	Uses
Mancatcher	This huge hooked pole can be used as a <i>free action</i> on your turn to shove a character in range 3 as close to you as possible.	3
Antidote	You are immune to lowlander toxin	1 expedition
Ruin Icon	Small iron icon of the dungeons underneath the blight lands. As free action ability you can call on the ruins to surface. Create a height 1 ruin object in range 6. Characters adjacent to it when its created take 2 damage and are shoved 1 away from it.	3
Pit Poison	Rub this incredible potent poison on your weapon as a free action. Your next attack's damage cannot be reduced in any way (by armor, resistance, statuses, cover, etc)	3
Monster spine launcher	A potent improvised weapon. As a free action ability, deal 1 piercing damage to and inflict <i>vulnerable</i> on a character in range 6	6
Ointment	Thick, foul smelling, and greasy medicine distilled from blight lands beasts. Use as a free action ability to <i>cure</i> yourself but take 1 piercing damage after the cure resolves.	3
Lowerlander Toxin	During any fight in this expedition, you can cause the fight to have the <i>Lowlander Toxin</i> effect (as the faction trait)	1 Expedition
Grappling Hook	This expedition, as a free action ability you may fly 3, but must end this movement adjacent to an object or character.	1 Expedition
Survival Suit	This expedition you are immune to lowlander toxin, dangerous terrain, and damage from terrain effects.	1 Expedition



VIII. JOTUNN

Distant cousins of the Troggs, Jotunn were born of the Titans and served them when the world was young. A variety of peoples, they are united only by their origins, extreme age, prodigious strength, and enormous stature. Most Jotunn stand twice the height of other kin, some as big as a small building.

Jotunn seem virtually immune to disease, and do not age, making them technically immortal, though they can still be slain by a powerful enough foe. They do not reproduce, but were made by the titans, fully formed. There are therefore a limited number of them in the world (though many have yet to emerge), and eventually their age will pass. This is something many Jotunn are keenly aware of.

Jotunn have long but very fallible memories, and the ancients remember the Arken and the Doom, and have witnessed the sins of Kin throughout the age. This tends to make them melancholy, distrustful, or resentful. At their best, they are burdened by the weights of their long lives. Many ancient Jotunn wander the land or stand guard over crumbling titan ruins, following the edicts, patrol routes, and tasks given to them by their ancient lords, so long ago that even they have forgotten. Others seek out the cities and towns of Kin, finding purpose in labor, learning, or battle.

The slaying of the titans scattered their blood across the land, where it sunk smoking into the earth. Where the blood crystallized and pooled, it formed cysts that grew a new crop of Jotunn. The Jotunn that have emerged from the earth in the millennia since then have all emerged insane, and driven only by the pain and rage of their dying progenitors, going on rampages until they are slain or collapse dead from exhaustion.

Older Jotunn often seek out their insane kin in order to put them down or out of some faint hope for salvation, hoping for some final end to their pain.

Faction Template

To make any foe a Jotunn, you can add the following traits. All Jotunn have these traits.

Kin: Ancient Jotunn are kin, can be bargained with, and will flee or surrender if heavily losing a fight

- **Motivations:** Jotunn are motivated strongly by their negative emotions (sadness, anger, distrust, ennui, hunger, etc). Appeasing them or appealing to their feelings can soften them and make them open to negotiation.
- **Flee:** Jotunn typically don't flee but value their lives and will surrender if they see no chance of winning a fight

Monsters: Blood Jotunn are infected with the Blood Rage.

- **Motivations:** Born of the slaying of the Titans, they are driven only by their pain and rage and have been reduced to near mindless monsters. They do not flee or negotiate. It might be possible to cure the Rage.

All Jotunn have the traits described in **Legacy of the Titans** below.

Special Mechanic: Legacy of the Titans

Elite: All Jotunn have the Elite type if they don't already have it. They're worth 2 points in an encounter budget and take 2 turns. Double HP if upgrading from a normal foe.

Titanblood: Increase size to 2 if not already 2.

Titanfall: When defeated, roll 1d6 and assign a compass direction (1 - none, 2- N, 3-E, 4-S, 5-W, 6- GM choice). The Jotunn falls into a medium blast area placed adjacent to its space in that direction. Size 1 characters inside must save or take 6 damage, or 3 on a successful save. Move all characters out of the area into the closest available space and place the defeated Jotunn there. They count as a 2x2 height 1 object while defeated.

Titan Armament: You can arm a Jotunn with Titansteel weaponry. This increases a Jotunn's encounter budget cost by +1. If you do, they have 50% more hp and take one extra turn a round.



HIRSINN

ELEMENTAL

TROLL

TETHIAN

HP: 80

Special Traits: Size 2, *Sturdy*

Elite: This character takes two turns

FOES

HIRSINN

Lesser storm jotunn, descendants of the eternal halls. Strong enough to rip an ox in half with their bare hands, as big around as a carriage and twice as heavy. These jotunn are hairy, tusked, and often horned, like their lesser kin, the troggs. Their shaggy pelts and thick hides turn away spear strikes and sword blows from would-be hunters. In battle, they steam with heat and are capable of inciting the Berserkgang, a tremendous blood rage, even in their opponents. Largely spurning civilization, these jotunn are tremendous eaters, extremely crafty, and spend their days hunting, rune-carving, and smithing at their cavernous forges carved from bare rock. Their bestial disposition belies a canny intellect and they are fond of riddles, stories, and drinking games.

Mighty Smite (1 action, attack, true strike, line 4): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* Deals 2 damage again to attack target and the Jotunn gains 2 vigor if the foe is affected by a status. If that foe is affected by 3 or more statuses, increase damage and vigor gain to 5.

Berserkgang (1 action, range 3, 1/round): A foe in range must save or gain *hatred* of the Jotunn. On a successful save, they are *weakened*. If the target or Jotunn is bloodied, they gain +1 curse on this save.

Storm Cunning (1 action, range 2): Swap places with an ally in range, removing and placing both characters. Bloodied characters gain 3 vigor.

Joyous Combat (1 action): *Effect:* All adjacent foes must choose: be shoved 2, or take 4 damage from the Jotunn. *Collide:* Foe is *slashed*.

CHAPTER 1+

Beastblood Jotunn

Jotunn born of beast titans are part or at least wholly of animal form, fanged, and blessed with freezing breath.

Frost Blast (1 action, range 3, small blast, 1/round): Area effect: 2 damage. The foe in the center space is also *slashed*, then summon a height 1 icicle object adjacent to them. The icicle has *rampart*.

Barbudo

Great bearded jotunn that populate the high mountains where the air is thin, only descending to pluck the occasional herd animal for their pantry.

Great Leap (1 action, 1/round): The Barbuda flies 3, then shoves all adjacent characters 1 space. Bloodied characters are shoved 3 spaces instead. *Collide:* character takes 2 damage. *Weakened* characters take 5 damage instead.

Ettin

Two-headed slave jotunn created to build the walls of the ancient titan city Numenea. While one head slept, the other would continue the work.

Two Heads: Saves at the start *and* the end of its turn to end conditions or other effects.

Ground Pound (2 actions, range 2, true strike, usable when bloodied): Foes in a small blast area take [D]+fray and must save or become *weakened*. Then create a *pit* in the center space.

CHAPTER 2+

When bloodied, **Strength of the Storm** no longer ends the Jotunn's turn.

Valkyrie

All-female martial Hirsinn that followed the Hundred Sword Titan, the berserker queen, collecting the weapons of worthy warriors. Now, they mostly wander the battlefields, weathered with age and continuing their grisly duty without purpose.

Spare Weapon (free action, range 3, true strike): *Effect:* A foe in range is shoved 1 and takes 2 damage.

Comet (1 action, 2/combat): The Jotunn hurls a spare weapon in a line 3 area, where it comes to rest as a height 1 object. Characters adjacent to the weapon when it lands take fray damage and are shoved 1 space.

Split the earth (1 action, terrain effect, 1/combat): The Jotunn creates a line 3 area, then creates pits in those spaces. These spaces can be created under characters.

CHAPTER 3+

When bloodied, **Strength of the Storm** also forces the attack target to save or be *stunned*.

Bloody Companion

Ferocious, bestial jotunn that were once in service to the Berserker Queen. Immune to the blood rage, since their own blood boils out all impurities. In modern days they have found new purpose in hunting down their maddened kin and putting them to death.

Special Traits: Defiance, Regeneration
True Enrage: +1 action and *unstoppable* while bloodied.

Counter Strike (1 action): The Jotunn takes a defensive pose, gaining two uses of the following interrupt, which do not refresh at the start of its turn, and last until the end of the current round. It cannot use this ability again while it has uses of this interrupt remaining.

Counter-strike

Interrupt 2

Trigger: The Jotunn or an adjacent ally is targeted by an attack

Effect: The Jotunn grants *sturdy* to the attack target for the duration of the attack. Then, after it resolves, the Jotunn may rush 3. If that puts it adjacent to the attacker, the attacker takes 3 damage and is shoved 1

Bloody Fuller (1 actions, attack, true strike, range 2): On hit: [D]+2. Miss: 2. *Effect:* Shove 1. *Effect:* Deals damage again to attack target and all foes adjacent to the attack target, hit or miss, equal to 2 times the round number

ELEMENTAL

Colossal Jotunn forged from the elements, all of them children of the Formless Titan, the chaos mother. These Jotunn are closely connected to the primal elements that compose their bodies, and care little for the laws, logic, and ways of kin. They roam the wilderness, soaring free and utterly unconcerned, only stopping their endless travels out of curiosity or confrontation. The very

oldest of the elementals have begun to lose their intelligence and have started to revert to the inert elements from which they came, a calm and slow unison with the natural world which will eventually overtake all of their kind.

HP: 56

Special Traits: Phasing, size 2

Amorphous: Can share space with other characters. Any characters that start their turn inside its space take fray damage.

Elite: Takes 2 turns

Elemental Smite (+1 boon, range 2,

Attack): On hit: [D]+fray. miss: fray. *Effect:* May dash 1 before the attack.

Soar (1 action): Fly up to 4 spaces in a straight line. One adjacent foe when the elemental either starts or ends this flight is *dazed*.

Swirling Elements (1 action, burst 2 (self)): Area effect: All foes are teleported 1. *Bloodied* characters are teleported 2 instead.

Raging Storm (2 actions, range 3): The Elemental creates an elemental storm in range 3, a 1 space terrain effect. Elementals have *evasion* and permanent *stealth* inside the area. The area is *dangerous* terrain for all other characters and other characters are *blinded+* while in the area. At the end of the round, all storms grow to a small blast area, or a large blast area if they are a small blast. Up to two storms can be active at once.

CHAPTER 1+

Alp

An earth elemental with a body of churning soil and stone. Its constant movement beneath the earth sends vibrations up through the bones that can be felt for miles around.

Replace **Soar** with:

Rumble: The Alp becomes *intangible*, then dashes 6 spaces. One foe it passes through becomes *dazed*.

Ancient Geo (2 actions, attack, arc 6): On hit: 2[D]+1. Area effect or miss: 2 damage. *Effect:* Attack target releases a medium blast explosion centered on them, dealing 2 damage to all characters within. *Effect:* If the attack target is *bloody* or *dazed*, they explode again, repeating this effect.

Ifrit

A jotunn made of rippling flames. Outside of the boiling calderas and steaming chemical lakes where these jotunn make their homes, their flames burn weaker.

Dancing Flames (1 action, range 3): The Ifrit deals 2 damage to a character in range, then deals 2 damage to *all* marked foes.

Ignition (1 action, range 3, multimark, 1/round): The Ifrit marks a foe in range. At the start of that foe's turn, or when the Jotunn hits the target with an attack, they explode for a small blast area effect centered on them, dealing 2 damage to all characters within.

Undine

This Jotunn is made of the churning water of the deep ocean.

Waterspout (1 action, unerring, range 4, repeatable): The undine spurts water, *blinding* or *dazing* a foe in range. Blinded foes take 2 damage.

Living Deeps: Instead of a 2x2 space, this Jotunn occupies an Arc 4 space that can be placed in any configuration. When it moves, move either end space of the Arc, then re-place the Arc in any valid configuration. It can make attacks or use abilities from any of its spaces.

CHAPTER 2+

Swirling Elements also *blinds* all *bloodied* foes.

Mistral

A playful but dangerous Jotunn made of swirling, freezing wind.

Traits: Flying

Whirlgang: At the start of its turn, the Mistral and all allies in range 2 may fly 1 in the same direction.

Sweep of the Wind (1 action, range 2): The Mistral targets all characters in range, then removes itself and them from the battlefield, returning itself to any free space in range 4. It then returns all other characters to any space in range 2 of its new location and *dazes* them. Foes can save to avoid this effect. *Dazed* foes fail the save.

CHAPTER 3

Swirling Elements also creates a 1 space *elemental mote* terrain effect in its area. While at least partly inside the area effect, elementals have *evasion* and *stealth*+

Quintessent

Rare elementals made of swirling, multicolored Aether, quintessents are created from the pure energy of life itself. They are creatures of rare beauty and strong passions.

Traits: Flying

Crystal Perfection: This Jotunn can use the average of its damage die (6) instead of rolling for damage.

Aetherstorm: The Quintessence's Raging Storm deals 2 *divine* damage to all foes inside when created, and its allies are immune to its effects. In addition, when any character starts its turn in the area, the Quintessent can apply one of following effects.

1. **Earth** - Create a pit under the character
2. **Fire** - Character deals 2 piercing damage to all adjacent foes.
3. **Air** - Teleport character 2 spaces
4. **Water** - End a status on the character,

TROLL

The witch-sages of the Jotunn, wise in herbalism, husbandry, and medicine, and skilled in runes. Trolls keep large gardens and herds of unusually large pigs or goats. They build their squat dwellings in caves or under the ruined bridges of the old empire, as they are sensitive to the sun, where they offer their services to local communities as healers, midwives, or cooks. The prices of a Troll's services tend to be strange and sometimes exorbitant (a hundred fresh eggs, ten beard hairs from a virgin man, a child's milk teeth), so it is best to approach any deal with them with a health amount of caution. Nevertheless, their skills are legendary and there is little beyond their knowledge.

HP: 80

Special Traits: *Regeneration.*

Elite: Takes 2 turns

Ladle (1 action, attack, range 3): On hit: [D] +fray. Miss: Fray. *Effect:* Attack target is *sealed*.

Bale Curse (1 action, range 4, multimark, 1/round): A foe in range is marked. While marked, they turn any boons they gain on rolls into curses instead. A character can remove this mark by ending their turn adjacent to the Troll's Cauldron, but they then become *pacified*.

Cauldron (1 action, range 3, summon): The Troll *summons* a cauldron in range, a height 1 object. Characters adjacent to the cauldron when it's summoned are shoved 1.

Cauldron

Object, height 1

Summon effect: The Cauldron has aura 1. The troll and any of its allies in the aura gain +1 boon on saves, and foes gain +1 curse on saves in the aura.

The Troll gains additional actions when in range 2 of its cauldron.

- **Strange Brew (1 action, range 3):** The Troll throws a potion at an ally in range. That ally gains 3 vigor, then *gambles*.
 1. The brew explodes, *stunning* the ally.
 2. The ally increases in size by +1 for the rest of combat, up to a max of size 3. Characters in the area when the ally increases in size are removed and placed adjacent to it.
 3. The ally gains *Defiance*
 4. The ally is teleported 2
 5. The ally gains 6 more vigor
 6. The ally immediately clears all statuses and marks.
- **Cauldron Smash (2 actions):** An adjacent foe is *stunned* and takes 6 damage. Unsummon the cauldron.

CHAPTER 1+

Pork Wright

Stout trolls that are experts in rune-cunning. They keep large herds of pigs and occasionally 'add' to their herds temporarily to teach a lesson or as payment for services.

Porcine (1 action, range 5, 1/round): A character in range must save. On a successful save, they are *pacified*. Otherwise, they are transformed into a pig. While transformed, they cannot attack, dash, fly, or teleport but can otherwise act normally. They untransform at the end of combat, or if they end their turn adjacent to the Troll or their cauldron.

Wildblood

This arboreal troll is more plant than kin, shaggy with leaves and bark.

Gain the following Cauldron actions:

- **Sprouting Brew (1 action, range 5, end turn):** The Troll splashes a brew that grows a 1 space *wild berry vine*, a 1 space terrain effect, in a space in range. Foes that end their turn adjacent to the vine are *pacified*. Any ally that ends their turn adjacent to the fruit can pick it up, granting 4 vigor to themselves and destroying the vine.

Gourmand

Trolls, like all other jotunn, eat a tremendous amount, and their immortality allows them a long time to build up their tastes and cooking skills.

Gain the following Cauldron actions:

- **Splash Soup (1 action, range 5, arc 3):**
Area effect: *Fray damage*.
- **Healing Brew (2 actions, burst 2 (self)):**
Area effect: *Cure* all allies, then unsummon the cauldron.

CHAPTER 2+

Increase cauldron **aura** to 2.

Night Troll

A pale troll born of the tears or blood of the Weeper. At a distance, these jotunn look corpse-like and scarily thin.

Bale (1 action, stance, end turn, aura 2):

The Night troll becomes *immobile* and fixes its gaze on one character in the aura. While within the aura, that character automatically *misses* with all attacks (turn any hit or critical hit into a miss instead). The Troll can exit this stance or change its target by spending 1 action.

Cauldron actions:

- **Black Flame (1 action, range 5, small blast):** Area effect: All characters take *fray* damage. Bloodied characters *sealed*.

CHAPTER 3

Foes do not save against conditions at the end of their turn while in the area of the **cauldron**.

Hag

Wizened trolls with little patience, rotten tempers, and a total mastery of rune-cunning.

They know the language that was spoken when the world was young and can speak into being incredible curses.

Sweet Torment: The Hag has aura 2. Foes in the Hag's aura or in the aura of their cauldron do not save against statuses at the end of their turn.

Bend Fate (1 action, range 5, mark): The Hag chooses an ally in range and marks them. That ally gains *defiance*. While marked, attacks cannot gain boons against that ally, and gain +1 curse, and that ally's attacks cannot gain curses and gain +1 boon.

Inside Out (1 action, range 5, 2/combat): The Hag curses a foe in range with awful nausea. If that foe moves more than 1 space or uses any ability that costs 2 actions on their turn, they must save. On a failed save, they take damage equal to 50% of their maximum HP and are *stunned*. If they succeed on the save, they take damage equal to 25% of their maximum HP.

Rotten Curse (2 actions, range 5): A foe in range must save or take 5 damage, once, for every condition or mark they are affected by. On a successful save, reduce each instance of this damage to 2 instead.

TETHIAN

Strange, stoney-skinned jotunn that are found around titan ruins. They make their homes in colossal broken towers, fallen bridges, or long-shattered city gates. All Tethians are keepers and guardians of dangerous or forbidden knowledge. Sometimes their ward is a physical location such as a gate or door, or a sealed vault. Other times, the Tethian themselves holds the knowledge or power in their minds or bodies, acting as a living prison. Though they are not skilled in wrightcraft in the traditional sense, they can easily manipulate aether through their bodies and are masters of rune-cunning. Most, if not all Tethians, have either a third eye on their body or skull, or only a single eye in the middle of their head. This unique eye can only see Aether, and is capable of focusing it into intensely powerful beams the same way a prism focuses light.

HP: 64

Elite: Takes 2 turns

Third Eye (1 action, pierce, attack, range 8, arc 3): On hit: [D]+fray. Miss or area effect: fray. *Effect:* The Tethian may choose to scour the target with ethereal flames. If so, the tethian may deal 2 piercing damage, once, to the target for each status they are suffering from, then remove all statuses. *Effect:* At round 3+, this deals 4 piercing per status instead.

Polaris (1 action, range 8): Mark a visible space in range. While at least one of these spaces is active, the tethian gains the following interrupt, which it can use any number of times as long as it has a space active.

Starfall

Interrupt

Trigger: The end of any player character turn.

Effect: Gamble, then a star lands in the space for a small blast *area effect*, dealing piercing damage equal to the gamble result to all characters within. Any character in the center space is *shattered*. Then remove the space.

Chains of Fate (1 action, range 6, 1/round):

The Tethian chains a foe in range 6 to an adjacent space. That foe becomes *vulnerable*, and if they end their turn in or adjacent to that space, they take fray damage three times and are *stunned*. At the end of their next turn, they are shoved up to 3 spaces towards that space, ending in it if possible, then this effect ends. A character can only be affected by one set of chains at a time.

Dampen Time (1 action, range 6): The Tethian creates a medium blast terrain effect in range, which could be placed other characters. While in the area, foes cannot use 2 action abilities, free actions, or interrupts.

CHAPTER 1+

Starblood

A jotunn born of the multicolored blood of the Outsider, the observer titan. Tend to be avian in appearance.

Special Traits: Flying

Meteor (2 actions, Round 3+ only): All foes not in cover from the Starblood must save or take fray damage three times and become *vulnerable*, or just fray damage once on a successful save. Then, summon a height 1 meteor shard *object* adjacent to one character affected.

Cyclopean

Sage jotunns with a single eye in their foreheads. Tend to live as mountain hermits in places of import, keeping crude shelter and herds of goats or sheep.

Scouring Gaze: The Cyclopean shoots a beam of energy at any foe that ends their turn in the Dampen Time area, dealing 4 piercing damage to them. If they are blinded, foes take only 1 piercing damage instead.

Rune-skin

A hairless jotunn with oddly colored skin covered in runes and an unflinching gaze.

Great Warp (1 action, range 6): A character in range takes 2 piercing damage and is teleported 2

Open Rune Gate (1 action, terrain effect, 1/round): The Rune-Skin opens a gate in a free adjacent space, a 1 space terrain effect. Characters that enter the space are teleported 4 to a space of the Planar's choice. Foes can save to choose the destination of their teleport instead. Using this ability again moves the gate.

CHAPTER 2+

Foes in **Dampen Time** cannot activate *vigilance* or *rampart* effects.

Watcher

A strange, solemn jotunn with a gemlike third-eye. In an older age, responsible for maintaining the flow of Aether itself throughout the land, repairing it as a tailor repairs a torn bolt of cloth. Increasingly few in number.

Traits: Phasing

Time Lock: After any ability resolves that damages the Watcher, it becomes *intangible* until the start of the following turn, and may teleport 2.

Ordering Law (1 action, multimark, 1/round): A foe in range 6 is marked. While marked, they can only take use one non-basic ability per round. They can break this restriction, but take 2 *divine* damage for every further action taken. They can end this mark by ending any turn in which they took only one non-basic ability.

CHAPTER 3

Dampen Time removes the effects of *sturdy* or *unstoppable* inside its area.

Carceral

A living prison for an extraordinary powerful force - usually a being that the Titans wanted sealed away. Carcerals are tremendously powerful rune-wrights and live a melancholy and austere existence in ruined and forgotten temples or mountain time shrines, constantly aware of the evil presence writhing inside of them.

Torpor (free action, 2/combat): A bloodied character in range 8 is *stunned*.

Sisyphus (1 action, range 6, multimark): Mark a character, putting a marker down at their current location. At the end of their turn, if they are still marked and in range 4 of that marker, remove them from the battlefield and return them to the marker (or as close possible if the area is occupied), then remove this mark.

Imprisoned Time (2 actions, range 6): The Carceral creates a line 5 terrain effect in free space in range. Characters other than Tethians that exit the area immediately end their turn if it is their turn. Using this ability again moves the area rather than placing a new one.

UNIQUES

CHAPTER 1+

Ire Smith

Lesser forge Jotunn that assist the Eldflame Keepers in their great subterranean workshops. Sometimes split off and serve as blacksmiths for local towns or cities. These gnarled Jotunn are bent with work and age and harbor dogmatic devotion to their work, the only thing that keeps them sane.

HP: 64

Elite: Takes 2 turns

Iron Scale: *Resistant* to abilities used from adjacent spaces. Loses this trait when bloodied.

Quicksilver: The Ire Smith's abilities leave pools of quicksilver on the ground. Quicksilver is a 1 space *difficult terrain* terrain effect, which the smith ignores

Smite the Anvil (1 action, attack, range 3):

On hit: [D]+fray. Miss: fray. Effect: Character takes 1 divine damage, or 1 divine damage twice

times if it's *marked*. Effect: Create a pool of quicksilver under the smith.

Heat the Forge (2 actions, combo): Create a pool of quicksilver under the smith. Then, all foes not in cover from the smith must save or become *vulnerable* and have a space of roaring flames *dangerous terrain* created adjacent to them. Then, the smith deals 1 piercing damage, three times to all foes. *Effect:* At round 3+, this becomes 1 action.

• **Work Metal (1 action, range 6, multimark, combo):** The Smith marks a foe in range. While marked, the foe is *vulnerable+* and cannot benefit from armor or resistance. This mark and its associate effects ends if the foe ends their turn in a pool of quicksilver, but it consumes the pool and that foe becomes *stunned*.

Bellows (1 action, range 2, small blast):
Area effect: 1 piercing damage, twice, and shove 1

Nilfling

Blind and blood hungry Jotunn that are born malformed from cysts in the earth where Titan blood has congealed and stagnated. The most common type of Blood Jotunn. Small compared to most Jotunn.

Thinblood: Size 1, takes 1 point in an encounter budget, and doesn't have the elite trait like other Jotunn

Eyeless: Immune to *blinded*.

Slavering Maw (1 action, attack, true strike): On hit: [D]+fray. Miss: fray. Effect: The Nilfling can *rush* 2 before this attack.

Leap (1 action, repeatable): The Nilfling *flies* 2. When it lands, all adjacent characters are shoved 1. If it starts this move from a higher elevation and ends on a lower one, increase the fly to 4, and all adjacent characters when it lands take 2 damage.

Finish Off (1 action): *Effect:* The Nilfling deals a phenomenal blow to an adjacent *bloodied* character. That character must save or take 8 damage, become *slashed*, and become *weakened*. On a successful save, they only take 4 damage and are either *slashed* or *weakened* (the Nilfling can choose).

VANNIR

Especially old and Aether-wise Jotunn are known as Vannir. These sagely Jotunn wander the land disguised as travelers or old men, sometimes shape-shifted or using illusions to reduce their size and cloak themselves. They tend to view themselves as judges to lesser beings, and often given to offering advice, prophecies, or riddles.

HP: 80

Elite: Takes 2 turns

Rune-Glamor: May be size 1 or size 2 (choose at the start of combat)

Star Shower (1 action, ranged attack, pierce, small blast, range 6): On hit: [D]+fray. Miss or area effect: fray.

Master of Rune-Cunning (1 action): The Vannir gains the following interrupt. It does not refresh at the start of their turn, and uses last until the end of the current round.

Rune-Wise

Interrupt 2

Trigger: The Vannir or an ally in range 2 is targeted by an attack

Effect: The attacker must save. On a failed save, the attack automatically misses.

Rune-course (1 action, range 6): A foe in range becomes *sealed* or *pacified* (Vannir chooses). If they have both conditions, they also take 4 piercing damage.

Aencraft (1 action, range 6, summon, mark): The Vannir marks itself or an ally in range. That character gains a d4 power die, starting at 4, and the Vannir gains the following interrupt, which it can use any number of times a round as long as the power die is 1 or greater. If the die would be reduced to 0, this mark ends.

Illusory Double

Interrupt

Trigger: The marked character is targeted by an ability.

Effect: The Vannir may spend any amount of ticks on the power die to gamble, rolling one dice per tick spent. That character immediately gains vigor equal to the gamble result. If the result was 4+, they also become *sturdy* against the ability. After the ability resolves, they may teleport 2.

AETNIR

The Storm Titan had a mighty hall called Erenhelion, where the titans would feast after doing battle. The drops of mead from that hall smoked where they hit the earth and gave rise to the Aetnir, battle Jotunn of unprecedented skill and strength, who came forth fully formed, clad and armed for battle. The Aetnir view combat as a veneration of their progenitor and wander the land looking for the strongest opponents. There are less than a hundred Aetnir left, and their numbers dwindle as the age of ancients dims.

HP: 80

Elite: Takes 2 turns

Enrage: +1 action when bloodied

Exalt Erenhelion (Round Action): At the start of the Round, the Aetnir either chooses **Crush Cowards** or **Break the Mighty**. At the end of the round, the chosen effect occurs.

- **Crush Cowards:** *Effect:* The Aetnir raises its weapon. At the end of the round, it sweeps out with a massive slash, affecting a burst 3 (self) *area effect* around it, with different effects depending on how close characters are. Foes 3 spaces away take 10 damage. Foes 2 spaces away take 5 damage. Adjacent foes take 1 damage.
- **Break the Mighty:** *Effect:* The Aetnir raises its shield. At the end of the round, it slams its shield down. Adjacent characters take 6 damage and are shoved 2 spaces away. *Collide:* Characters take 6 damage again and are *stunned*.

Titan Cut (1 action, melee attack, Line 4):

On hit: [D]+fray. Miss: or area effect: fray.

Joyous Combat (1 action): *Effect:* All adjacent foes must choose: be shoved 2, or take 4 damage from the Jotunn. *Collide:* Foe is *slashed*.

Storm Cunning (1 action, range 2): Swap places with an ally in range, removing and placing both characters. Bloodied characters gain 3 vigor.

Bull rush (1 action, repeatable): The Aetnir *rushes* 1. An adjacent character when it finishes its movement is either *weakened* or shoved 1.

Leap (1 action, repeatable): The Aetnir *flies* 2. When it lands, all adjacent characters are shoved 1. If it starts this move from a higher elevation and ends on a lower one, increase the fly to 4, and all adjacent characters when it lands take 2 damage.

CHAPTER 2+

THANNIR

The Thannir were born from old battlefields, places where the restless dead had no time to be buried and were given to the wilds. They are tall, beautiful jotunn born from Tsumi, the moon titan, and they carry a great sorrow and resentment in their beings. With their greatscythes, they wander old overgrown battlefields and groves that were once charnel houses, tending to the bones of the dead and the pale flowers that grow there.

HP: 80

Elite: Takes 2 turns

Spirit Scythe (1 action, attack, arc 6):

Autohit: Fray. *Area effect:* Fray. *Effect:* Attack target is *sealed* and shoved 1 in any direction.

Lonely Dead (1 action, summon, 1/round):

The Thannir summons a lonely soul in range 4.

Lonely Soul

Summon, Size 1

Summon action: When summoned, or once a round on the Thannir's turn thereafter, may move 3 spaces and deal 2 piercing damage to an adjacent foe. If that foe is *sealed* or *marked*, the soul can also then shove the foe 1.

Full Bloom (1 action, range 6, small blast):

Area effect: 2 piercing damage. If a foe is *sealed*, it takes 2 piercing damage again. If a foe is also *marked*, it takes 2 piercing damage once more.

Rune of the Spring Flower (1 action, multimark, range 6): The Thannir marks itself or an ally in range. After any ability that damages that ally resolves, they gain 2 vigor and may dash 2.

Rune of the Grave (1 action, range 6, mark): A foe in range 6 must save or be *marked*. On a successful save, they are *pacified* instead.

While *marked*, a character cannot benefit from defiance or effects that prevent them from being defeated, loses all vigor at the end of each turn, and cannot gain vigor. A character can end this mark by spending an entire turn not attacking.

Execute (2 actions): A foe in range 2 at 25% HP or lower must save. On a failed save, they are defeated, ignoring all other effects. On a successful save, they are reduced to 1 hp.

BALE TROLL

Some trolls abandon the ways of rune-cunning and medicine - sometimes out of necessity, sometimes out of injury. These trolls become wild and fierce, roaming a broad territory. Under duress their natural regenerative abilities become rampant and they often grow extra limbs as a shark grows teeth - hands, arms, or legs that are still able to act for a few minutes after being lopped off.

HP: 80

Elite: Takes 2 turns

Wild Regeneration: At the end of any turn the Bale Troll takes 10 or more damage to its hp, it gains 10 vigor, then summon a *loose limbs* summon in free space in range 2.

Loose Limbs

Summon

Summon effect: At the start of the Troll's turn, may *rush* 1 space, then deal 2 damage to an adjacent foe.

Storm of Claws (1 action, true strike, attack, range 3, combo):

On hit: [D]+fray. Miss: fray. Effect: Attack target is *slashed*. Effect: All foes in range are shoved 1 towards the troll.

• **Boulder Fist (2 actions, +2 curse, burst 1(target), melee attack, combo):** On hit: 3[D]+fray. Miss or area effect: fray. Effect: May *rush* 2 before this attack. Effect: Attack target is shoved 3. *Collide:* Foe is *stunned*.

Incredible Bulk (1 action, end turn, stance)

The troll deals 10 piercing damage to itself, which cannot reduce it below 1 hp. While in this stance, it gains *counter* and is *sturdy*. All allies adjacent to the troll gain *resistance*. This stance ends at the start of its turn, but it can deal 10 piercing damage to itself again to refresh it.

Hurl Boulder (1 action, range 4): Effect: A foe in range takes 2 damage and is shoved 1, then create a height 1 boulder *object* next to them.

Re-attach Limb (1 action): The troll absorbs an adjacent loose limb, destroying it. It gains 4 vigor, and may remove a status affecting it.

CHAPTER 3+

GREAT STORM KINDRED

Former guards of the great gates of Erenhelion, these bestial Aetnir lords are armed with hammers forged of sky steel by the Storm Lord and imbued with fragments of his shattered soul aether. Bereft of purpose now that the great hall

lies shattered and scattered across the land, they wander aimlessly and melancholic, looking for strong foes to challenge in battle and stave off their existential rot.

HP: 80

Elite: Takes 2 turns

Storm Hammer (Round Action): At the start of the round, the Jotunn slams a hammer of lightning into a *small blast* area, creating a *terrain effect* in that space. Foes in the area are *weakened+*, and the area has *Rampart*. At the end of the round, the hammer is recalled. All foes in the area, and all foes adjacent to the Jotunn take 4 damage. If foes are both in the area and adjacent to the Jotunn, they take damage twice.

Mighty Smite (1 action, attack, true strike, line 4, combo): *On hit:* [D]+fray. *Miss or area effect:* fray. *Effect:* Deals bonus damage to *weakened* or *slashed* foes.

• **Thunderfury (2 actions, +2 curses, attack, range 2, burst 1(target), combo):** *On hit:* [D]+fray, three times. *Miss or area effect:* fray. *Effect:* Deals bonus damage to attack target per status or allied mark they are affected by. If they are affected by three or more, they are *stunned*.

Berserkgang (1 action, range 3, 1/round): A foe in range must save or gain *hatred* of the Jotunn. On a successful save, they are *weakened*. If the target or Jotunn is bloodied, they gain +1 curse on this save.

Storm Cunning (1 action, range 2): Swap places with an ally in range, removing and placing both characters. Bloodied characters gain 3 vigor.

Primal Spark (1 action, range 6): A foe in range takes 2 *divine* damage.

Sturmreiten (1 action): The Jotunn flies 4 with *phasing*, and is *intangible* while flying. All characters they pass through take 2 damage.

GREAT HUNTER

A wild jotunn born of Gaia, with great antlers and hooves. These jotunn speak little of the tongue of Kin, and bound through the forest at the head of great herds of animals. Their bow strings are made from the sinews of the greatest beasts of Arden Eld, and their arrows are whittled from stripped down, young trees.

HP: 56

Elite: Takes 2 turns

Titanforged greatbow (2 actions, ranged attack 8): *On hit:* 2[D]+fray. *Miss:* fray. *Effect:* Shove 1. *Effect:* This weapon deals bonus damage and gains +1 boon against characters outside of cover.

Bounding Leaps (1 action): The Great Hunter flies 3. *Effect:* If it lands on an object, it can repeat this flight once more.

Hunter Arrow (1 action, range 8, repeatable): Mark an unoccupied space in range. Characters that enter that space for any reason are struck by a projectile, taking 4 piercing damage and ending this effect. The areas last until the end of the current round. After this effect is triggered or expires, create a height 1 great arrow *object* in an adjacent space.

Bolt from the Blue (1 action, range 6, mutimark, 1/round): The Jotunn fires a sheathe of arrows into the air, marks a foe in range, then sets out a d6 power die, starting at 6, or ticks it up by 1 if it already has a die, to a maximum of 6. At the end of *any* turn, the Jotunn may tick the die down by 1 to deal 2 piercing damage to any target marked by this ability.

UNIQUE LEGENDS

I. RIDER OF THE PRIMAL STORM

The Great Hall Erenhelion had among its number the most exalted Aetnir, warriors of exceptional skill and martial prowess. These demigods rode primal titan steeds born of the wind and storm, six-legged monstrous horses that could ride on their air as easily as the earth. They were bridled with gold and hitched to the Hall, as it was the Riders' holy task to pull it through the air.

Now Erenhelion is lost, shattered, and its fragments scattered across the land. The Riders are less than a dozen in number but still ride the great storms that gather over the deep oceans of Arden Eld. When such a storm sweeps over the land, the joyous war cries of a Rider and the thunder of unearthly hooves can sometimes be felt in the bones of the mortals that cower in their flimsy shelters below.

Riders are legendary, boisterous warriors that only descend to the earth for tasks of great import or to stave off their ancient melancholy with the thrill of battle, largely leaving the earthly realm alone. Stories abound of foolish and hubristic mortal heroes challenging the storm, only for the storm to answer. They are scions of destruction and the lightning is at their beck and call.

Special Traits: Size 2

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Divine Presence: Immune to **stun**

Static charge: At the start of combat, roll 1d6 for each foe (or flip a coin). On tails, or 1-3, the foe gains a negative charge. On a 4+, the foe gains a positive charge. These charges are ongoing effects:

- If a character ends their turn adjacent to a character with the same charge as them, both

characters are each *shoved* 2 away from each other.

- If a character ends their turn within range 2 of a character with an opposite charge, they are shoved towards that character until adjacent and become stuck to them. While stuck:
 - If either character attempts to break adjacency, or is moved by another character in a way that would break adjacency, they must first save.
 - On a successful save, they can move or be moved normally.
 - On a failed save, they become unable to exit adjacency with the character they are stuck to for any reason for the rest of the current turn (they can still move normally, as long as they don't break adjacency).
- Being shoved by like polarity (see above) bypasses this save and always works.

Lingering Spark (Round Action): Create a *Lingering Spark* adjacent to the first foe that acts in the round at the start of their turn, a 1 space terrain effect. Any foe entering the spark's space can swap their polarity, but take 1 piercing damage. Each spark is destroyed at the end of the round it is created.

Judgement Bolt: At the start of each round, roll 1d6. At the end of the round, all foes are hit by divine lightning, the effect of which depends on the roll.

- **(1-3) Judgement of Cowards:** Foes take 2 *divine* damage. Increase this to 6 *divine* damage if they are adjacent to one or more of their allies.
- **(4-6) Judgment of the Brave:** Foes take 2 *divine* damage. Increase this to 6 *divine* damage if they are *not* adjacent to one or more of their allies.

PHASES:

The Rider enters its second phase when bloodied.

PHASE I:

Blade of the Storm Lord (1 action, attack, arc 4, true strike, combo): On hit [D]+fray.

Miss or area effect: Fray. *Effect:* May rush up to 2 before this attack. *Effect:* Shove *all* foes 1

- **Great Bolt (2 actions, attack, line 10, combo):** *On hit:* 2[D]+fray. Miss or area effect: fray. *Effect:* Attack target crackles with a static charge. If they don't end their next turn adjacent to another character, they take 3 piercing damage, then this effect ends.

- **Crackling Blow (1 action, attack, unerring, range 4, Large Blast):** On hit: [D]+fray, Miss or area effect: fray. *Effect:* Attack target crackles with a static charge. If they end their next turn adjacent to another character they take 3 piercing damage and this effect ends.

This effect is exclusive with Great Bolt.

Jolt (1 action, range 4): A foe in range takes 3 damage. They must then save or become *weakened* and have their polarity flipped.

Weakened foes fail the save.

Grand Fulmination (1 action, range 4): A free space in range of the rider crackles with lightning. The next time a foe enters that space for any reason, they have their polarity flipped, then must save or take 3 damage three times and be *weakened*, or just once on a successful save. The space lasts until the end of combat.

Joyous Combat (1 action): *Effect:* All adjacent foes must choose: be shoved 2, or take 5 damage from the Jotunn. *Collide:* Foe is *slashed*.

Sturmreiten (1 action, 2/round): The Rider flies 4 with *phasing*, and is *intangible* while flying. All characters they pass through take 2 damage

PHASE 2:

As phase I, but:

Call Steed: The Rider gains a massive Titansteed, granting it the following benefits:

- Increase the Rider's speed to 5
- The Rider gains flying.
- The Rider may break up *any* of its movement with actions.

Primal Levin (Round Action): At the start of the round, the Rider creates a number of small blast *area effects* equal to the round number anywhere on the battlefield, targeting foes if possible. At the end of the round, massive bolts of lightning strike these spaces. Foes in the area of at least one bolt take *divine* damage equal to 2 + the round number

TACTICS

Fighting this boisterous jotunn is mostly about managing polarity. Characters that don't position correctly can quickly be cut down by the jotunn's numerous effects that require a character be adjacent to allies or apart from allies. Characters can ameliorate this somewhat with good

positioning, by using Lingerin Sparks to flip their polarity, or by walking into Grand Fulmination.

TROPHIES

Aegis of Erenhelion

Uses: 1 expedition

Effect: This shield-shaped brooch wards against pernicious runes and hexes. For the duration of this expedition, you may choose to become immune to the effects of foe abilities that check if you are adjacent to an ally, or not adjacent to an ally.

Bridle Shard

Uses: 3

Effect: Hold this bridle shard aloft at the start of any combat to summon a *titansteed* to ride for the rest of combat, gaining the benefits of the Rider's *Call Steed* trait for the rest of this combat.

II. KEEPER OF THE ELDFLAME

Great apprentices of the Forge Titan, Flame Keepers cultivate sparks of the Eldflame, the divine flame that was used in the making of the world. Though sputtering with age, the imperishable divine flame burns just as hot as the day it was bestowed, no matter how much it is divided.

These demigods of the forge confine themselves to their workshops deep beneath the earth, buried in mountain caverns, or perched at the edge of wind-swept precipices. There they toil endlessly, bent with work and age, trying to replicate or repair their masters' work, largely in vain.

The Keepers are the best smiths in Arden Eld, and by themselves are responsible for forging items of tremendous power, fell objects that armies have fought and died for.

Special Traits: *Size 2*

Divine Presence: Immune to **stun**

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Volatile Ember (Round Action): At the start of the round, the Keeper creates 1 Volatile Ember in any space within range 2 of a character until there are six Embers active. A Volatile Ember is a special terrain effect that may be picked up by a character moving into its space. A character carrying at least one ember takes 3 *divine* damage, at the end of their turn. This damage cannot reduce a character below 1 hp. If a character is defeated while holding embers, they are snuffed out.

The Keeper's abilities become stronger against character carrying embers. However, carrying an ember fills a character and their weapons with godly power and has the following benefits:

- 1+: All attacks gain +1 boon and deal bonus damage
- 3+: Character's abilities gain true strike and ignore *resistance*.
- 6+: Character's abilities ignore vigor and deal double damage to the Keeper's armor.

Quicksilver: Certain abilities from the Keeper drop a pool of Quicksilver. Quicksilver is *difficult* terrain, which the Keeper ignores. Characters that end their turn in quicksilver quench their embers, getting rid of all of them, but also consuming the quicksilver space.

PHASES:

The Keeper changes phases when *bloodied*.

PHASE I

Smite the Anvil (1 action, melee attack, range 3): On hit: [D]+fray. Miss: fray. Effect: Character gains 1 ember.

Hard Headed (1 action): The Keeper *rushes* 3. Before and after its movement, it may shove all adjacent foes 1.

Quickening (1 action): A foe in range 6 gains an ember, then has their embers stirred up. At the end of their next turn, they explode, dealing 1 piercing damage once for every ember they are holding to all *other* foes in a large blast *area effect* centered on them (the chosen character takes no damage). They then become *vulnerable* and have a space of quicksilver created next to them.

Light the Everforge (1 actions, end turn, combo): The Keeper gains 10 *vigor* and summons the Everforge

Everforge

2x2 height 2 object, destructible

10 hp + 10 per player

Effect: This massive forge sparks with godly power. Character standing on the forge when it is summoned are pushed up on top of it, and foes adjacent are shoved 1 away from it. The forge has aura 2. While in the aura, the smith is immune to being shoved, teleported, or removed from the battlefield and can use the *forge* actions below. When the Keeper uses a Forge action, the area on and adjacent to the forge explodes for a 2 piercing damage *area effect*, and the forge takes 10 damage, potentially destroying it.

- The Keeper can only keep one of each unique effect active at once, including the forge itself.
- When the Keeper uses a forge effect, it gains 10 vigor.
- When a Forge effect ends, create a space of quicksilver adjacent to the Keeper.

Forge Weapon (1 action, end turn): The Keeper forges a godly weapon, rolling 1d6 for type, granting it a new ability. When the ability is used, the weapon is destroyed, ending this effect. Only one weapon form can be active at once until the weapon is used.

- 1: **Hammer (1 action, attack, +1 curse, range 3, large blast):** On hit: 5[D]+fray and foe is *stunned*. Miss or area effect: [D]+fray.
- 2: **Spear (1 action, attack, pierce, line 10):** On hit: [D]+1, five times, Miss or area effect: [D]+1, twice.
- 3: **Sword (1 action, true strike, arc 6):** *On hit:* 4[D]+fray. *Miss or area effect:* 2[D]+fray.
- 4: **Curved Sword (1 action, burst 2(self)):** Autohit: [D]+fray. Area effect: [D]+fray. Effect: Attack target is *vulnerable*.
- 5: **Bow (1 action, unerring, range 10):** On hit: 3[D]+fray. Miss: [D]+fray. *Effect:* Shove 5. Collide: Foe is *stunned* and *shattered*
- 6: **Axe (1 action, melee attack, range 2):** On hit: 4[D]+fray. Miss: 2[D]+fray. Effect: Deals +2[D], hit or miss, to *bloodied* characters.

Forge Mail (2 actions, end turn): The Keeper forges itself a piece of armor, rolling 1d6 for type.

The Keeper can only have one piece of armor active at once, and each have separate effects. When forged, each armor piece gains 8 hp per player character. A character can choose to damage an armor piece instead of the Keeper when damaging the Keeper. Armor pieces don't benefit from the Keeper's vigor, resistance, cover, or dodge. When an armor piece is destroyed, its ongoing effects end and it has an additional effect.

- **1-2: Shield:** The Keeper forges a massive shield, gaining *cover* against all abilities not used from adjacent spaces, and *dodge*. If the shield is destroyed, they throw it, forcing a foe in range 8 to save or take 5 damage, become *stunned* and shoved 3, or just 2 damage and shoved 1 on a successful save.
- **3-4: Helm:** The Keeper becomes *sturdy* and its Juggernaut trait triggers *twice* at the start of the round. When the helmet is destroyed, the Keeper spits fire in a medium blast area effect in range 3 as an *interrupt*. Foes within take 1 piercing damage four times.
- **5-6: Breastplate:** The Keeper gains armor 2 and *resistance* to abilities from adjacent spaces. In addition it cannot be critically hit (turn all critical hits into regular hits) or take bonus damage. When the armor is destroyed, it blows off the Keeper with an explosion, dealing 2 piercing damage to all foes not in cover from the Keeper as an *area effect*.

PHASE II

As Phase I, but:

- **Forge** actions and **Lighting the Everforge** no longer end turn.
- Forge mail becomes **1 action**. The keeper can have any number of armor pieces active from **Forge Mail** and can choose which to forge

The Keeper also gains the following traits:

Great Ignition: At the end of the round, all embers that haven't been picked up explode, destroying them and dealing 1 divine damage to *all* foes as an *effect*.

Blade of Creation: The Keeper gains aura 1. When the Keeper ends its turn, it draws in any quicksilver in the aura, destroying it. Track the number of pools it picks up with a power die. At the end the round, it makes the following attack:

- **Blade of Creation (Round Action, attack, true strike, divine, range 4, line 10):** *On hit:* 5 damage, once for each quicksilver pool picked up this round. *Miss or area effect:* 2

damage, once for each pool picked up this round.

TACTICS

The keeper is a tempo fight that hits extremely hard every few turns, but requires set up. Its armor abilities can be very potent if allowed to linger, but can cause explosive bursts of tempo when destroyed. In phase II, its ability to smith becomes even faster, and it gains the ability to quickly burn down player characters. Characters can gain increased power from picking up embers, but must be careful not to damage allies with Quickenings, and must be wary of burning out from their damage, using quicksilver to quench if needed.

TROPHIES

Quicksilver Draught

Uses: 3

Effect: Drink this magic draught to neutralize all aether affecting your body. You end all effects, positive or negative, currently affecting you, including marks, statuses, stances, delay effects, etc.

Star of the Creator

Uses: 3

Effect: This blinding star can be embedded into armor temporarily, granting incredible power. Call on its divine power as a *free* action ability during your turn to temporarily become *immune* to all damage and effects. This effect ends at the start of your next turn.

III. WARDEN OF THE AEONGATE

The rarest and most powerful Tethians in Arden Eld, beings imbued with a tiny fragment of true divine power, who guard the many-pillared gates at the high and low places of the earth. What lies beyond the gates is a matter of deep theosophical speculation. Some believe them to be a portal to great treasures. Still others believe beyond them lies the Garden of Eyoning, the place where the fruit of immortality was cultivated. Other, more pessimistic observers believe it to be a plane of deepest abyss, and the gate wardens are not guarding the gates from the outside, but defending the outside world from the gates.

The church of the Chanters believe beyond the gates is the Highest House, the seat of the Creators that sat even above the Titans, and the final (and thankfully unrealized) conquest goal of the Arken Imperium. Whether the House is empty or occupied is unknown and a frequent topic of dogma.

The point is moot anyway, as nobody, not even the Imperium, was able to fight its way past a gate warden.

HP: 40 per player (min 80)

Special Traits: Size 2

Divine Presence: Immune to **stun**

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

PHASES CHANGE:

The Warden changes phases when reduced to 0 HP and defeated. It then alters time to a timeline where it wasn't defeated, then reduces its maximum hp. It is finally defeated when reduced to 0 HP in phase 3.

The Warden has the following traits in all phases:

Time Heals All: As a side effect of time distortion, after this fight, all characters heal all wounds.

Tides of Time: Many of the Warden's abilities create a Time effect. Time effects have a Time Die, which is a d6. The die is either rolled or starts at a fixed number. At the end of *any* turn, including the Warden's turns, tick *all* time dice down by 1. When the die is at 1 and would tick down to 0, remove the die and immediately trigger the Time Effect. Time dice and their current number are visible to all characters.

Sever Mortal Thread (Round Action): At the start of round 4, and every 2 rounds thereafter, the Warden cuts the lifespan of all characters on the battlefield, reducing their current and maximum hp and vigor by 25%. This does not stack with wounds, and takes priority over any wounds a character has taken (so a character with 1 wound wouldn't lose any additional max hp). This HP reduction stacks (so 25%, 50%, 75%, etc). At the end of round 10, the Warden permanently severs the lifespan all characters, instantly defeating them and ending the fight.

Eternal Star (Round Action): At the start of each round, the Warden summons an Eternal Star, a massive meteor. The star is a single space time effect with a d6 time die set to 6, targeted on any space. When the star comes down, all foes take *divine* damage depending on their distance from the star's space.

- 0 (in the space): 100% of max hp.
- 1: 75% of max hp
- 2: 25% of max hp
- 3+: 1 damage

Unmoor: At the start combat, the Warden chooses a character, which gains aura 2 for the rest of the fight. When that character ends their turn with a time effect in the aura, they may choose to re-roll any or all of those time effects. A character can willingly pass this aura to an adjacent ally as a free action on their turn, and it affects a new character (chosen by the Warden) if the currently affected character is defeated.

PHASE 1:

Slip Between Space (free action, 1/round):

Remove the Warden from the battlefield and place it in a new space in range 5

Primal Starseed (1 action, summon, 1/round): The Warden chooses a foe, then

summons a primal star-seed exactly 4 spaces away from them.

Star Seed

Size 1, phasing

Summon effect: The seed is keyed to a specific character. At the start of that character's turn, or after that character uses any ability and the ability resolves, the seed moves 1 space towards them. If the seed would enter the space of *any* foe, it explodes for a *large blast* area effect, destroying it. Foes inside must save or take 6 *divine* damage, twice, or just 2 *divine* damage twice on a successful save. The star-seed persists for the rest of combat, but if it is caught in the area of Primal Polaris or an adjacent space to an Eternal star, it fizzles out and is destroyed.

Chains of Fate (1 action, range 6, 2/round): The Warden chains a foe in range 6 to an adjacent space. That foe becomes *vulnerable*, and if they end their turn in or adjacent to that space, they take fray damage three times and are *stunned*. At the end of their next turn, they are shoved up to 3 spaces towards that space, ending in it if possible, then this effect ends. A character can only be affected by one set of chains at a time.

Primal Meteor (2 actions, 1/round): All foes not in cover from the jotunn must save or take fray damage twice and become *vulnerable*, or once on a successful save. Then, summon a height 1 meteor *object* adjacent to any character affected. Round 3+: Fray damage three times on a failed save. Round 5+: Fray damage five times on a failed save.

Primal Sisyphus (1 action, 1/round, mark): Mark a character with a d6 rolled time effect, and put a marker on their current location when marked. When the time effect runs out, remove them from the battlefield and return them to the marker, or as close as possible if the space is occupied. Then end this mark.

Staff of Eternal Order (1 action, attack, range 6, combo): *Autohit:* fray damage. *Effect:* Create a time effect, centered on the target and moving with them. Roll 1d6 for turns remaining. The effect deals [D]+fray *divine* damage when it triggers to all characters other than the warden that are sharing the same row or column of the battlefield as that character.

• **Comestion (1 action, attack, unerring, pierce, true strike, range 6, combo, Burst 2 (target)):** *On hit:* [D]+fray. *Miss or area*

effect: fray. *Effect:* Create a height 1 meteor *object* adjacent to the attack target.

• **Nemesis (2 actions, attack, range 4):** *On hit:* [D]+Fray. *Miss:* fray. *Effect:* If target is affected by one or more time effects, they take 2 damage, once, per tick on the highest time effect die, then all time die affecting them are re-rolled, taking the re-roll as the new result. *Effect:* Then, that foe becomes *vulnerable*.

Primal Polaris (1 action): Mark a visible space with a d6 time effect. Roll 1d6 for turns remaining. When the effect goes off, a meteor smashes into the space, inflicting [D]+fray *divine* damage in a small blast *area effect* centered on the space to all foes within, ending this effect. Foes in the center space are *shattered*. The Warden can only have up to three of these spaces active at once, and can choose which to replace if it places a new one.

PHASE 2:

As phase I, but:

- The Warden is returned to 50% max and current hp.
- It summons *two* Eternal Stars instead of one at the start of each round
- It gains the following action:
Key of Existence (free action, 1/round): Re-roll all time die.

Phase 3:

As Phase I and II, but:

- The Warden is returned to 25% max and current hp.
- It becomes *immobile* in this round except for its *slip between space* ability
- It summons one eternal star per player character, centered on each player character at the start of each round.
- Key of Existence becomes 2/round

TACTICS

The Warden is a fight that requires heavily on good turn ordering by player characters, true to its theme. Its time effects are heavily telegraphed, but hit extremely hard. It can use Primal Sisyphus and Chains of Fate to pull characters back into Polaris or Eternal Star, or yank them into a bad position for Staff of Eternal Order's time effect. Characters can ameliorate this somewhat with the Unmoor aura, making the character bearing it very important. At phase III, characters will have

very little time to burn the Warden down before it flattens them with divine meteors.

TROPHIES

First Key to the Gates

Uses: 1

Effect: Turning this key at the end of your turn allows you to slow the flow of time for everyone but yourself. You gain an additional turn this round, which you take directly after this turn. The key then disintegrates and is destroyed.

Second Key to the Gates

Uses: 1

Turn this key as an *interrupt* ability. *Trigger:* An ally is defeated. *Effect:* Reverse the flow of time slightly and alter causality. That character is reduced to 1 hp instead. End the current turn. Then the key disintegrates.

Third Key to the Gates

Uses: 1

Turn this key as an *interrupt* ability. *Trigger:* A foe uses a non-basic ability on its turn, and the ability resolves. *Effect:* End that foe's turn. After three uses, this key disintegrates.

JOTUNN TROPHIES

Tech	Description and Effect	Uses
Titan Blade	Swing this enormous blade for the following attack: Titan Blade (2 actions, attack, +1 curse): On hit: 3[D]+fray. Miss: [D]+fray. Effect: Foe is stunned.	1
Mead of Erenhelion	This mead may be administered to a dead character, even after combat, to bring them back to life (also restore all wounds). If you do so, their soul is bound to the ancient, ruined hall of the Storm Titan and will return there, or to its ruins, after death, binding them as a formless shade. It might be possible to undo this fate.	1
Thannir Greatscythe	Swing this scythe to <i>cure</i> all allies in range 3 and remove all vigor from foes in range 3	2
Elder Titanrune	This combat only, become size 2	3
Titan Hammer	As a 1 action ability, slam this huge hammer into a small blast area in range 3. Characters inside are weakened and take 4 damage.	3
Blackblood	Thick, potent blood of the Holy Body. Consume to gain 20 vigor, which could put you over your maximum.	3
Titanforge Greatbow	This expedition, your ranged attacks gain pierce and shove 1, but you cannot dash, rush, fly or teleport.	1 Expedition
Great Wolf Mantle	This expedition, gain the <i>skirmisher</i> trait if you don't already have it	1 Expedition
Nilfling Tooth	This expedition, your attacks deal maximum damage to foes at 25% hp or lower.	1 Expedition



IX. HOB

Nature spirits of the Green and the Deep Green, Hobs are the keepers of field and forest. Tied intimately to the seasons, the flora and fauna of Arden Eld, and to the land itself, these ancient beings range from the tiny, mischievous spriggs to the the colossal Forest Gods.

Hobs are animate spirits made of the aether of Arden Eld itself - the world soul, that inhabits every tiny rock, tree, and blade of grass. Most of the time these spirits slumber peacefully inside the land, their presence felt rather than seen, but in places where the aether of the world is especially strong, these spirits burgeon forth, emerging at the twilight hours to frolic, gallop, and clamber through the trees and streams.

Hobs range from childlike or barely intelligent, to ancient and wise, depending on the aspect of nature they are tied to. The tiny spriggs are curious enough to follow travelers and smart

enough to play tricks, but otherwise have no more awareness than the birds, mice, and flowers from which they draw their essence. Conversely, the Aesi are powerful and skilled in old, powerful magic, being tied to deep and dark lakes, enormous trees, rock formations, or embodied as ancient beasts or in the shape of kin.

Most of the time, Hobs pay travelers little heed other than innocent curiosity, and many villages of the Green worship them along with a broad cast of local spirits, leaving offerings and prayers to placate them. The relationship is often harmonious and mutual - with Hobs often reciprocating by guiding travelers back to civilization, blessing harvests, or gifting small and valuable presents to local children.

However, Hobs have existed far longer on Arden Eld than civilization and do not play by its rules. Some hobs have no more intelligence than the wild beasts from which they draw their essence, and can be just as dangerous. Others may find it perfectly acceptable to lead a traveler astray for

three days in order to show them a breathtaking lake view, to encourage beautiful and colorful weeds to grow over a field, or to transform someone into a deer for a week so they can run wild in the forest. Occasionally, this turns sour and conflicts spring up between Kin and Hob - conflicts that Hobs remember for a very long time. A village priest familiar with their ways may grow old and die, or grandson may forget the yearly offering that his grandfather made to the local spirits, and the Hobs see no difference - only a sudden and unforgivable slight.

In the worst cases, the aether of the land is stirred when the natural order is wounded. The Churn has driven more and more kin into the deeper parts of the land, as power-hungry kingdoms, barons, and princes use fire, axe, and machine to tear up the forests and mountains to fuel their industries and armies. In these cases, the Hobs that emerge from the wounded landscape are wild, vicious, or mad with rage. Driving up local animals into a frenzy, they become a terrifying force of nature that can wage all-out war with local towns or outposts, killing scores.

Faction Template

To make any foe a Hob, you can add the following traits. All Hobs have these traits.

Kin: Hobs can (technically) be bargained with, and will occasionally flee or surrender when they are badly losing a fight. Unless greatly pressed, hobs that are considered kin will never kill characters intentionally, preferring to punish or humiliate.

- **Motivations:** Hobs are usually strongly motivated by trespass or injury against the land. Some are motivated by some perceived slight or offense against some ancient bargain, rule, or compact. Still others are simply motivated by natural beauty or whimsy and don't see malice in their own actions.
- **Flee:** Being immortal nature spirits, being killed doesn't really bother a Hob (they will usually return with the next season), but they can be flighty and will run away if afraid.

Monsters: Hobs that are stirred up by some natural disaster or desecration of the natural world are warped and malicious, and will not bargain or negotiate until things are put right,

usually returning to their usual natures once the crisis passes.

All mobs have the Nature Spirits trait:

Faction Mechanic: Nature Spirits

Greenwalker: Hobs are immune to difficult terrain

Spirit Away (free action): The Hob swaps places with an adjacent character, removing and placing both characters.

Trickery: Like player characters, Hobs have charge abilities and can choose to take a slow turn whenever they would take a regular turn.

Forest Children: Any fight with Hobs may include a *Sprigg* mob.

Unique Mob: Sprigg

Spriggs are tiny nature spirits born from the essence of undergrowth and the small animals that live there, such as tiny birds or mice. They are extremely curious and playful, and often emerge from forests to follow after travelers for some distance in lines like wayward children. The aether of spriggs is so thin that it is almost impossible to harm them.

Sprigg

Members: 1 per player character (min 2)

Barely There: Spriggs are *intangible* and don't cause engagement or obstruction. Characters can't collide with them and can share their space. They disappear when combat ends, or all other non-sprigg allies have been defeated.

Frolic (2 actions): The acting Sprigg swaps places with an ally in range 3, removing and placing both characters.

Mischief (2 actions): The acting Sprigg swaps the places of two other characters in range 2 of the Sprigg, removing and placing both of them.



FOES

FOREST HOB

Greater hob spirits of the dark and shady spaces underneath the trees. Tend to take the forms of beasts, fungi, or shade-growing plants. Due to their size and strength, most forest hobs pay little heed to kin and tend to ignore them if not bothered. During winter, they hibernate and it is easy to stumble across one by accident.

Pummel (1 action, attack, true strike): On hit: [D]+fray. Miss: Fray. Charge: Shove all adjacent foes 2

Root (1 action, range 3, multimark): The hob chooses itself or an ally in range, marking them. When marked, that character gains 3 vigor, and while marked, that character is *immune* to all shove, teleport, and remove from the battlefield effects from foes. This mark ends if the marked character moves, but does not end if its *allies* move them.

Twist Leg (1 action, range 3, mark): *Effect:* A foe in range is *slashed*, then marked. While marked, each time that foe is shoved, teleported, or removed and placed on the battlefield, they

take 2 damage. A foe can end this mark by not moving for their entire turn.

Seismic Slam (1 actions, end turn): The Hob ends its turn and gains **Delay**: it's next turn must be slow. At the start of that turn, all adjacent foes must save or take 2[D]+fray and be shoved 1, or [D]+fray on a successful save. Collide: Foe is *stunned*.

CHAPTER 1+

Twiggan

This sturdy, but still diminutive Hob, is the result of a Spriggan animating a body made up of sticks and thorny branches.

Twisting Thorn (1 action): Repeat the following *effect* twice: A foe in range 3 takes 1 damage, then is shoved 1 in any direction.

Ruddcap

These ornery, man sized mushroom spirits use rubbery fists to pummel their foes.

Poison Burst (2 actions, range 2): The Ruddcap releases a burst of poisonous spores that becomes a small blast area of *difficult terrain* that lasts until the hob uses this ability again. Foes that start or end their turn in the area are *weakened* and take 2 damage. *Weakened* foes are *stunned*. Charge: Range 4 and medium Blast

Lesser Boulderhob

Lesser mountain hobs, these hobs resemble mossy boulders, and will sometimes go for weeks without moving.

Heavy Armor: Resistant against abilities used from adjacent spaces.

Mudslide (1 action): The Hob *rushes* 3 with *phasing*, then creates a terrain effect in the spaces it just passed through. Characters that enter the space for the first time on their turn or start their turn there must save or slip and be shoved 2 in a direction of the hob's choice.

CHAPTER 2+

Seismic Slam deals *bonus damage* for every object caught in its area of effect.

Great Carp Hob

This fishlike Hob abducts foes and drags them into pools of ethereal water in order to 'rescue' them from the air. It often forgets other creatures can't breath underwater.

Dive Kick (1 action): The hob rushes up to 2s spaces in a straight line, then an adjacent foe is shoved the number of spaces the hob rushed. *Charge:* Up to 5 spaces instead.

Drag Under (1 action, usable when bloodied). An adjacent foe takes fray damage, and remove both the Hob and that foe from play as they dive into a pool of magicked water. Both return to play at the start of that foe's next turn, in any free space in range 3 of their original location.

CHAPTER 3

Seismic slam affects all foes in **range 2** instead.

Fanged Hob

These fuzzy, animalistic hobs are, oddly, quite friendly. Their idea of expressing happiness is chomping down on a leg with their enormous fangs and not letting go.

Traits: Counter

Tongue Lash (1 action, range 3): A foe in range is shoved 1 towards the Hob. *Charge:* Range 5, and shove 3

Latch On (1 action, end turn, usable while bloodied): The Hob ends its turn and clamps fangs down on an adjacent foe's leg. The Hob becomes *unstoppable*, and moves into and shares their space, moving when they dash, rush, fly or teleport. After any ability resolves that damages

that foe, the hob deals 2 damage to them and shoves them 1 in any direction. At the start of the Hob's next turn, they detach, ending this effect. It also ends if the Hob and their target are separated for any reason.

SPIRIT HOB

Flying hobs that tend to congregate around lonely and forlorn places such as moors, swampy wetlands, riverbanks, or mountaintops, drawing from their mournful essence. These hobs are drawn towards the strong emotions and presence of kin as though seeking warmth. Though not outwardly malicious, they are dangerous company to spend long hours with.

Special Traits: Phasing

Spirit Orb (2 actions, small blast, range 8):

On hit: [D]+2, twice. *Miss or area effect:* 2 damage, twice. *Charge:* Teleport affected foes 2 spaces. *Round 3+:* Gains charge effect for free

Whisk (1 action, range 6): A foe in range becomes *vulnerable*, then is teleported 1. Vulnerable foes are teleported 3 instead.

Playful Pricking (1 action, range 6, mark):

A character in range of the spirit is marked. While marked, each time they teleport, they take 1 piercing damage. This damage cannot reduce them past 1 hp. A character can end this mark by not moving for their entire turn.

Fell spirit (1 action, range 6): The spirit hob **ends its turn** and chooses a terrain space in range 6. **Delay:** The hob's next turn must be slow. At the start of that turn, the space explodes, releasing a massive blast of sonic energy in a medium blast *area effect* centered on it. Foes inside are teleport 2 spaces, *shattered*, then must save or take [D]+fray twice, or once on a successful save.

Nixie

An ill tempered hob with a colorful array of curses and hexes it is fond of using.

Spirit Trickery (1 action): The Nixie gains the following interrupt until the start of its next turn

Spirit Trickery

Interrupt 2

Trigger: The nixie or an ally in range 2 is damaged by a foe's ability, and the ability resolves.

Effect: The triggering foe, the nixie, and their ally (if applicable) are all teleported 2

Banshee

This mournful, birdlike hob is drawn to locations that carrion birds frequent, like graveyards or battlefields. Its shrieking cry is incredibly potent.

Horrific Screech (1 action): The Banshee gains the following interrupt until the start of its next turn

Screech

Interrupt 1

Trigger: A foe in range 6 of the Banshee rolls a save, and the result is determined.

Effect: The triggering foe, re-rolls their save with +1 curse, taking the new result as final. If they fail the save, they also become *vulnerable*.

Mayfly spirit

These playful, insect-winged hobs are fond of stirring up barbed plants and watching mortals do a silly dance.

Thicket Dance: At the start of its turn, before any delay effects activate, the Mayfly spirit and all characters in range 2 teleport 1 space in a direction of the spirit's choice.

Thorny Thicket (1 action, range 6, 1/ combat): The spirit creates a line 3 area of *dangerous* terrain in range.

CHAPTER 2+

Whisk can be used on allies. If so, it always teleports them 2 spaces and does not inflict statuses.

Wisp

This dancing light is the spirit of deep swamps and the dark spaces between trees.

Lead Astray: The Wisp has aura 2. The wisp may teleport any character that ends their turn in the aura 2 spaces in any direction.

Dancing Light (1 action, range 6, end turn, summon): The Hob summons a dancing light in range in any space not adjacent to a character.

Dancing Light

Size 1, intangible

Summon Effect: When a foe starts or ends a turn adjacent to the light, it explodes in a medium blast *area effect* centered on it.

Characters inside must save or take fray damage twice, or once on a successful save. If

the light is destroyed, it fizzles out without exploding.

Charge: Summons two lights

CHAPTER 3

Whisk becomes repeatable.

Mist Hob

A wispy, hob made of morning mist and the breath of dying travelers. Its breath can chill the bones.

Mist Form: The Hob is a character and also a space of dangerous and difficult terrain. Characters can share space with it, and it has *resistance* against any character inside of its space.

Great Slip (1 action): Remove the Hob from the battlefield, then place it in any space in range 4.

Flash Freeze (1 action, range 6): A character in range has an encasing of ice cover them. While encased, the targeted foe is *immobile* until they take any amount of damage. They or an adjacent ally can also use the interact ability to break them out, dealing 6 piercing damage to them but ending this effect.

HEARTH HOB

Hobs that coalesce in and around the dwellings and towns of Kin. Tend to be able to speak a little of the tongue of Kin, and have a fondness for trinkets and other shiny items. Can often only be seen by children. When treated well, act as family guardians and protectors of the hearth. When treated poorly, can become akin to poltergeists or spirits of ill mischief.

Longfinger (1 action, +1 boon, range 2, attack): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Deals 3 damage again its target if they are marked. *Charge:* Dash 3 and gain *stealth*

Steal Speed (1 action, unerring, range 3): The hob may dash up to 2, then foe in range is *dazed*. Dazed foes take fray damage.

Snatch Memory (1 action): The Hob prepares to pilfer its foe's memories, gaining the following interrupt until the start of its next turn:

Snatch Memory

Interrupt 1

Trigger: A foe in range 3 uses an ability and the ability resolves.

Effect: The foe loses the memory of that ability, becoming unable to use it again until the end of their next turn. Any passive effects of the ability for that duration still continue as normal.

Cavort (1 action, end turn): The Hob ends its turn and gains **Delay:** it's next turn must be slow. At the start of that turn, it teleports 3, then deals 3 damage to an adjacent foe. Can repeat this effect, but must choose a different foe in range each time unless a foe has already been chosen by this ability, or this effect has triggered three times.

Fennehob

A suspicious, raccoon-like hob that takes pleasure in illusions.

Displacement (1 action, range 3, mark): The hob marks itself or an ally in range. That character gains *evasion* and *dodge*, and may teleport whenever it would move any number of spaces. These mark effects turn off if the marked character is adjacent to a foe.

Spinhob

This arachnoid hob lives in cellars, abandoned furnaces, and workshops, where it makes trinkets and weaves odd clothing out of nearly any available material.

Weave Garment (1 action, mark, end turn): The Spinhob weaves an incredibly odd or ugly garment, placing it on a character in range 3. While under this effect, the character fails all saves. After the character fails a save, they may transfer this mark and effect to a new character in range 3, including a foe. If there are no characters in range, this effect ends.

Midden Hob

This stinking toad-like hob draws its essence from the mud in cart tracks, fallow fields, or the pits dug in outhouses. It has the attitude to match.

Overwhelming Stench: The hob has aura 1. Attackers in the aura gain +1 curse on attacks, and characters in aura that end their turn there are *dazed*. *Dazed* characters take 4 damage instead.

CHAPTER 2+

Snatch memory gains range 6

Garberhob

A long fingered hob that is born out of the aether of lost objects. It's fond of stealing anything it finds fascinating.

Steal skill (1 action, range 4, multimark):

The Hob chooses a foe in range, marking them. While marked, they treat all foes as having *evasion* and *dodge*. A character ends this mark if they hit with an attack.

Lost Object (1 action, range 4): The Hob produces and throws a lost object at a foe in range. Roll 1d6

1. **Elixir:** Foe gains 4 vigor
2. **Kettle full of Tea:** Hot tea inflicts 5 damage and *blinds* the character
3. **Portable Hole:** Create a pit under the foe
4. **Old Sandwich:** Foe is *dazed*, then must save or lose all vigor.
5. **Spare Sword:** Foe takes [D]+fray damage.
6. **Bag of Hammers:** Foe must save or take 3 damage five times, or just once on a successful save.

CHAPTER 3

Snatch memory also *dazes* and *blinds* bloodied characters.

Eaves Hob

A powerful crow-like hob that lives in the eaves of houses. Brings good luck on families that feed it well, and pokes holes in the roofs of those that don't.

Traits: Flying

Lucky Feather: When taking damage that would reduce the hob to 0 hp, *gamble*. On a 3+, become immune to all damage from the triggering ability. True strike bypasses this effect.

Pilfer Luck (1 action, range 3, mark): The hob marks a foe in range. While marked the foe cannot gain boons, and the Hob gains +1 boon on all its attacks and saves. A foe can end this mark by choosing to roll all attacks and saves with +1 curse for their entire turn. The mark then ends.

Crow storm (2 actions, range 4): The hob chooses a foe in range. At the end of that foe's next turn, a huge storm of crows descends on their location for a *medium blast* area effect centered on them. That foe takes 4 damage six

times. Reduce this damage once for each other character in the area of effect.

Bounding Leaps (1 action): The hob flies 3. *Effect:* If it lands on an object or adjacent to a character, it can repeat this flight once more.

FIELD HOB

Hobs of the fields, meadows, beaches and savannas, where the skies are plentiful. More aether-wise than other hobs and fond of tricks and deals. People sometimes seek out these hobs and make offerings for a blessing of fertility, luck in business, or in rare cases, to curse a rival.

Aura of Alacrity: Aura 1. Allies in the aura can use the charged effects of abilities even on normal turns.

The Old Magic (1 action, attack, range 5): On hit: [D]. Miss: 1 damage. *Effect:* The Hob inflicts a status it is currently suffering from on its foe, then deals 2 damage, once, per status its foe is afflicted by. *Charge:* All statuses.

Yank Thread (1 action, range 4): A foe in range is *sealed*. Sealed foes are shoved 2 in any direction.

Cut Deal (1 action): The Hob gains the following interrupt until the start of its next turn

Cut Deal

Interrupt 2

Trigger: A character in range 3 of the Hob gains a status.

Effect: The Hob transfers the status to itself or an ally in range 3 of the Hob. If it removed a status from an ally, that ally gains 2 vigor.

Marry (1 action, range 3, mark): The Hob marks any two characters in range. While marked, if a marked character ends their turn in range 3 of their marked partner, they are both *pacified* and gain 3 vigor.

CHAPTER 1+

Seal Spirit

Seal-like hobs that can transform into kin-shape by stealing clothing. They often abuse this power to cavort in seaside towns, party, and rack up wild debts, only to slip away in the morning.

Seal Form (1 action, mark, range 4): The seal spirit transforms itself or character in range 4 into a seal, teleporting them 2, marking them and

leaving that character's original body as a set of clothes as a 1 space terrain effect, placed adjacent to them. While a character is a seal, they cannot attack, but have *evasion* and *phasing*. A character other than the transformed character can pick up the clothes by using the interact ability (1 action) while standing on the space, ending this effect. The marked character is removed from the battlefield and placed adjacent to the space.

Bonfire Spirit

These jubilant festival spirits delight in the summer celebrations of outlying villages. Their exuberance does not help them realize how flammable most people are.

Fireworks (1 actions, Burst 3 (self)): *Area effect:* All foes in range 2 take 2 damage. Foes at exactly range 3 are *sealed*.

Bonfire Festival (1 action, range 3, terrain effect, 1/combat): The Bonfire spirit creates a height 1 *bonfire* object.

Bonfire

Height 1 object

Object effect: The area on top of the object is *dangerous* terrain, and the object emits aura 1. Allies in the aura gain the *charged* effects of all abilities, even on normal turns.

Bark Spirit

Hobs that inhabit the stumps of old trees and roots. They are older and wiser than other hobs, and can sometimes speak the tongue of kin, acting as intermediaries.

Curse of Bounty (1 action, range 4): A character in range from the Bark Spirit is cursed. At the end of that foe's next turn, they grant 4 vigor to all hobs in range 2, then this effect ends.

CHAPTER 2+

The Old Magic also deals 2 damage per mark the foe is suffering from.

Pixie

A diminutive, fast talking, foul mouthed hob with a manic attitude and a powerful knack with the old magic.

Traits: Flying

Pixie Dust: Aura 2. Allies that start their turn in the aura gain flying until the end of their turn.

Toad (1 action, 2/combat, range 4): A character in range is transformed into a frog. While a frog, a character has defense 20 and

dodge, but cannot deal damage or inflict statuses. A character can save against this effect at the end of their turn, ending it on a success and becoming immune to it for the rest of combat.

CHAPTER 3

If the hob or its target is bloodied, **The Old Magic** also may end all statuses affecting the hob after transferring them.

Floating Petal Aesi

One of the greater Hobs, that takes a long time to coalesce. These slender and coy Aesi are born from the amorous feelings of spring, the beautiful petals of blooming trees, and flowers floating on water. These spring hobs are numerous - the least powerful but the most amicable of their kin.

Special traits: Phasing

Amorous Aura: Aura 2. Characters in the aura reduce all damage from *pacified* foes to 1.

Love-struck (1 action, range 4): A foe of the Aesi's choice in range4 must save. On a successful save, the foe is *pacified*. On a failed save, the Aesi chooses itself or one of its allies. Until the end of their next turn, all other characters than the chosen character are immune to all damage and effects from the chosen foe.

Donkey (1 action, range 4, mark, 2/ combat): The Aesi marks a character in range. They grow donkey ears on the top of their head. While marked, they are *pacified+*, and after they use any non-basic ability, the Aesi may shove them 2 in any direction. At the end of their turn, they may save to end this mark, ending it on a success.



UNIQUES

CHAPTER 1+

Beast spirit

Many hobs take beast form, becoming like the animals giving them their essence. In this form, they are majestic, specimens of their kind, able to run along on air as easily as ground. Other hobs such as the Aesi occasionally ride them.

Vitality: 10

HP: 40

Speed: 4 (Dash 2)

Defense: 5

Fray damage: 3

[D]: 1d6

Traits: *Phasing.* This trait also transfers to a rider.

Enrage: +1 action when bloodied.

Saddle Up: Hobs can mount or dismount the Beast Spirit by spending 1 space of movement, placing them adjacent when dismounting, with the following rules:

- Hobs can start the battle mounted

- While mounted, place characters inside a free space on the spirit. They share its space, move when it moves, and have *cover*. While moving with the spirit, characters are *unstoppable*.
- Characters mounting the spirit when it is defeated are placed in any free adjacent space of the spirit's choice and take 3 damage.

Wild Rage (1 action, attack, true strike): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Shove 1. *Charge:* Shove 3.

Majestic Galloping (1 action): The beast spirit flies 3. If it has a rider, it can then fly 3 again.

Rampage (1 action, repeatable): *Effect:* The beast spirit dashes up to 2 spaces. When it ends this movement, adjacent foes take 2 damage and are shoved 1.

Faun

Goat-headed hobs fond of drink and skilled with the pipes. Fierce fighters when provoked.

Marching Pipes (1 action, attack): *On hit:* [D]+fray. *Miss:* fray. *Effect:* The Faun and a single ally in range 2 may dash 2 before this attack. *Charge:* Repeat the effect.

Dancing Curse (1 action, range 3, mark): The faun curses a foe in range, marking them. While marked, after any ability resolves that allows that character to dash, fly, or teleport, all the faun's allies everywhere may dash 2, and that foe becomes *dazed*.

Hot Foot (1 action, range 3): The faun chooses a foe in range. That foe must move at least 5 spaces during its next turn, or else *sacrifice* 5. Then, this effect ends. *Charge:* At least 8 spaces.

Swirling Leaves (1 action, range 2): The Faun puts down a terrain effect in range. Characters that enter the space can fly 3 spaces as an effect, but only once a turn.

Kappa

A strong, scaly hob that is the essence of powerful rivers and streams. Emerges with the snowmelt, and obsessed with contests of strength.

Body Slam (1 action, attack): *On hit:* fray damage, twice. *Miss:* once. *Effect:* Foe is *weakened*.

Tidepool (1 action, range 2): Shove all characters in range 1 space toward the Kappa.

Great Suplex (1 action, usable when bloodied): The Kappa grabs an adjacent foe, the removes both the Kappa and them from the battlefield. Return them in free space within range 3, adjacent to each other. The foe takes fray damage, is *slashed*, and then shoved 1.

Spinning Geyser (1 action, end turn, terrain effect, delay): The Kappa ends its turn and gain **Delay:** The Kappa's next turn must be slow. At the start of that turn, it summons a massive geyser underneath it. Adjacent characters are shoved 3. **Collide:** Character is *stunned* and takes [D]+fray. The Geyser becomes a *pit* space *terrain effect* for the rest of combat. Whenever the Kappa uses this ability again, repeat the shove effect on *all* active geysers. The Kappa can choose whether or not to be shoved by this effect, and is immune to the pit space.

CHAPTER 2+

Nymph

A spring hob that coalesces from the essences of reflections in pools. They appear at a distance to be comely kin - different depending on who is looking at them. This appearance is a glamour, and upon getting closer, their true form, of shifting water, is revealed.

Aura of Glamour: The Nymph has aura 2. Foes outside the aura cannot directly target the Nymph with abilities.

Yew bow (1 action, pierce, attack, range 6): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Deals bonus damage for every character adjacent to the target. *Charge:* Range 12

Enthrall (1 action, range 6): The Nymph chooses a foe in range 6. That foe must save. On a successful save, they are *vulnerable*. On a failed save, they are *vulnerable* and Nymph controls their standard movement on their next turn. Already vulnerable characters fail the save.

Riven (1 action, round 3+ only): The Nymph chooses a character in range 8. At the end of that character's turn, they take 5 piercing damage once for every 3 spaces of distance between them and the Nymph. Then, end this effect.

Greenpath (2 actions): Remove the Nymph from play, then place them anywhere on the battlefield in free space. Clear all statuses from them.

Greenkeeper

A enormous tree-like Hob that has coalesced from an old oak tree that has stood alone for fifty years or more. Greenkeepers are slow moving and thinking, and consider themselves shepherds of the forest. Plant life around them bends and ripples at their beck and call.

Special Traits: Size 2

Living Root: When defeated, becomes a height 2 object

Hungry Forest (2 actions, attack, range 4, medium blast): *Autohit:* [D]+ fray and foe is sealed. *Area effect:* fray. **Delay:** The Greenkeeper's next turn must be slow. At the start of that turn, the area erupts again. Foes in the area take fray damage twice. Allies in the area are cured.

Bloom (1 action, range 4): The Greenkeeper creates a space of difficult terrain in the area. Allies in the area when it is created gain 2 vigor. *Charge:* small blast.

Ancient Heal (1 action): The Greenkeeper gains aura 2 until the start of their next turn. All characters in the aura that start their turn there gain 2 vigor.

Overgrow (1 action, range 4): The Greenkeeper chooses a foe in range. At the end of that foe's turn, if they have not moved at least 4 spaces at the start of their turn, they become *immobile* as the undergrowth grows over their feet. This effect ends when they take any amount of damage, or they or an adjacent character can hack the growth away with the interact ability (1 action), dealing 4 piercing damage to them but ending the effect.

CHAPTER 3

Changeling

A strange hob that has coalesced from the unsettling sensation of meeting a stranger on the road or in the woods. It is capable of imitating kin and transforming its shape. Most changelings don't seem to have any great malice, but a great deal of amoral curiosity.

Lesser Mortal Mockery: At the start of its turn, the changeling transforms its physical form into a brief mockery of the closest foe. The effects

depend on the foe's class. If multiple foes are equidistant, it can choose.

- **Stalwart:** The Changeling becomes *sturdy* until the start of its next turn
- **Vagabond:** The Changeling gains *evasion* until the start of its next turn.
- **Mendicant:** The Changeling may *cure* itself.
- **Wright:** The Changeling creates a height 1 aethershard object in range 3, then may teleport on top of it.

Snap Shot (1 action, unerring, attack, range 4, combo): *On hit:* [D] +fray, *Miss:* fray. *Effect:* May dash up to 2 before this attack. *Effect:* Gain stealth.

- **Warping Shot (2 actions, attack, range 4, combo):** *On hit:* 2[D] +fray. *Miss:* fray. *Effect:* Foe warps and stretches, swapping places with another character in range 2 from them, then becoming *dazed*. *Charge:* Increase all ranges by +2.

Blinding Dust (1 action, range 2): A foe in range 2 is *blinded*, then the changeling gains *stealth*.

Warped Reflection (1 action, end turn): The Changeling's appearance and that of those around them ripples disconcertingly. The Changeling gains aura 2 until the start of its next turn. All characters in the aura gain *evasion* and *dodge*.

UNIQUE ELITES

CHAPTER 1+

Great Boulder Hob

Great spirits of the mountains, these colossal hobs are peaceful and animalistic, but terrifying when enraged. Their tendency to startle, combined with their tendency to look like a regular rocky hillside, does not help this situation.

HP: 80

Special Traits: Size 2

Elite: Takes 2 turns

Lumbering: Cannot dash. *Only* takes slow turns.
Crumbling Body: Has 12 armor. After any ability damages the hob, permanently reduce its armor by 1 for the rest of combat, even if that

damage is reduced to 0. If it's armor is 0, all attacks against it become *critical hits* on hit.

Ancient Geo (2 actions, attack, arc 4): *On hit:* 2[D]+1. *Area effect or miss:* 2 damage. *Effect:* Attack target releases a medium blast explosion centered on them, dealing 2 damage to all characters within. *Effect:* If the attack target is bloody or *dazed*, they explode again, repeating this effect. *Charge:* Repeat the effect

Great Stone Toss (1 action, range 4): *Effect:* A foe in range takes 2 damage and is shoved 1, then create a height 1 boulder *object* next to them.

Earthforce (1 action): An adjacent object is shoved 3. Characters in its path are shoved 1 to either side and become *slashed*. *Collide:* Characters also take 4 damage.

Hurl Self (2 actions, usable when bloodied): The Boulder hob *sacrifices* 25% of its maximum hp, hurling part of itself at a foe. A foe in range 5 must save or take 3[D]+fray, be shoved 3, and become *stunned*. On a successful save, they are shoved 1, *slashed*, and take [D]+fray. Then, create a height 1 boulder *object* adjacent to that foe. If the hob is at 1 hp, it defeats itself with this move.

Banderhob

Enormous, shaggy hobs that are surprisingly light on their feet, able to soar through the air with just a touch. They tend to be rotund and relatively relaxed, so are often underestimated by unlucky travelers. Surprisingly intelligent despite their lack of speech and bestial form, they are extremely protective of children of all kinds, and have a habit of unintentionally abducting them for long stretches of time. They often become confused, and due to their large size, see most Kin as lost children, which can lead to unfortunate incidents.

HP: 56

Elite: Takes 2 turns

Protect the Child: At the start of combat, the Banderhob chooses a foe, deciding it's a child to be protected. It gains three uses of the following interrupt, which carry over between turns and only refresh at the start of each round.

Protect the Child

Interrupt 3

Trigger: A character ends their turn adjacent to the chosen character, or deals damage with an ability to that character.

Effect: The Hob teleports to an adjacent space as an *effect*, then swipes that character. Other hobs are shoved 1 and take no damage. All other characters take [D]+fray damage. This effect ends if the Banderhob's target deals damage to it in any way. If the effect ends, the Banderhob can immediately choose a new character to protect, but can't choose any target it's already chosen this combat.

Savage Swipes (1 action, attack, Burst 2 (self)): *Attack:* On hit, [D]+fray. *Miss or area effect:* fray. *Effect:* If there's only one valid character in range, deals bonus damage. *Charge:* Burst 3

Bounding Leaps (1 action): The Banderhob flies 4. *Effect:* If it lands on an object or adjacent to a character, it can repeat this flight once more.

Pounce (2 actions): The hob flies 4, then an adjacent foe is *dazed* and must save or take [D]+fray, twice, or fray on a successful save.

CHAPTER 2+

Geryan

A hob appearing in the shape of an elderly Kin, dressed for travel. There's little way to see through this hob's disguise, but they often wear cloaks and hats, and smoke a fragrant pipe. These hobs are the spirits of well-traveled roads and therefore can move about the land quite freely. They often feign illness or weakness, and reward kindness or charity. They have a great knowledge of the ancient healing arts and are fond of striking bargains.

HP: 80

Elite: Takes 2 turns

Bargain: Once per round, as an interrupt, the Geryan can strike one of the following bargains with any foe. The bargain interrupts anything that's currently going on, and resolves immediately. Accepting a bargain is voluntary. If a character refuses a bargain, the Geryan or an ally of its choice gains 4 vigor.

- **Luck:** *Trigger:* The foe started their turn.

Effect: The foe gains +1 boon on all attacks and

saves this turn. *Terms:* The Geryan gains another use of one of its 1/combat abilities.

- **Immortality:** *Trigger:* Foe just took a wound. *Effect:* The character can ignore the wound. *Terms:* The Geryan grants a vigor surge to itself and an ally in range 6.
- **Wealth:** *Trigger:* The foe's turn started. *Effect:* Place a wealth token in a free space of the Geryan's choice in range 6. The wealth token is an intangible summon. It can be picked up if any character ends its turn adjacent with no other characters adjacent to the token, and is dropped in an adjacent space if a character is defeated. If a character ends combat with the wealth token, they gain 1 dust.
- **Beauty:** *Trigger:* The foe just took damage. *Effect:* The foe reduces all that damage to 1. Their skin and hair/fur become clean and look amazing. *Terms:* Every ally of the Geryan in range 3 of that foe gains *hatred* of them and they become *sealed* and *pacified*.

Wish (Interrupt 1, 1/combat): *Trigger:* An ally in range 6 is reduced to 0 hp. *Effect:* That ally returns to 25% hp instead, then the the Geryan *sacrifices* 25% of its maximum hp.

Old Staff (1 actions, attack, small blast, range 4): On hit:[D]+fray. Miss: fray. *Effect:* Attack target is *pacified*.

Chastise (1 action, range 4): *Effect:* A character in range takes 1 piercing damage. If that character attacks before the end of their next turn, they take [D]+fray piercing damage again and this effect ends.

Pilfer Luck (1 action, range 3, multimark): The Geryan marks a foe in range. While marked the foe cannot gain boons, and the Hob gains +1 boon on all its attacks and saves. A foe can end this mark by choosing to roll all attacks and saves with +1 curse for their entire turn. The mark then ends.

Inside Out (1 action, range 4, 1/combat): The Geryan curses a foe with awful nausea. If that foe moves more than 1 space or uses any ability that costs 2 actions on their turn, they must save. On a failed save, they take damage equal to 50% of their maximum HP and are *stunned*. If they succeed on the save, they take damage equal to 25% of their maximum HP.

Ancient Heal (1 action): The Geryan gains aura 2 until the start of their next turn. All

characters in the aura that start their turn there gain 2 vigor.

Wissan

Spirits that inhabit and embody very ancient, powerful, or aether-rich trees. When a tree reaches a hundred years old, it is said a Wissan always appears. Wissan can appear in the shape of Kin and speak their tongue. They know many old and ancient magical arts, and are studious for Hobs, hoarding many secrets and treasures in their cavernous root networks. Particularly ambitious Wrights will sometimes head into the old woods to try and study with one.

Wissan may appear anywhere where their spirit tree has roots, which gives them a surprising reach.

HP: 64 (16 per root)

Special Traits: Phasing

Elite: Takes 2 turns

Deep Rooted: At the start of any combat, place 4 deep roots on the map

Deep Root

Object, height 1, immobile

Object effect: The roots have aura 1. Foes in the aura are *vulnerable+*. All roots must be accessible to characters and placed within range 6 of another root. The Roots are considered to be the Wissan for purposes of targeting and each has 25% of its max hp.

When a root is destroyed, remove it.

Tied to the Tree: The Wissan's body is *intangible*. When all four roots are destroyed, it is instantly defeated and disappears. It can teleport to any space adjacent to a root as a *free action*.

Ancient Bolt (1 action, attack, pierce, Line 8): Attack: On hit [D]+fray. Miss: Fray. *Effect:* Attack target takes 2 damage, once, for every adjacent foe or ally.

Root Lash (1 action): A character in range 4 from a root summon or a deep root takes 3 damage, then must save or be shoved as far as possible towards that root, or 1 space on a successful save.

Ancient Rime (1 actions, 1/round, pierce, line 6): *Area effect:* Characters in the area take fray damage. **Delay:** The hob's next turn must be slow but at the start of that turn, a freezing

weapon made of water coalesces at the end of the line, repeating the area. Characters in the *area effect* take [D]+fray. Then this effect ends.

Summon Root (1 action, range 6): The Wissan creates a lesser root in a free space in range.

Lesser Root

Size 1, intangible

Summon effect: The root emits aura 1 around it. Foes in the aura are *vulnerable+*.

Summon effect: When a root is summoned, deal 1 damage, once, to one foe in range 2 for every lesser root or deep root in range 2 of that character, including this one.

CHAPTER 3

WHITE BEAST

A rare, enormous beast-like hob with spiraling horns that is the essence of the primal forests of Arden Eld. Often take the forms of stags, but also boars, wolves, or other creatures of the wild. These ancient hobs are older than all civilizations and have existed since the days of creation. Herds of animals follow in their wake. They are largely peaceful, and flighty - unless hunted, as their blood is said to cure all ailments. Then, they can drive animals into a frenzy and become hostile to all kin for many years. As the forests of Arden Eld wither and shrink, these beautiful and majestic hobs are increasingly rare, or sometimes turn up ill and sickly.

HP: 64

Special Traits: Size 2

Elite: Takes 2 turns

Wild Hunt (Round Action): At the start of the round, the beast can choose an edge of the map. At the end of that round, a huge stampede of animals sweeps across the map from that end to the next. All foes take 2 damage, three times. However, characters that are standing on the other side of objects or terrain as if they were in cover from this effect are immune to it.

Prance (Round Action): At the start of the round, the beast flies 3 spaces, then creates a height 3 *blooming tree object* in any space it vacated.

Primal Stars (1 action, piercing, attack, range 6, burst 3(target), combo): Autohit: 2 damage, twice. Area effect: 2 damage, twice.

• **Breath of the Wild (1 actions, attack, range 4, pierce, small blast, combo):** On hit: [D]+fray. Miss or area effect: fray. Effect: Deals bonus damage and increase to large blast if it catches a tree in the area. Doesn't affect allies.

Overgrow (1 action, range 6): The beast chooses a foe in range. At the end of that foe's turn, if they have not moved at least 4 spaces at the start of their turn, they become *immobile* as the undergrowth grows over their feet. This effect ends when they take any amount of damage, or they or an adjacent character can hack the growth away with the interact ability (1 action), dealing 4 piercing damage to them but ending the effect.

Horn Smash (1 action, range 2): A foe in range 2 is *shattered*. *Shattered* foes are shoved 2.

Pollen Haze (1 action, range 6, small blast): *Area effect:* Foes in the area take 1 damage twice. A foe in the center spaces then becomes *vulnerable*. If the area catches a tree in the area, foes take 1 piercing damage three times instead.



UNIQUE LEGENDS

CHAPTER 1+

SUMMER FLAME AESI

Great hobs of the summer that are the spirits of midsummer festivals and the raucous partying that usually accompanies them. These horned goat-like Aesi can often speak the tongue of kin. During summer festivals in the green, it is not uncommon for a midsummer Aesi to ramble in from the forest to join in and patronize the festivities, bringing hob-spirit with them, the

divine alcohol Ambrosia. Such spirits are treated with great respect and must be fed and watered well before their journey back into the forest.

Good treatment of these minor forest gods brings good harvests and wealth to the village, however, courting them is not without risk. These Aesi, though they have a jovial temperament, are wild and unrestrained in their passions, as the beasts they draw their essence from. They have tremendous appetites, and in the throes of drink they go into a rage and rile up partygoers into great (and often dangerous) acts of debauchery and stupor. Without care, villages often end up half on fire, sodden with alcohol, and strewn with unconscious partygoers. A common strategy is to spike the Aesi's drink, so they

calmly fall asleep and disappear with the morning mist.

Special Traits: Size 2

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Divine Ambrosia: The Aegis's mere presence envelops the battlefield in a drunken haze. At the start of combat, give a d6 to all characters, representing their level of *intoxication*. Certain abilities *Intoxicate* foes, ticking the die up by 1. If a die would become 6, a character can't take any more. The must save or *sacrifice* 25% of their maximum hp and spend their entire next turn *incapacitated* and throwing up, resetting the die to 1. On a successful save, lower the die by 2 and take no other negative effects.

Sober Up: A character can sober up at the start of their turn by rolling 1d6, taking one of the following effects and reducing their intoxication by 3, to a minimum of 1. Effects with a duration last until the start of the character's next turn.

1. **Nonstop singing:** The character gains aura 1. Allies in the aura are *weakened+*.
2. **Stagger:** The Aesi shoves the character 2. Collide: Foe takes 5 damage
3. **Stand and Blink:** The character becomes *immobile*.
4. **Clingy:** The character can only use non-basic abilities if adjacent to an ally.
5. **Take a Nap:** The character is *weakened*. If already weakened, they are *stunned*.
6. No extra effects

Phases: The Aesi enters Phase II when bloodied.

PHASE I:

Fire Pit (1 action, 2/round): The Aesi creates a *pit* space that is also *dangerous* terrain.

Stiff Drink (1 actions, true strike, 1/round): The Aesi implores an adjacent character to drink before giving them a stiff whack. If the character drinks, they gain a *vigor surge* but increase their intoxication by 2. Then, they must save or take 2[D]+fray damage from the Aesi and become *slashed*, or [D]+fray on a successful save. *Slashed* foes fail the save.

Brew Smash (1 action, attack, true strike, small blast, range 3, combo): *On hit:* [D] +fray. *Miss or area effect:* Fray. *Effect:* All affected foes take +1 intoxication if they have less than 4. *Effect:* Deals bonus damage to *weakened* foes.

• **Wild Blow (1 actions, +1 curse, small blast, melee attack, combo):** *On hit:* [D] +fray. *Miss or area effect:* fray. *Effect:* May *rush* 2 before this attack. *Effect:* Deals 1 damage again to the target, once, hit or miss, for each level of intoxication.

Uncork (1 action, range 3, combo): The Aesi summons a height 1 keg object in range.

Keg

Object, destructible (5 hp), size 1

Object effect: The object has aura 1.

Characters in the aura are *weakened+*, and if they start their turn there, they increase their intoxication by +1.

• **Steal Sip (1 action, combo):** The Aesi drinks from all adjacent kegs, gaining 2 vigor per keg. If it drinks from 3 or more kegs, its next attack deals *maximum* damage.

Raucous Dance (1 action, burst 2(self)): The Aesi implores all foes in the area to dance, shoving them 2 spaces. Characters can choose the direction by taking +1 intoxication, otherwise the Aesi chooses the direction. *Collide:* Foe takes 5 damage

Wandering Haze (1 action): The Aesi *rushes* 3, then shoves all adjacent foes 1

PHASE II:

As phase I, but has the following:

Haze of Ambrosia (Round Action): All foes increase their intoxication by +1

Ignite (1 action, range 4, 1/round): The Aesi shows off its fire breathing. A foe in range 4 must save or take 4 piercing damage, once, (reduced to 2 piercing, once, on a successful save) for every stack of intoxication they have, but then clears all intoxication, resetting the die to 1.

Duel of Flagons (1 action, range 3, 1/round): The Aesi chooses a foe in range and tosses them a flagon.

- If that character chooses not to drink, the Aesi gains 10 vigor and clears all statuses.
- If that character chooses to drink, they increase their intoxication by 2. The foe rolls 1d6 and the Aesi rolls 1d8. The loser of the contest becomes *weakened* and *sacrifices* 4. If they were already

weakened, they *sacrifice 6* instead. If a character wins, they can repeat the challenge, repeating this effect.

TACTICS

Fighting this drunken brawler is a matter of timing *sober up* so that it doesn't put you in a bad spot. There might be times it is better to indulge, such as with Stiff Drink and Duel of Flagons. After all, characters that save successfully against Ambrosia intoxication take no ill effects, and can gamble on their good fortune. Keeping intoxication high can still be risky due to moves like Ignite and Wild Blow.

TROPHIES

Mask of Summer

Uses: 1 expedition

Effect: While wearing this mask, you gain a supernatural tolerance for intoxicants of any kind. In addition, you may shove yourself 3 at the start of your turns, then shove all adjacent foes 1.

Pure Ambrosia

Uses: 3

Effect: Sip from the divine wine to *cure* yourself as a free action ability and become *unstoppable* until the end of your next turn.



CHAPTER 2+

FALLING LEAF AESI

A greater hob formed from the essence of dancing leaves in autumn. The Aesi take a long time to coalesce, and therefore are quite powerful and ancient. These hobs are shaped more like Kin than their more animalistic brethren and are extremely skilled in the ways of sword craft and

stealth. They are master thieves and can steal anything: a moment, an essence, a thought, or even a memory. Though they eventually return what they stole, they are indiscriminate in their fascination with the habits and skills of Kin. Legends abound of them stealing the skills of master tradesman on a whim for a fortnight, leading to their poor victim's financial ruin, or stealing the tongue of a bride for a year and a day, leading her groom to run away out of shame.

Legend: Takes 1 turn for every player character.
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Immortal Thievery: Some of the Aesi's abilities have the *thievery* tag. When an ability with this tag is used, the Aesi creates a *memory* as a *summon* in any free space within range 4 of that character.

Memory

Size 1, intangible

Effect: Can share space with all characters. Characters can end any *thievery* effects on them by passing over and picking up a memory (any memory will do). This consumes the memory, removing it.

Phases: At the start of round 3, and every two rounds thereafter (5, 7, etc), the Aesi uses Mortal Mockery.

PHASE I:

Swirling Leaves (Round Action): At the start of each round, the Aesi puts down a space of swirling wind, a 1 space terrain effect, adjacent to its space. Characters that enter such a space, including the Aesi, can fly 3 spaces as an effect, but only once a turn. Spaces persist until the end of combat.

Steal Ability (Interrupt, 2/round, thievery): *Trigger:* A foe in range 2 uses an ability and the ability resolves. *Effect:* The foe loses the memory of that ability, becoming unable to use it until they pick up a memory.

Greenpath (1 actions, 1/round): Remove the Aesi from play, then place them anywhere on the battlefield in free space. Clear all statuses from them.

Wall of Thorns (1 action, 2/round): The Aesi creates a line 3 area of height 1 thorny wall objects. Each object is destructible (5 hp) and also considered dangerous terrain, but only for foes. Foes that *collide* with it take 2 piercing damage.

Fae Thief (1 action, thievery, 2/round): The Aesi steals something from a foe in range 5, marking them. Roll 1d6 to see what. Picking up a memory ends this effect. Re-roll repeat effects.

1. **Friendship:** Foe's abilities can't target allies and treat all allies as immune to their effects, including any active marks, stances, auras, etc.
2. **Sight:** Foe is *blinded*+
3. **Luck:** Foe makes all attacks and saves with +1 curse, cannot gain boons, and cannot critical hit.
4. **Heart:** Foe cannot gain *vigor* or benefit from defiance.
5. **Grace:** Aesi cannot miss this foe with attacks, and they cannot reduce damage from the Aesi in any way.
6. **Youth:** Foe cannot dash and is *dazed*+

Leaf Dance (1 action, +1 boon, attack, combo): *On hit:* [D]+fray. *Miss:* fray. *Effect:* Aesi may dash 2 spaces before this attack.

• **Cutting Wit (1 actions, +1 boon, melee attack, range 2, small blast):** *On hit:* [D] +fray. *Miss or are effect:* fray. *Effect:* All foes are *dazed*. Shove all memories outside of the area.

• **Artery Cut (2 actions, attack, mark, line 4, combo):** *On hit:* 2[D]+fray. *Miss or area effect:* fray. *Effect:* Attack target is marked and gains an open wound. While marked, it takes [D] again at the end of its turns. This mark ends instead if the character ends their turn adjacent to an ally.

Gust strike (1 action): The Aesi *flies* exactly 3 spaces in a straight line, dealing 2 damage to all foes it passes over. If it lands on an object height 1 or higher, it may repeat this effect, but only once a turn, and may only damage foes once per use of this ability.

Whirling Branches (1 action): *Effect:* Teleport 1, then deal 1 damage to all adjacent foes and shove all adjacent foes and memories 1. Repeat this effect three times.

PHASE 2: MORTAL MOCKERY (ROUND 3, 5, 7, ETC)

As phase I, but also:

Mortal Mockery (Round Action): The Aesi transforms its physical form into a mockery of the closest foe. The effects depend on the foe's class. If the same effect would be chosen twice, the Aesi can choose a different one of its choice to apply.

Naturally, all of these effects stack if the Aesi is allowed to use them again. Why be one class when you can be all of them?

Mock Stalwart

- The Aesi gains **armor 2** and **rampart**. In addition, Leaf dance and Cutting Wit gain **true strike**.

Mock Vagabond

- The Aesi may split up all its movement with actions. In addition, Leaf dance and Cutting Wit gain *unerring* and the ability to critically hit, dealing +[D] on a crit.

Mock Mendicant

- The Aesi gains *regeneration*. In addition, Leaf Dance and Cutting Wit deal bonus damage.

Mock Wright

- The Aesi gains the *Aetherwall* trait. In addition, Leaf Dance and Cutting Wit gain *pierce*.

TACTICS

Characters fighting this Aesi will find themselves scrambling to recover memories as they have their abilities quite literally blown out of them. The Aesi can make this difficult by knocking memories around, isolating them with Wall of Thorns, and forcing them to group up with Artery Cut. In phase II, characters must make quick work of the Aesi, or find themselves overwhelmed.

TROPHIES

Mask of Autumn

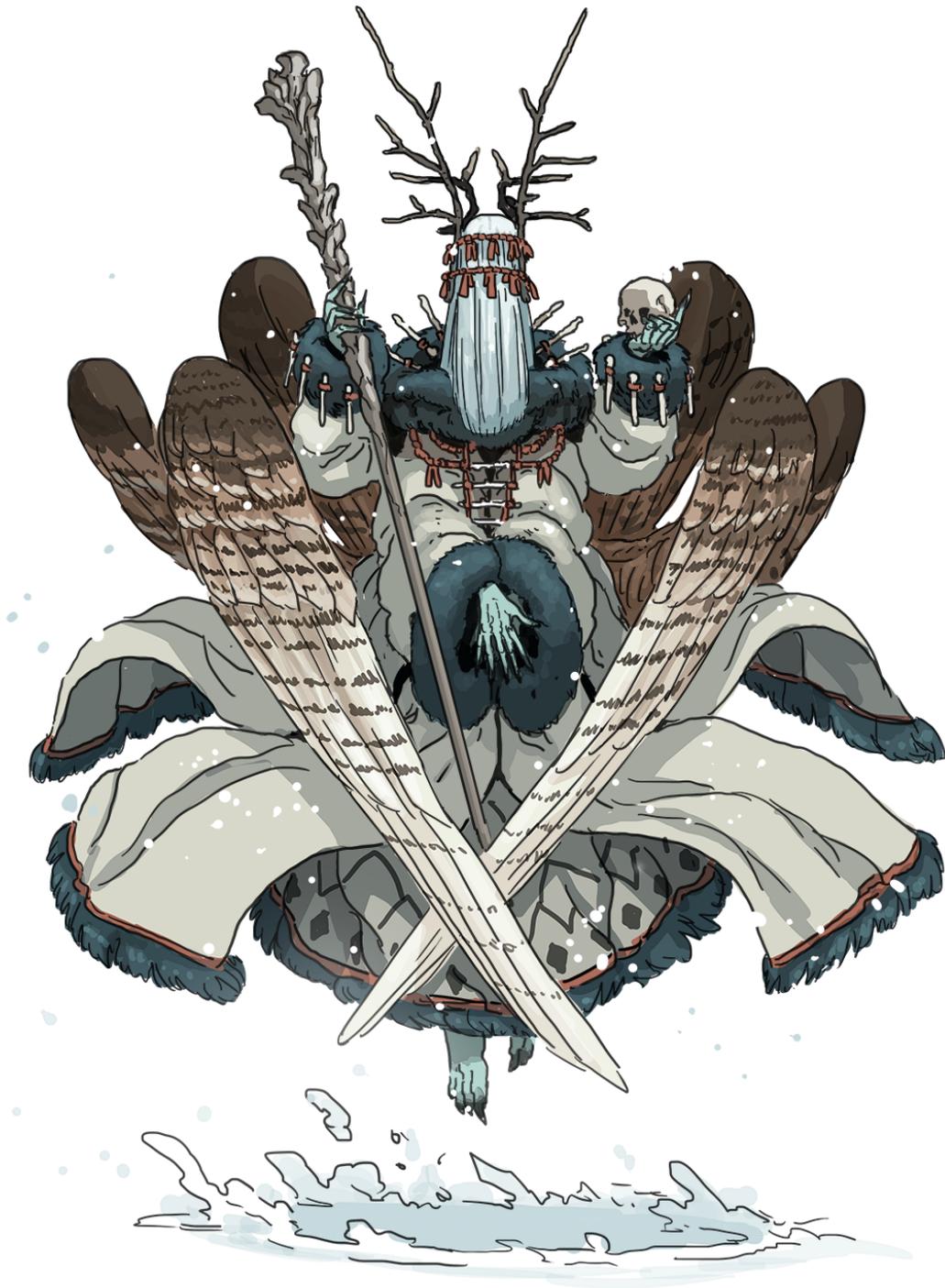
Uses: 1 expedition

Effect: While wearing this gnarled, oiled mask, you gain *phasing* and the use of the Swirling Leaves Round Action (as per this legend).

Wind Cloak

Uses: 3

Effect: Wrap this swirling cloak of leaves around yourself to remove yourself from the battlefield, then place yourself anywhere in range 4. When you land, all allies in range 3 may fly 2.



CHAPTER 3

DEEP SNOW AESI

The Aesi of Deep Winter. Each takes seventy seasons to coalesce. During that time, their

essence slowly condenses, taking in the sorrow of frozen death, the withering of plant life, and the landscapes of barren snow. Unlike their kin, they are somber, solitary, and melancholy beings with an air of gravitas about them. They can only be glimpsed during the deep cold, or in the dead of night. Their benediction can allow villages to

survive the winter - with unexplained warm spells, mysterious hidden caches of crops, or respite from storms and blizzards. When enraged, however, their wrath is terrible, and they will freeze entire towns solid just to avenge the most minor slight.

Special Traits: Flying

Legend: Takes 1 turn for every player character.

Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

This legend is best fought in a battlefield that is 12x12 or a little larger.

Phases: The Aesi enters phase II at the start of round 4 or when bloodied.

PHASE I:

Creeping Cold (Round Action): At the start of combat, the Aesi creates a Creeping Cold effect in every space along the edge of the map, a creeping black frost *terrain effect*. The Aesi ignores its effects, but cannot voluntarily enter the area and must end its turn outside it if possible.

- The area is difficult terrain, even for flying characters
- Foes that either start or end their turn in Creeping Cold sacrifice 25% of their maximum hp. Foes at 1 hp are defeated instantly, and removed from the battlefield as they freeze solid and replaced with a *frozen statue* object with 10 hp. When the statue is destroyed, return that foe to the battlefield, in its space, still defeated.

At the start of every two rounds thereafter (3, 5, 7, etc), the effect creeps in by 1 space on all sides, shrinking the available battlefield space until it covers all spaces.

Stiffen Limbs (1 action, range 4, 2/round):

The Aesi chooses a foe in range. During their next turn, that foe must move at least 5 spaces, or else take 5 piercing damage and become *stunned*. Then, this effect ends.

Frozen Impaler (1 action, range 6, 2/round): The Aesi chooses a character in range 6. At the end of that character' turn, an icicle coalesces and falls on that character for a small blast *area effect* centered on them. Characters inside take 2 piercing damage, then create the icicle adjacent to the targeted character.

Icicle

Object, destructible (8 hp)

Effect: The icicle has aura 1. The aura has the following effects:

- Foes that start their turn in the aura take 2 piercing damage
- Foes are *vulnerable+* while in the aura.
- The aura is difficult terrain

Freeze Solid (1 actions, range 4, 1/round) -

A character in range becomes *shattered*. At the end of that character's next turn, they must save. On a failed save, they are encased in ice, removing them from the battlefield and becoming replaced with a destructible (10 hp) height 1 *frozen statue* object. Until the statue is destroyed, they cannot take a turn. When it's destroyed, they are returned to the battlefield in the space they left and can take a turn as normal.

Biting Cold (1 action, range 4, multi mark, 1/round): The Aesi marks a foe in range. While marked, that foe cannot benefit from *sturdy* or *unstoppable*. This mark ends if this foe *starts* their turn adjacent to an ally.

Storm Whip (1 action, true strike, attack, range 4, small blast, combo): On hit: [D] +fray. Miss or area effect: fray damage. Effect: Shove all foes 1 away from the center space. Collide: Foe is *vulnerable*.

- **Diamond dust (2 actions, ranged attack 6, Large Blast):** *On hit:* 2[D]+fray. *Miss or area effect:* fray damage. *Effect:* Deals 1 piercing damage, again, to all foes for every foe or object in the area
- **Crystalline Lance (1 actions, unerring, attack, line 10):** *On hit:* [D]+fray. *Miss or area effect:* fray damage. *Effect:* Foe must save or be shoved 4, or shoved 1 on a successful save. Collide: Foe takes 5 damage and is *shattered*.

Northern Winds (1 action): The Aesi flies 2. It becomes *intangible* while moving.

Scatterfrost (1 action, range 4): The Aesi shoves up to three foes 1 space. Foes in *difficult terrain* are shoved 2 in *any* direction instead. Collide: Foe takes 2 damage.

Howling Blizzard (2 actions, stance, combo): The Aesi gains aura 2 while in this stance, gaining *resistance* to damage from foes in the aura and *unstoppable* against their abilities. This aura cancels out Whipping Winds.

Whipping Winds (2 actions, stance, combo): The Aesi gains aura 2, gaining *resistance* to damage from foes outside the aura, and *unstoppable* against their abilities. This aura cancels out Howling Blizzard.

PHASE II

As phase I, but:

Frozen Impaler creates a *large blast* explosion and becomes 3/round

Creeping Cold sacrifice is increased to 50% max hp

Icy Death (Round Action): A wind begins blowing from one side of the map, which the Aesi chooses at the start of each around. After using any ability, a foe is shoved 1 in the direction of the wind.

TACTICS

The Aesi of Winter is fought in a gradually shrinking arena, which will eventually become a death trap due to its Frozen Impaler, Stiffen Limbs abilities, and numerous AoE attacks. It can alternate between Whipping Winds and Howling Blizzard depending on its positioning. Characters can try to cancel out its shove options by leaving the icicles from Frozen Impaler up and the frozen statues of their allies, but may also want to destroy the icicles to stop the build up of their powerful auras, and the objects to free their allies.

TROPHIES

Frozen Fetish

Uses: 2

Effect: Smash this small icon as a Round Action to create 4 spaces of icy black deep frost anywhere on the battlefield. These spaces have the same effects as *creeping cold* (as per the ability).

Mask of Winter

Uses: 1 expedition

Effect: While wearing this mask, your body temperature dips to supernatural lows, your flesh becomes blueish and icy, and you are no longer affected by the cold. You become *immune* to difficult terrain, and shove, teleport, or remove from the battlefield effects for the duration of this expedition.

HOB TROPHIES

Tech	Description and Effect	Uses
Yunmes blossom	<i>Summon</i> an allied Sprigg mob with 3 members. The Spriggs disappear at the end of combat	3
Wissan Root splinter	Create a wissan root object as a free action ability, a height 1 object in range 5. The area around the root is difficult terrain, and the root emits aura 1 around it. Foes in the aura are <i>vulnerable+</i>	2
Winter Berry	Eat this frozen berry at the start of combat to gain aura 1. Characters in the aura have cover and foes that end their turn there are <i>sealed</i> .	3
Geryan's Pipe	Take a puff from this pipe as a free action ability to gain +1 boon on all rolls until the start of your following turn. During your following turn, take +1 curse on all rolls instead.	5
Boulder Hob Pebble	Throw this pebble as a free action ability to shove a character in range 3 1 space, then create a height <i>boulder</i> object adjacent to them	5
Transmogriying Mushroom	Eat this mushroom to transform into a frog until the end of your next turn. While a frog, you have <i>evasion 20</i> and <i>dodge</i> but cannot deal damage or inflict statuses.	3
Banderhob fur mantle	This expedition, while adjacent to an ally you have <i>counter</i> and <i>evasion</i> .	1 expedition
Spirit Hob Charm	This expedition, you may swap place with any adjacent ally as a <i>free action</i> ability on your turn.	1 expedition
Mark of the Forest God	This expedition, gain <i>dodge</i> , <i>evasion</i> , and <i>cover</i> while inside the area of a terrain effect, difficult terrain, or dangerous terrain, and additionally become immune to all damage and movement penalties from terrain and terrain effects.	1 expedition

DEEPTOWER

Deeptower is a simple expedition for **level 0-2** characters. Try it at level 1 or 2 if you want characters to have more options. You can use it as a jumping off point to get people into the game and write your own material.

REWARDS: 6 xp, 3 dust. There's some extra arkenotech and dust possible, and camp upgrade.

CAMPS: 1

THE TOWN

Oxbridge is a small, tight-knit farming community, a collection of twenty or homesteads, barns, and a small town square surrounded by fields of green and small town shrine to the local spirits. Ruins haven't surfaced near here for generations, and the valley surrounding the town is quiet, bucolic, and peaceful. It's a cozy town, with a welcoming, peaceful, and friendly vibe. The thatch of the houses is overgrown with grass, neighbors sit outside in the evenings and gossip, and the gardens and windowsills are lush with wildflowers and vegetables. Everyone knows each other.

There's also the eponymous Ox bridge, just outside of town, where the local herders drive their cattle before coming into town to trade. It's old, perhaps pre-empire, massive, and made of red stone that has weathered the rest of time.

THE TOWER

There's an undercurrent of anxiety running through the town. Just three days ago, an Arkenruin surfaced about half a day by foot, up in the foothills. This is probably the reason the players are here. The ruin is close enough to the town that it presents a significant danger if left unexplored, and there is doubtlessly still a strong concentration of Dust and arkenrelics within for the adventurous or greedy - which will doubtlessly draw scavengers.

The top of the tower broke off and was lost somewhere during its ascent from the deep earth, but the bottom half is still intact. The Chroniclers who noted the event on their seismographs have named the sinister ruin **Deeptower**.

PERSONS OF INTEREST AND HOOKS

Here are some folk that players might run into in town, and a quick description of each. You can use any or all of them as hooks for players to go to the tower.

Elder Yu:

Beastfolk (goblin), Yeokin, he/him

A wizened goblin beast folk who is the town elder. He speaks slowly and his great age is apparent. His skin is graying and his catfish-like whiskers are long, white, and drops almost to the floor.

He has two foster sons and has kept the town safe for two decades or so.

Hook: Elder Yu may get a boy to approach characters as they come into town, imploring them to see him, or may have called them in the first place. He's in a desperate state. His foster son Gwyn has been missing for several days after staying out later for work, and his other foster son Cado is in a terrible depression because of it. There are also lights in the tower, making the Elder think that people are camped there, or worse. He suspects that Gwyn's disappearance was connected to the tower or people who have come to plunder it. Yu will promise payment in dust if characters can find what happened to his son and bring him back... or his body.

Cado

Thrynn, Yeokin, he/him

A pre-teen boy. Anxious and quiet, and gangly, with hair that often goes over his eyes. Won't talk to the players without some prodding or action on the part of the players to get him to open up. Players might see him acting suspiciously around town.

Hook: Cado and his foster brother, Gwyn, heard about the riches in the tower from Quell, the Churner who was passing through town. Quell

promised to pay them handsomely if they could bring her back something from the ruins, and while exploring, they were ambushed by Relict and split up. Cado fled, leaving Gwyn, and has felt so guilty about it he can't tell his foster father what really happened. He'll tell characters this out of some sense of guilt and even take them to the ruins, but will refuse to come with them further without extreme convincing.

Quell

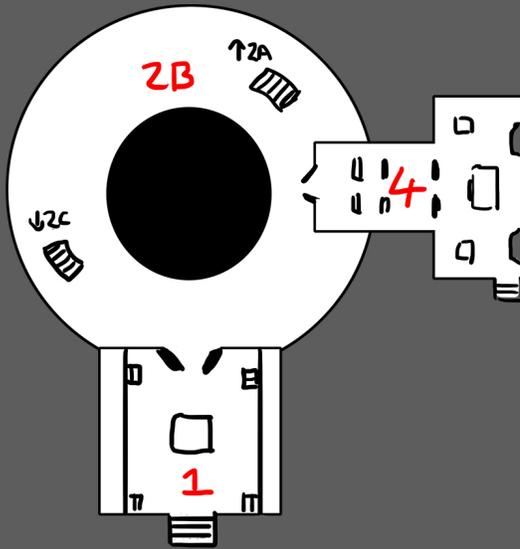
Trogg, Churner, she/her

Quell is a Churner, a traveling merchant who was in town for the night when the tower surfaced. She has curling horns, dark curled hair, and solid gold caps on the end of her horns. She has a morbid sense of humor and keeps her true intentions hidden.

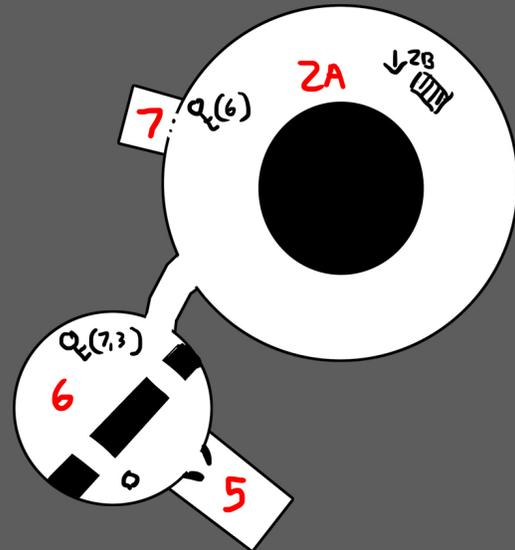
Hook: Quell knows towers like this can have powerful arkenrelics hidden deep inside, and paid Yu's sons to go scout it out, not expecting them to actually enter the tower. She felt so terrible about what happened that she pulled some strings and hired a mercenary band, Carel's Brigadiers, to go get the kid out. The band is still at the tower and hasn't returned. She's genuine in her remorse, but secretly has also promised the band she'll fence any relics they find as payment. She's not planning on actually selling the relics, but intends to split town as soon as she gets her hands on anything valuable. She might get the characters to go fix her problem for her, promising payment.

DEEPTOWER

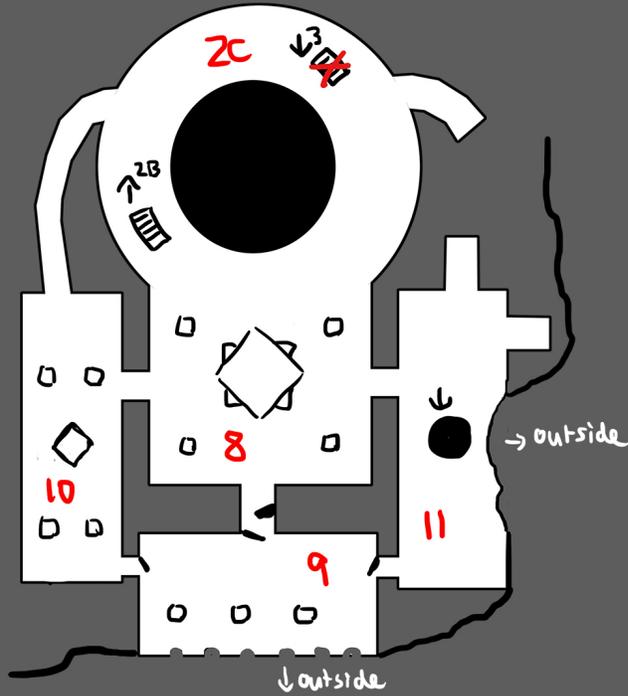
LEVEL 1



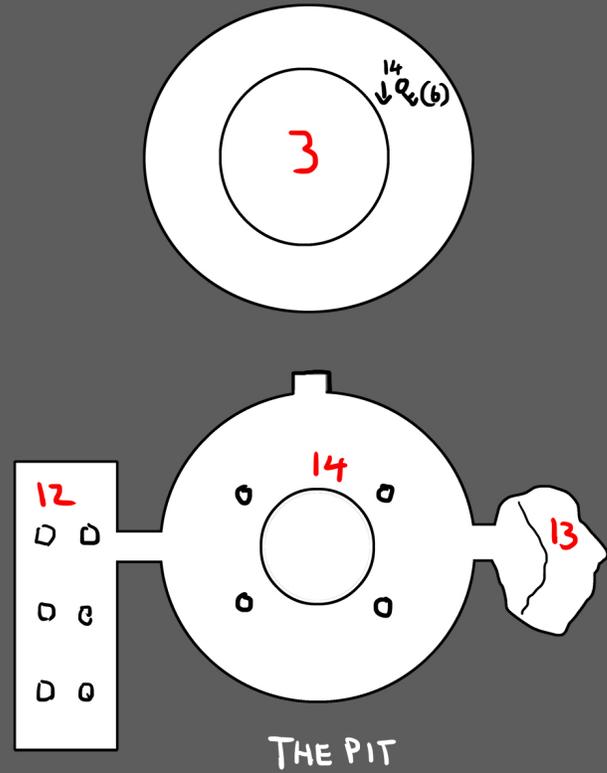
LEVEL 2



SUBLEVEL 1



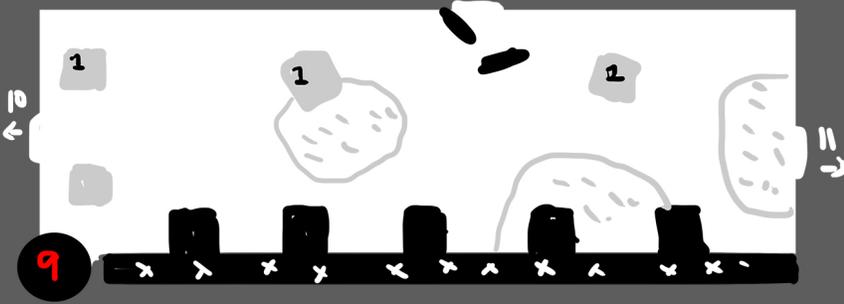
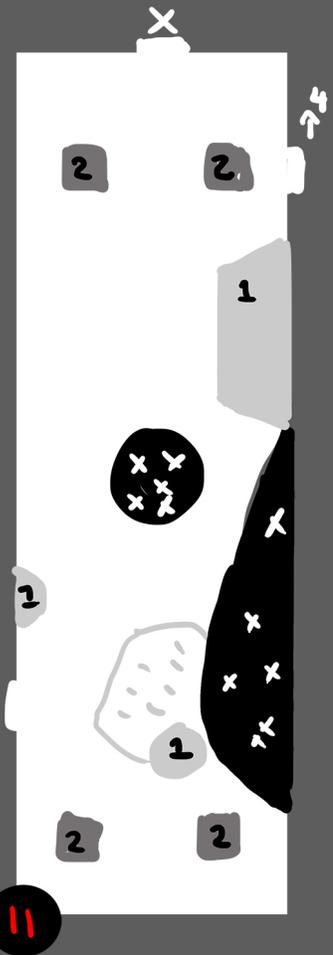
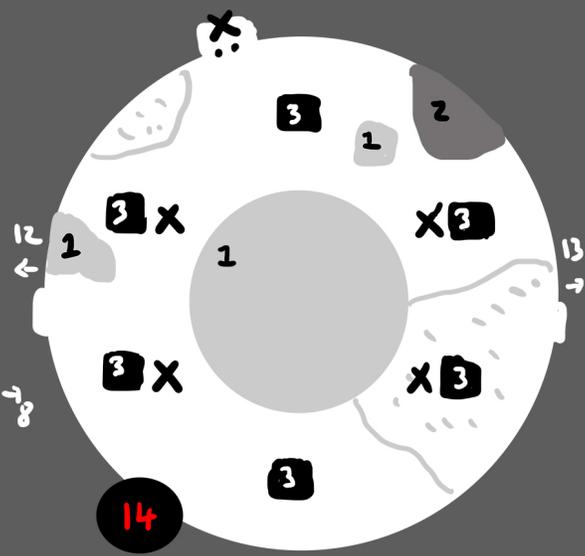
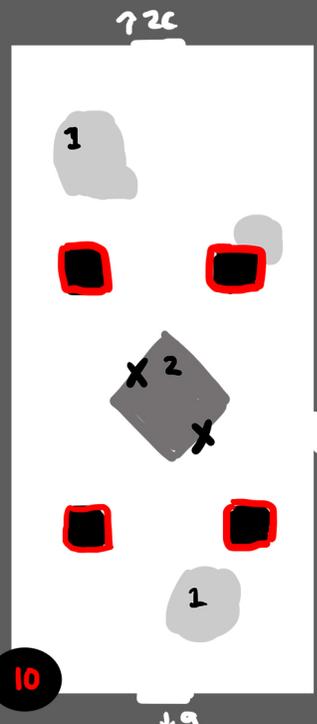
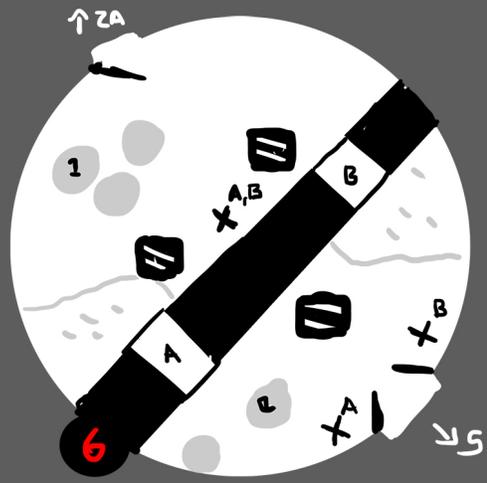
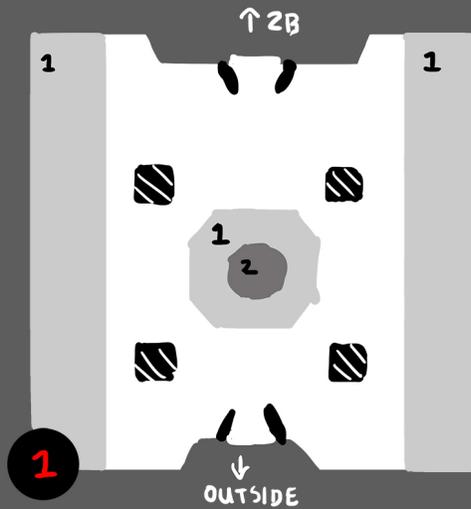
SUBLEVEL 2



COMBATS

KEY

- 1 2 3 Destructible
- TERRAIN (HEIGHT) IMPASSABLE DIFFICULT INTERACT EDGE/FALL



THE TOWER

Setting out for the tower is not a particularly hard journey, though a lot of it is uphill. The tower, when it comes into view, juts out of the mountainside like a broken fang, the top split off, leaving part of it open to the air. The earth around its base is torn up and characters who linger in the area will occasionally feel minor seismic tremors in the earth.

There are several areas that characters could enter the tower (if you want to check for this information, you could have a character make a fortune roll to gather information). The first and most obvious route is through area 1 at the gate. The second is an open gallery on the second story, area 5, that looks like it would take some climbing to get to. Cado can tell the players that he entered this way with his brother. The third, and least obvious (requiring some looking to notice) is a windowed part of the tower jutting down the cliff face (area 9) that characters could climb through, a difficult and more dangerous proposition, and the open part of the wall around from there, area 11, which takes some further climbing.

1. THE GATE

COMBAT ENCOUNTER: GATEKEEPERS

The main tower gate is open but not undefended. Relict stand undying watch over it, their empty shells eerily still until the presence of life causes them to hiss and spark into motion.

This fight uses the **Relict** faction. For every two players, add a **Relict Soldier**

Then fill the remaining with the following enemies depending on your players and preferences:

Embalmer
Arc Wraith

A good mix of Heavies with ranged attackers will make a more satisfying fight. The wraiths, if included, stay back.

At the start of the fight, the main gate starts to close. Characters can prevent this for a round if



more player characters than hostile characters stand in the objective zone at the center of the map. If the gate closes for three rounds, it remains so permanently (for the meantime) and characters will have to find another way around.

2B. THE GALLERY, MAIN LEVEL

This room is overgrown with dark, leafy greenery already and lit faintly from above during the day with thin shafts of sunlight. A dark pit in the center of the room is a shaft that descends all the way to the pit entrance (area 3). There are stairs that lead up to level 2A and down to 2C.

The door to area 4 is jammed closed but could be opened with one or two actions from the players. It makes a lot of noise and could alert Carel and his men in area 7 on failure.

4. THE KNIGHT

A crumpled figure in ancient arkentech armor has collapsed on an altar at the end of the room here, lit by a sunbeam. Adjacent to the altar is a stair leading down. Rows of stone pews mark the way there.

A dark miasma has seeped from the knight's helmet, a curling black mist that seeps across the floor and sinks low across the stone, which looks corroded.

It's a 6 or 8 segment clock to try and move across this room safely and deal with the knight somehow without touching the life-leeching miasma, which can inflict harsh harm on the

players. Removing the helm will cause the body within and the armor to collapse into dust.

Rewards

The helm is a dangerous arkenrelic worth 1 dust if players take it out. It can be investigated with an action or two from the players to learn that the helm is broken. It can be fixed as a minor ambition during an interlude to gain the following:

Helm of Mist

Trophy

Effect: Free action ability: You and all adjacent characters gain stealth. Foes take 2 piercing damage.

Uses: 3

The stairs lead down to area **11: THE WELL**

2A: THE GALLERY, UPSTAIRS

The top of this room is open to the sky and elements. Greenery has poured in over the edges over the last few days. There's a narrow corridor going to area 6. This room has a couple of grates with bars in them, behind which is darkness. Investigation of the spaces shows that they were empty but once may have served as cells. One of them has someone inside (7).

5. OLD GATEHOUSE

A second gatehouse juts out of the building here. It's a little climb up. Climbing without alerting the Relict in area 1 or Carel in area 6 is probably a 6 segment clock that could end in a fight or a confrontation. Cado is happy to point the characters here.

The gatehouse door is ajar and voices can be heard from behind it. Crumbled pillars have almost sealed it off, but there's enough space to squeeze through.

6. CAREL'S BRIGADE

The mercenary Carel and his men are here, camped out across the bridge.

Carel

Thrynn Guilder, he/him

Well dressed, callous, calculating

- Carel is willing to talk and negotiate with the players, especially if Quell sent them.
- Carel knows that Gwyn is somewhere down in the lowest level - he can hear the boy calling out for help sometimes.
- Carel knows there's a patrol of Imperials from the city Encross that landed by airship about a day away and have entered the lower levels somewhere. He's deciding whether it's worth risking his men's lives to tussle with the imperials. If characters can deal with the imperials, he'll let them use the key he has to get into the pit.
- Carel is planning to double cross Quell and Yu and try to ransom Gwyn back to the town. He might let this slip accidentally, or if the players press him.
- Carel has the key to the door to the Pit, rather conspicuously around his neck. He also has a key to the cell in area 7 where Marat is being kept.
- Carel and his men have already clearly looted the top levels of the ruins

If negotiations go poorly, he's not beyond attempting to rob them blind (of any dust they're carrying), knock them out, and kick them out of the tower. If Carel's band is defeated, he'll surrender and leave the tower if asked.

If characters use the key to get into the pit, Carel and his men will attempt to ambush the characters on the way out. They will demand any treasure the players found as a finders fee, fighting the players if they refuse. Canny characters can also get away before they're cut off.

ENCOUNTER: CAREL'S BRIGADIERS

This fight is with **basic foes**. Carel is an elite and takes up 2 points. He uses the **Rogue basic elite**.

The rest can be filled from the following, at 1 pt each:

Sniper
Sledge
Skulk
Priest

If fought in area 6, the levers on the map can be pulled with the interact action (1 action) to raise or lower the bridges on the map.

7. MARAT, THE TRADER

Inside this cell is a Xixo Leggio trader (upbeat, talkative, they/them), named Marat. They don't seem particularly concerned about being locked in a cell, telling characters they can get out any time. In fact, Carel locked Marat in here after catching them in the ruin just yesterday.

Marat has some healing elixirs, and will loudly try and get characters to buy, possibly alerting Carel in room 6. Buying an elixir allows a character to trade 2 dust to heal 50% of their max hp, and Marat has two of them.

They will also constantly hint to the characters about Carel and his band in room 6 and ask if they come across a key to return and let them out (it's no trouble, really).

2C: SUBLEVEL 1

This level is dark, with little light penetrating it. Sprawled across the landing here are desiccated, skeletal remains. The stair down is blocked by debris and climbing safely to area 3 will require some action by the players.

The hall to the east (that would go to area 11) is blocked by debris that could be cleared by a superpowered action. The hall to the west is open, but the heavy stomping of armored feet can be heard down it.

8: THE COURTYARD

In the center of this courtyard is a huge statue of imperious looking Arkenlords, decayed over time. Braziers set into of the stone in this room glow with artificial green fire.

At the pinnacle of one of the arkenlord's staffs is a massive looking ruby, which nobody seems to have noticed it. Grabbing it, it can be sold later for **2 dust**. On investigation, the hollow eyes of the statues are trapped and will shoot beams of lightning at characters that venture close. It's easy enough to skirt around the edge of the room to avoid the traps. Climbing up the statue without falling, making a ton of noise, or activating a trap in the room is fairly risky, and requires a clock.

One of the lords very obviously held a key in her hands, but that key is missing (Carel in room 6 has it).

The entrance to room 9 is barricaded and will take muscle to get through unless the barricades are removed from the other side. Characters attempting to get through the barricades might alert the imperial patrol in room 9.

9. THE FIFTH ENCROSS LEGION

A patrol from the Fifth Encross Legion has set up here after landing their airship a day or so away and marching in on foot. Encross is a large city-state with a cruel patrician and ambitions to become a nation-state. Fortunately, it is rather far away, and this is only a scout patrol.

The gallery is open to the air at points. Characters can climb in down the cliff face and through the window, but it might be a tough endeavor (probably a 4 or 6 clock at least). Complications, other than falling or slipping, could involve alerting the imperials.

The imperials arrived a day ago, trying to make it down to the bottom chamber in order to retrieve the artifact they suspect is there. They have no idea about Cado and Gwyn, though they are aware of Carel and his men. They lost a soldier to the armored demon exploring area 10, and after checking out area 11 have determined there may be a way down to the lower level through the well there.

The commanding officer of the patrol is Hela Valstrakker.

Hela

Beastfolk (garou), Guilder/Imperial, she/her
Ambitious, patriotic, confident, and dismissive of criticism.

Hela's looks tired, and mottled fur could use a wash. She wears a suit of arkentech power armor which gives her a bulky frame and an oversized sense of confidence.

Hela's orders are to secure the tower and retrieve the artifact from its lower levels at all costs. She's willing to talk to the players, but may try and get them to stand down or surrender first, attacking if they refuse. If she defeats the players, she'll

capture and interrogate them, but probably let them go. If defeated, she'll try and retreat with her men to the airship and return to Encross if allowed. Here's what she knows:

- She's frustrated and upset after losing a man in her initial forays, and after discovering Carel's band, the group is deciding whether they need to mount an assault on the mercenaries or not.
- The well in room 11 probably leads to a way down but is blocked by some sort of monster. If characters can deal with it, she'll deal favorably with them and send some men to accompany them.
- Area 10 has a dangerous monster in it, some sort of demon, but it seemed to also house a relict node, which could contain dust.
- Demons means this tower might disgorge more parts of itself, and ultimately a blight, if not quieted.
- If told about Gwyn, her posture towards the characters will soften, and she'll promise to help the players out if they help her, and they let her get out with the relic.
- If they promise to deal with Carel and bring back his key, Hela will scoff but gladly accept.

ENCOUNTER: ENCROSS PATROL

If fighting the soldiers, use the Imperials faction and the following basic foes. Hela has the following profile:

Sergeant (Decurion)

Fill out the rest of the encounter with the following options, costing 1 point each:

Auxiliaries Mob

Imperial Warrior

Imperial Blaster

Imperial Pepperbox

The pools of oil (difficult terrain) on the map can be ignited by damaging them with any magic attack (attacks auto hit) or attack that inflicts burning. They become difficult and dangerous terrain.

Alliance: If they promise to help clear out the courtyard for the Imperials or fight Carel for his

key and are successful, Hela will accompany the characters in their fight with the Nocturnal.

11. THE WELL

This room is lit by bright sunlight coming in through the cracked wall during the day. Characters can climb here from outside, or climb up to the entrance from here, but it's a long and difficult climb.

There's muffled, deep snoring coming from the enormous well, which is coated in a thin layer of slime and has an absolutely otherworldly stench coming from it. Characters that get close without waking it up can see that the well is clogged by a Halitoad. It's possible for creative players to find other ways past the toad (luring it away from the well, setting a distraction, etc) but failure means it will immediately wake up and attack them.

COMBAT ENCOUNTER: WELL BEAST

This fight uses the Beast faction. The creature in the Well is a Halitoad, a huge beast monster. Its noise attracts other monsters to the fight from the outside.

Brawler Beast (Halitoad)

Fill out the rest with any combination of the following, but save 1 point.

Beast Soldier
Beast Blaster

At the start of round 3 an enraged megabadger enters the fight from one of the edges of the map. This uses the Dervish basic foe with the Elite and Beast templates applied to it (double hp, and it takes 2 turns)

Elite Beast Dervish

Clearing the toad from the well reveals a set of stairs going down.

10. BATTLE CHAMBER

The sounds of heavy footfalls echo through this room, which is filled with the crumpled skeletal

remains of warriors, and the broken armors of Relict.

The center of the room has a sunken Sarcophagus-like structure, the relict node. A statue atop this node once held a huge gleaming mace, almost as big as a man, but it has been torn off by the demon in this room. The node is damaged.

A massive armor figure treads the room in a circle. Occasionally, a relict will flicker to life only to get swatted aside and disperse. The figure is an huge armored demon, which has been trapped here in a nonstop battle for centuries.

The demon will immediately attack upon noticing the characters. Without its attention, the node roars to life and summons Relict.

COMBAT ENCOUNTER: DREAD KNIGHT

The demon uses the Archon basic elite to represent it, taking up two points.

Archon

Along with the demon are **Relict**, which can be chosen from the following, at 1 pt each:

Arc Wraith
Relict Skulk
Relict Soldier

Reinforcements:

At the start of round 2, and every round thereafter, summon two relict **husks** anywhere on the battlefield.

The Relict are not allies of the armor demon, nor is it allies of them. They will generally attack whatever is closest.

The four pillars in the room can clearly be attacked and destroyed (10 hp each). If 2 or more pillars are destroyed, or at the start of round 3, the whole room collapses into the second combat map, room 12, which is adjacent to the Pit room. All characters without dodge take 1d6 damage as an effect and are *slashed*.

Rewards:

The relict node in the room is damaged and can (unusually) be disabled. It's fairly difficult, but the aetheric network in the area can be shut down, disabling the Relict at the gate (area 1) and also in the room. Characters that discover this can spend an entire turn during combat to accomplish this effect.

The node has a chamber full of **2 dust**, which can be retrieved after combat, or with an interact action in combat.

The armor demon's mace can be taken as Arkentech. It can barely be swung by a normal person, requiring magical infusion to supernaturally lighten it.

Dread Mace

Trophy

Uses: 1

Use for **Obliterate**

2 actions, attack, range 2

Attack: On hit: deal 4[D]+fray and foe must save or be stunned. Miss: 2[D]+fray. Critical Hit: Foe fails the save

3. GREAT SEAL

The very bottom of the tower is sealed by a circular door. Inspection shows it has been inscribed with arkenrunes of sealing. The door is sealed with an extremely powerful mechanism. A long clock or a superpowered action could serve to get it open, or the key from Carel in area 6 could be used to open it right away. Opening it reveals a yawning void, with a narrow staircase descending downwards against the wall. It's a long fall.

12. COLLAPSED ROOM

This room's exits and entrances are all blocked by rubble, except the exit to room 14. Normally characters won't enter this room unless Room 10 collapses into it. If they enter this room, Room 10 hasn't collapsed, and the archon is still alive, with some light they can see its heavy footfalls shake dust from the ceiling. If the room above has collapsed, characters can climb up out of it again with only a little effort.

13. BOTTOM OF THE WELL

The staircase that leads down here from the well breaks off about 15 feet from the floor, requiring characters to take some action to get down safely.

The room is pitch black without light. The well is dry, having drained during the tower's ascent from the deeps, but there's still a thin film of water and clinging on the floor here.

A shoe, belonging to Gwyn, is stuck in the mud, close to the entrance to area 14. If characters make enough noise here, Gwyn will call out for help with a hoarse voice from the adjacent area.

14. THE PIT

This is the lowest chamber in the tower, a circular chamber with recesses in the walls inset with iron bars, like prison cells. It stinks of stale air and rotting meat.

In one of these cells is Gwyn, the adoptive son of the Elder, and Cado's adoptive brother.

Gwyn

Beastfolk (Lopen), Yeokin, he/him

Gwyn is a very tired, hungry, and frightened teenager, only a little older than Cado. He's been trapped down here for days by the Nocturnal after fleeing from monsters. He managed to squeeze through the bars in one of the cells, which seem to be anathema to the demon, and has only been drinking what little rainwater has seeped down here. He hasn't seen the sun in days.

In the center of the chamber is a plinth with a blood red stone inlaid into it, and a set of pitons, that used to pin a pair of iron shackles to the plinth. The pitons have been torn free in the tower's ascent. The shackles are around the wrists of a colossal, batlike demon that will unfurl itself from the shadows and attack the players at a point of its choosing after they enter the room, or if they notice it, starting a combat encounter. Sneaking in and out without alerting the demon is possible but probably requires superpowered effort, or a difficult clock (10 or 12 segments).

COMBAT ENCOUNTER: THE WRETCH

Gwyn, with some convincing can be freed from his cage with the Interact action in combat. He is too weak to walk. Treat him like an intangible ally

that can be picked up with Interact. While carrying Gwyn, characters cannot dash, run, or attack.

This room is the former prison of **The Wretch**, a Nocturnal demon, a powerful **Legend**, which will allow characters to enter the room before attacking if it notices them.

THE WRETCH

The wretch uses the Nocturnal basic legend to represent it.

Nocturnal

On the map there are four braziers. A brazier is a height 1 object that can be lit with a the interact ability. Torches emit an aura 1 around their own spaces. They count as allies for the Nocturnal's *pick off* ability, and the Nocturnal is *vulnerable+* while in their light.

Characters can flee from the fight, taking Gwyn with them, if it's going poorly. The Nocturnal is repulsed by even a thin sliver of sunlight coming down either the well (in area 13) or the stair out of the pit or way out of the collapsed room (area 3 and 12) and will not follow the characters out of its chamber.

Rewards:

In the area, set into the central plinth that was trapping the natal, there is a precious **Elixir Stone**, a powerful relic and **camp fixture**. Characters that can make it out with the stone get the fixture for free at the start of the next interlude, or can sell it for 4 (total) dust.

CAMPING AT THE TOWER

Characters will have the opportunity to camp once, which only takes an hour or two. Leaving the tower and camping safely outside is always possible. If characters are on good or neutral terms with Carel or the Encross Imperials, or have gotten them out of the way, they can safely camp on their levels. Camping on the lowest level is impossible.

LEAVING THE TOWER

Characters that get out safely (or flee) will find the following, depending on the situation:

- If Carel and his band haven't been defeated, and the imperials are still active, they'll give up and split town, taking their loot with them
- If Carel is still around but the imperials are not a factor, he'll let characters leave with Gwyn, but demand they cut him and his brigade in on the valuables, including the elixir stone. He can be convinced otherwise with a lot of effort (or healthy intimidation), otherwise he will attack.
- If Hela and the Imperials are around and on good terms with the players, and Carel has left, she'll let them go with their valuables and Gwyn, but demand the Elixir stone before they leave, or she'll order her soldiers to take it by force. She can be convinced otherwise, but it's difficult.
- Neither Carel nor Hela will kill player characters if they can help it. If players are defeated, they'll be dumped somewhere outside the tower, with Gwyn. Carel will rob them and split town, Hela will take the stone, leave them with 2 dust, and leave.

AFTERMATH

Returning Gwyn to the town will make his foster father extremely happy, and Quell very relieved. Characters can collect payment (6 xp and 3 dust per player). Quell will pay characters an extra 1 dust per player if they know the true story to keep quiet. If players try to indict Quell and offer convincing evidence, Yu will kick her out of town after some deliberation, banning her for a year. Quell won't be that upset about it.

Marat safely escapes from the tower, regardless of if characters free them or not.

HOOKS

The game can safely go into an interlude (probably in town) at this point. If you want to use this as a jumping off point for another expedition, here's some hooks you can use:

- Carel's mercenaries have purportedly set up shop robbing passerby at the Ox Bridge, and they've joined forces with another, much nastier band of scavengers, the Skull Kickers. Elder Yu calls a town council to convene.
- Hela reports back to Encross, who reaches out to your band with a proposal: there's been a

blight near the border, and crossings aren't safe. If you can deal with it, the patrician will pay you personally.

- The second part of the tower surfaces nearby.
- Marat finds your band and has a proposal: bring them back to their Leggio family, a few days from here. There's a big problem though - Marat has a *terrible* price on their head.