Harvest

RPG

Scholar's Compendium

BETA

UON

Folly unto man, whose deeds devoured the Sun

HARVEST RPG BETA

All aspects of this work are subject to change and should be considered a work in progress.

The Harvest RPG Beta is an updated and expansive version of the game, offered as a gesture of goodwill to players and supporters. It provides access to approximately 90% of the core game, allowing players to experience the world of Harvest from Rank 1 through Rank 20, with additional access to Mythic Rank content from Ranks 21–25.

The Beta includes a wide variety of rules, game modes, items, creatures, and other content. However, players should expect little-to-no artwork, unfinished presentation, and rules that may continue to change throughout development. The Beta is provided separately from the Bestiary, two expansions, and the Vacations Book, which will contain their own additional content.

We understand that getting into a tabletop roleplaying game can be a significant financial commitment. The goal of the Harvest RPG Beta is to ease that burden and allow anyone to experience the game with their friends at little to no cost. We hope that you have fun in whichever way you deem fit!

HELP SUPPORT US

If you enjoy Harvest and want to help bring the finished game to life, there are several ways you can support the project. You can follow the project, share it with others, participate in the Kickstarter, or make a donation. Every bit of support helps us continue development and turn the Beta into the fully realized game we envision.

Funding raised through the project will be used directly toward artwork and production, helping us complete the book and its supporting content. Additional funding will contribute toward printing, manufacturing, and distribution, allowing the finished works to reach players in physical form.

Harvest is a project built with the support of its players. If you believe in what we are creating, we invite you to join us and help shape what comes next. Learn more about Harvest, follow development, and discover ways to support the project:

Visit our Website:

https://www.the-realm-of-the-dead.com/

THE REALM OF THE DEAD

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Basis for the Laymen

Harvest Terminology

Archon - A mortal hex caster

Attunement: Also known as alchemy, attunement refers to the manipulation of stable shell states through structured reactions. Alchemy within Nexus is considered a natural process, albeit often a forced process by mortal kind.

Creature Type: Creature Type, also known as "Affix", is a state of being. Some creatures are mortals, some are undead, and some are of the fey, among many other affixes. When a player gains an affix, they modify their current affixes to include the new affix; sometimes opening the creature up to new forms of effects or attacks.

Deus/Dei - A primordial/established being. The personification of a/many Trades. These entities can enforce their will over ideas and shells to directly influence reality.

Epoch - A cataclysmic event that has the potential to reshape the world at large. The event that brought new life and properties to The Mortal Coil via mass cataclysmic transmutation, allowing for the use of Hex and Alchemy.

Evocation - A Hex channeled through you from a patron Deus.

Gravitate/Grav- A northern unit of measurement which serves as a scale approximately equal to 453.59237 Pens.

Hex - The active unnatural manipulation of reality; also referred to as Majick. All hexes are manifested via Deus; or through a Trade.

Pennith/Pen- A weight serving as a basis for small groupings of measurement approximating to 1.44 cubic inches of gold (cu in - in3)

Nexus - A name for the World conjured by and utilized by those who reside predominantly within Droma, Arelya, and O'Halani regions. To the South, the world is known as Gaeia. To many, it is collectively known as The Coil.

nexus/ "The Nexus" - The collective link to all things; a meta-form transcending matter, tethering all forms. A nexus is a subsect of a quality regarding physical and ethereal states of matter.

Perch/"The Perch" - A slang for Avian Messenger

Shell - An attuned state of matter. A form. A shell is a dictate that comprises the functions of a form matter.

Source - The origin of a Hex. Regarding Hex and the Dei, in any capacity, a source refers to the connection between a Trade and the hex, operated by the user.
In this context, A Theurgia (Evoker) would proclaim its source to be the Deus, and in kind, the hexes potency. Its source resides from the faith established amongst the Deus' followers. The more the Deus' is emboldened, so too are those who utilize the hex of its Trade. A symbiotic relationship.

Sov/Sovreign - A term commonly used after the turn of the first century P.E. referring to the universal currency.

The Wilds- The world lies broken; walled bastions scattered amidst open lands filled with horrid abominations. These reaches, betwixt the safety of civilization, are known as The Wilds

Trade (Religion) - Trade is a concept of purpose, and often an emotion or value; an idea that emphasizes intention or harkens to a state of being. Examples of this can vary vastly from entropy to rebirth, avarice, and hope. Aligning concepts like despair and sorrow are paired and fall within the same Trade. It is a concept. A Deus represents the personification of a Trade; its power is sourced from ideals, beliefs, and aligning concepts.

Trade (Voc/Vocations) - A Trade may also, in some cases, reference the slated occupation of an individual. The *"Fisherman"* is a Trade due to the individual's life revolving around this designated occupation. It is what many shall know them by; transcending this title to a way of life and standard behavior. An identity.

Uni/Universalis - The commonly spoken tongue.

Vitarii – The Northern name for Demons, and Vitaric half breeds.

Wayfarer - Legendary nomadic pilgrims branded by the Artificer.

Wyrdbrand - A marking upon Wayfarers said to be bestowed by the Artificer as a final parting gift. It emits a feint pale glow that doesnt not illuminate its surroundings; and is how most recognize a Wayfarer has graced the Coil. Some believe this symbol links them to the being that guides them beyond the Pale.

Introduction

The Harvest TTRPG is a nonlinear, immersive, and interactive story set within a world that despises your existence. It breathes horrors and malaise around its dark corners, fattened with existential threats. It is one of storytelling and harrowing adventure for those who have the ambition to overcome their fears and grow through a crucible. Within Harvest, every aspect is implored to be considered; your knowledge and familiarity will grant you an advantage over the overwhelming odds. This is a journey to be conquered, and despite the challenges that might await, your strategy and tactics define the course of your journey. This guide provides a framework for you to operate on to add direction and structure to your Tale.

In Harvest, you play as a motley crew of "***Wayfarers***"; daring pariahs with questionable histories and untapped potential and ambition. While along your pilgrimage, you might stumble across occult delves lined with viscera and murderous pagan cultists; eldritch shrines hosting ancient forbidden books of elder gods; savage dregs of humanity, seeking depravity; stagnant poisonous bogs, teeming with undead; or even the corpse of a dead god, birthing a carnivorous forest. The world hosts many curious things, and what you may find lies uncertain; however, each Wayfarer utilizes their Aptitudes in situations they excel in to deal with ill-fated scenarios.

One player assumes the role of "***The Arbiter***": the thematic meta-physical being at the edge of creation and the game referee. This person's role is to manage the flow of the game for the Wayfarers and address arising queries on what they can or can't do; deciding chance, through dice rolls, to determine an outcome. Throughout the journey, Including the beginning of the game, each Wayfarer will be equipped with a host of specialized boons sourced from their Origins, Trade Vocations, and several other factors. This allows for mastery when interacting within certain situations, offsetting the random chance of dice rolls. When the Arbiter referees a situation, they might find themselves deciding whether something takes damage, if an area of terrain is considered rugged, paths which can lead the Wayfarer to new uncharted points of interest, or even what the players might find if they salvage items from a specific area.

Example

Arbiter: *"Upon reaching the closing… you pause. A fetid reach of stale water. It is stained red with the bodies that drift upon it; a palpable stench arising from their puss and maggot-ridden hides as they bloat atop the surface. There is an eerie silence in the air; no scavengers circling from above, or the slightest grace of wind. It would seem desolate if it weren't for a dilapidated cabin sitting within the center of the sea of lost souls. Its door coated with gore and decay; somehow undeterred by gravity as it attempts to cling to its post. The water seems oddly deep, with little surfaces to travel in between. Who's to say what might lurk in the depths; perhaps nothing, or maybe something to rend your soul asunder and add you to the retinue of lifeless husks."*

Leo (Wayfarer Helmuth): *"Hmm, I really want to see what's in that house; I don't know if it's wise; but it's calling me. (laughs)"*

Sasha (Wayfarer Beatrix): *I want to see if my character can think of a way to get across. Can I Contest Discernment?*

Arbiter: "Run it"

Sasha (Wayfarer Beatrix): *Balanced…erm, what do I notice?*

Arbiter: *You saw before that there were pathways to get across, but only half measures. There's no real link between the shoreline and the island the abode sits on. You surmise you might need a way to cross if you really want to enter, though you can't really piece together a clear answer for perfect solutions.*

Sasha (Wayfarer Beatrix): *"How close are the bodies?"*

Arbiter: *"Your eyes cross the breadth of the swamp and notice 5 bodies scrapping across the shallows near 10 feet away from you."*

Sasha (Wayfarer Beatrix): *"I want to use my rope to tie the bodies together to make a raft for us to swim across, and I'll use my polearm to pilot us."*

Arbiter: *"You have a Contrive contest with a CD of 4. Roll 4d4 and add your Contrive Aptitude Modifier. Count your evens and try to beat the 4."*

Sasha (Wayfarer Beatrix): *"5!"*

Arbiter: *"Nice! You succeed. "As you gather your rope, you think of proper methods to bind and efficiently forge an unorthodox craft. You devise the proper knot as you obtain the full length and proceed to snare each limb and torso. Bloated and rotted as they are, the corpses manage to hold even as the rope sloughs of pale flesh by the handfuls. You make sure to keep the bodies upright to reduce the chance of water filling their lungs. You now have a craft; albeit, a be it a fleshy one."*

Judgment Calls

Within the book lies a phrase, "*At the Arbiter's Discretion*." When any phrase akin to this is enacted, the person mentioned can decide the final call on certain rule sets. This is a team game and should always be deliberated on by the whole party, but it is also up to the Arbiter to balance the game and set a proper experience for their players. Many modular mechanics exist within Harvest to make the experience, for the player, less or more harrowing at a moment's notice; at this point, the Arbiter can choose how specific mechanics work to fine-tune the game's core experience to their preferences. Options include secret effects, more challenging rolls, new biomes that drastically shift mechanics and add new enemies, conditional ailments, hard modes/unfair modes, a Wayfarer rebirth/respawn system, etc. These systems exist to spice up a situation and allow the party to "*min-max*" their arsenal while still facing a proper challenge, one thematically fitting. It is also there for players who want to play in a dark setting but do not want an overly masochistic experience. You should not fear death but know that it can come at any moment. Wayfarers are figures, such as ones in epics; however, they are still mortal and abide by the cruel turning of this Coil.

Comedic Tale

The Tale of Your Wayfarer's Pilgrimage never truly ends. When one "***Act***" (Story) or "***Bounty***" (mission) ends, another can begin, creating an ongoing story called a ***Tale*** (Campaign). Some Tales forge a story that might span the test of time, lasting for months or even years, where players set time aside to meet up with their friends to continue where the last Act left off. When the Wayfarers progress through their Tale, their power shall grow.

The successful completion, and resolution, of a Tale is known as a Comedy; the good, or desired, ending that your tragic players are attempting to reach.

This is a game that incentivizes learning and rewards players for their efforts. That being said, the world is crafted not fully to hold your hand. The Arbiter serves to alleviate the intensity and make it more palatable to cautious individuals, allowing anyone to enjoy this experience. Death does exist, and it is an ever-looming presence that continuously beckons for your soul. While death, in some cases, might not be permanent, it is always a moment of significance. In this respect, this is a game made to evoke a sense of horror and existential dread, where finding solace in the nearest tavern can be a revitalizing moment to quell your beating heart or a moment of revelry for a Bounty well bested. To grant grand stories of hard-fought hunts.

It is essential to remember that this experience isn't intended to turn players against one another or evoke intense feelings of disappointment. It is never the Arbiter's job to target specific players, nor act as a constant attack force against them, but rather to provide a proper challenge that players, most of the time, might feel dire, but is tailored for them to overcome and surpass expectations. To grant sweet joy at achieving victories you never knew you were capable of. To find your footing and be a reckoning force with mastery over the land you once considered horrific. The goal is always to have fun, and as such, this game's ethos is, *"Adversity ere Jubilation."* What doesn't kill you makes you stronger, Wayfarers.

The Mortal Coil

Each Tale originates within the Celestial Framework. Some believe it to be sourced from a dreamer at the edge of reality; another might deem it to be a flowing network of energies enacting vibrations, forming what they call the Astral Tree. Parallel to all of this are believed to be adjacent realities. Whichever explanation is chosen, this only serves to encapsulate the void of insight and the forces of potential that affect probability. Each universe is different and exists at different points in time. When one dies, another rises from the ashes to continue the cycle. Regardless of its designation, each universe is unique. Each rebirth echoes the deep past, eerily close to the previous, yet drastically different. It might adhere to the same cultures and systems of reality or host a plethora of new races and landmasses. There is no discerning how the next universe will take form, but it shall always include the realm of man, The Mortal Coil.

Beginning The Tale

1. **The Arbiter Paints a Picture**: The Arbiter describes, in detail, what is around the party, including their environment, potential threats, objects of interest, etc., to encourage the players to interact with their surrounding area or use judgment based on the information given.

2. **The Wayfarer's Decision**: There is no preferred method for this interaction. At times, a player might ask what they might be able to do, or they may attempt to do something individually. Some player dynamics are less vocal, and one might speak for the whole party to compensate. No matter how, when the Wayfarer expresses that they wish to do something, it is then on the Arbiter to be the adjudicator for that action and aid in finding a resolution to their question.

3. **The Result**: The Arbiter has the players roll "*contests*" to determine the outcome of an action, adding any Modifiers to the rolls. When the result is clear, the Arbiter then attempts to describe the event that transpires based on the outcome of the dice roll. The Arbiter provides an answer and a vivid breakdown, which sets the mood for the scene.

During something more harrowing, the Arbiter might try to utilize music, or ambient noise, to evoke a particular feeling, or make noises to immerse the party. Some might have a digital or physical representation of the map layout to help players visualize the location of specific landmarks or enemies; the game may even take place within the theater of the mind.

When this is done, the cycle continues back to 1 and starts anew with the following situation or player.

Social Interaction

When traversing the Wilds, or coming within the haven of a town, you may find yourselves conversing with other creatures. This may come in the form of you compelling cultists to flee for their lives, buying a meal for a beggar, or lying to The Church Inquisition. The Arbiter is to assume any role that needs to be filled to further any potential story between that creature and the Wayfarer; and at times, prompt Contest rolls, and new bounties, amongst other things. The creature that the Arbiter controls is referred to as a Non-Playable Character (NPC).

When you are the Arbiter of a game, it is vital to utilize NPCs as guides, in a figurative sense, for your players. These NPCs serve to anchor the players to the world and provide valuable and helpful exposition; something to set the mood, and bring reason, for them to travel to select locations. At most, this serves as a more intimate way to expound upon your narrative to give your Wayfarers choice and heed warnings. Remember that this is a collaborative story and not one to be railroaded unless specifically asked for by the players. It is okay to be passionate about a story you have crafted, but it is important to keep in mind the state of interest of all players at the table.

Having predetermined outcomes will become easier to catch onto over time, which quickly leads to a feeling concerning "*a lack of agency*." When one's own choices don't matter, eventually one might ask why they are playing the game to begin with. Expound on topics, but take heed of the depth you might give; a bit here, and more there, but save the bigger narrative monologues for more significant moments like player deaths, Archfiend exposition, or other situations.

Environmental Storytelling

Over-expounding on detail isn't always warranted. Allow your players to learn a story through their environment organically by successfully interacting with it. Perhaps they will visit a town store owned by a baker, seeking to grab supplies for their outing. As they examine the room, they find a stereotypical arrangement of crafts and confection, but strangely, no one is in sight. "*Rather odd for this time of night*.", one player might say. Rummaging, they find a bunch of cleaning supplies with dirty blackish-red water and odd seasonings from different lands unheard of; but strangely, an area that seems to be much cleaner than the rest.

One player notices scratch marks along the floor, revealing a door with a box blocking it. "*The baker, or someone else, seems to frequent this area often. Particularly this area here...*" one says. When they go down, they are hit with a pungent foul scent emanating from the fireplace alongside a barrel that releases an array of flies swarming in mass.

Peeking in the barrel, a player glares upon Gravs of half-filled offal, condensed red mush with protruding fingers and eyes. Another player who rummages through the fireplace ashes notices a tiny bit of paper, half burnt. In bold text in the header, "*Another Goes Missing*!" Judging from the low heat radiating from the fireplace, It was put out not too long ago. One of the players recollects how well the shop has been doing within the past month. According to rumors, "*the shortage of food supplies has condemned most businesses*"; this was one of the last shops still running. As the Wayfarers search the area, they hear steps creaking the surface from above; drops of crimson beginning to drip from the floorboards, and footsteps encroaching.

Role Playing

When a Wayfarer, or Arbiter, assumes a role, they will proceed to act on that creature's behalf; this practice is known as role-playing. Within this role, you decide how this creature might perceive certain threats, crave certain foods, or perform general actions. You direct how they think, talk, and behave within a social or non-social setting.

Roleplaying laces every aspect of the game and serves to enrich moments of drama, jubilation, or horror; where your quirks and mannerisms influence the potential outcome of an interaction. Roleplaying is also a tool for the growth of your character, serving to change their behavior over time as they respond to their ever-shifting experiences and environments.

When roleplaying, it is your choice how you might wish to voice your Wayfarer. A more descriptive approach might include you, as the player, describing in detail your approach; to a given situation. Telling your Arbiter their feelings, and awareness of a situation.

By enforcing what you want your character to do and say, you allow the Arbiter to tell you the results of that action.

A more active approach might find the player taking on some attributes of their Wayfarer regarding expression when delivering the description. Shifting their voice to match the tone, using gestures to mimic the movements of the creature they are roleplaying as, or even delivering sound effects to imitate noises. The player might even feel comfortable speaking as that character as a theatrical performance, during the session, to imitate that character for the sake of immersion truly.

Example

Situation

Your hunt approaches its end; The Hag lies curled beside the wall, pleading for mercy; her desperate wails, masking the creeks of the molded walls. You have caught her, and as she grovels, she vocally appeals to your allies. Some of your party are speaking of mercy; though, what are your thoughts on this situation?

Jenny plays a human Inquisitor named Claira; one who has a personal history with manipulation and cruel creatures escaping vengeful justice; her time serving the Inquisition has narrowed her mind, and the mere thought of letting this creature go free angers her.

Claira makes a perception contest and succeeds. Her eyes glaze over the room, and she finds a pot over the stove with tiny fingers peeking out the top; it is a bubbling red broth stinking of heresy. The decorations of bone lining the wall do not inspire sympathy; grim trophies clamoring next to the piled bowls coated with maggots and rotten meat.

Jenny: *"Claira grits her teeth, and clutches her hilt, as the beast curls within the corner; itching to draw her blade. When her eyes witness the hand, she unleashes fury from her scabbard and screams, "I will not suffer this vermin to draw another breath! Tonight, it dies by my hand! A quick death is too kind for such a beast, but if you should attempt to stop me, I shall muster the will to savor the fleeting moment! It has plagued this town for the last decade and shall suffer for its transgressions!"*

When roleplaying, the core things to remember are to describe the creature's emotions and mannerisms and focus on their intent. How might that affect the surrounding creatures? Lastly, express yourself as much as you feel comfortable.

Nothing needs to be perfect, as there is no perfection to be had. Have fun, for this exists only to bring life to the Tale.

A Warning for Hostile Wayfarers

While this is a game that inspires one to assume the role of their Wayfarer, the act of attacking other players with the intent to massively harm or kill, especially with the defense of "***it is what my character would do***." is ill-advised and frowned upon. This is a group experience meant to be enjoyed by the whole party, and while this is just a game, these actions might bleed into real-life relationships. Finding alternative reasons to make peace, as opposed to violence, is recommended, as is the reduction of player vs player slights. This also extends to the Arbiter, concerning the difficulty scaling of the game. Ensure the experience is curated to match the party's desires/acceptance level.

If you, as the Arbiter, are having issues with Hostile or Murderous Wayfarers, Visit **Page {217}**; and read the passages concerning alternative gameplay and meta-social interactions regarding "*Murder Hobos*" and problem players.

Horror

What is Horror and How to Use It

While Harvest has the potential to contain almost any form of narrative, an ever-present Grim Dark overtone exists. This can occur within its elements of monstrosities, narrative breakdowns of different locales, gore-filled scenery, and palpable atmosphere set with music or the lack thereof. All these things can bring Horror, but not in excess.

Horror is not for scaring characters; nor the players. It is the itching discomfort and sheer repulsion felt within a harrowing moment. It is the subversion of expectation with that which is quotidian and that which is alien; forming a perversion of what we once considered normal. Unease, dread, and fear overcome one's senses to set the tone. As a genre, it compels these feelings to elicit enjoyment and tension from the distress felt, but within the levels of what the person is welcome to experience. Balancing what is too far and what isn't is the trick, and most times, allowing the player to interpret the situation with low context can often bring about a bigger form of enjoyment; because one's mind can conjure up a much more harrowing experience, even more so, than any written or physical depiction. Absurd anarchy personified.

Body horror, haunted spaces, grizzly scenes, etc. All these elements work towards the narrative but do not make the mood on their own. Take, for example, a silhouette moving in the dark and describing its functions. How can you bring life to this scene? How does it move; what is it saying, if anything at all; what can you make out; what is subverted?

Example

"The creeks of oakwood echo through the expanse of the house; a vibration which slithers within your flesh and bites your bones. You avert your gaze from the muted yellow floral pallet adorning the walls and shift it to the table. A bounty of week-old food emitting a pungent fetid odor. The vermin infesting it, writhing in multitudes, as is the mold that lines the top of liquids, releases a fetid haze. As your eyes are transfixed by the maggots dancing in synchronous harmony, you peer beyond the bounds of the dining room.... A sound. A crippling moan which tears through the hallways.

One, then two, then three; you hear a shambling mass shifting at the far end of the hall, followed by a jingle akin to metal. You turn. A form obscured with dark, small portions only visible by flickering dead lights. Its skin is ruptured, with scores of pustules and black blood weaving between the sinew. Black bolts driven within its legs with chains melted onto its hide. Each breath it takes spews forth a bile, which reeks of dead flesh and molded cherries. With each movement, It ungulates and squelches, and in turn, a deep clicking noise is bellowed from the shambling form. A Thumm; one almost loud enough to shatter one's ears."

When describing a setting or a thing, you do not need to go into deep length; attempt to create associations with things your audience would be familiar with. Draw parallels to ideas and subvert them. Have fun with it. Even if it's as small as "*the air is suffused with the smell of stagnant water and fecal matter.*"

Horror doesn't always need to be inherently scary; it can merely reflect something completely odd and out of the ordinary. "*Two emotionless children at the end of a hallway staring at you while singing simultaneously.*" The goal is to describe things with the intent of helping visualize what one is seeing, using words that can set the mood. Attempt to vary word choice so that you aren't repeating phrases or words; and if you struggle to do so, go for punchy, short descriptions and allow a pause afterward. "*You enter the house, silence. An unnerving...silence...*"

Same Page

Allow the Players to understand the tone you wish to set. See if they are fine with the tone. This way, people are more open to the setting and will act on scenes reflecting that intention. Even with joy or serious intention, all players need to buy into the setting.

Comedy and Ambivalence

{Horror comes in crests; Comedy sets the trough.}

Some individuals redirect their fear and unease with comedy; this is fine, and to be expected. It does not always take away from a scene; many times, it adds to the scene. This is a game where everybody wishes to have fun, and a dire mood is not always something that will evoke that feeling; very much to the contrary.

Continuously introducing over-the-top descriptions, and scenarios, will take away from other scenes; the significance of those moments. To not make everyone's eyes glaze over during description, save these for more significant and more impactful moments whilst still giving a little love to other scenes; remember, less is more. Comedy can be a great tool to break up moments that are flushed with the dismal drawl of horror and often will allow a bigger laugh due to its subversion. Depending on the situation, you may be surprised how keenly aware your players are of the dangers they face; despite how much they might jest. Remember, screams do not evoke a horrific response but the palpable tension in potential or active dire circumstances.

Comedy as a Wayfarer or NPC

Comedy has its history when linked to trauma and horror; and is often denoted by the phrase "Comedic Flaw," a disposition/tendency built into the character. This affects the general overarching way they might interact with the world, resulting in moments some might deem amusing or entertaining.

Maybe it is someone who is short-circuited and easily slighted, someone who talks too much, or a person who must get a rise out of people as they beg for their attention. Usually, this form of interaction, in narrative fashion, exudes comedy from its mere presence, allowing the Comedic Flaw to control the interaction and make it more comedic, without you having to overthink about how the situation will become comedic. Attributes maketh the person, and in turn, conditions their environment.

Isolation

Isolation can serve to create jarring moments, especially if one were to switch focus right at a moment's climax to create suspense. This can be used in many different forms; but it should be used with care; you do not want to kill off your players; only reaffirm that they are stronger together despite some situations requiring separation.

Hopelessness

Sometimes, horror comes from helplessness. Wayfarers are often stronger, and more adept, at tackling the world's horrors by far, but they still are mortal within this world and vulnerable to its dangers. It is okay not to kill everything you come across because there are limitations to every potential situation. Ingenuity can only propel one so far. This is not a "Heroic Fantasy". When you are in a horrifying situation, realizing you have no control might be just the truth.

An example is introducing a high-level beast without the intention to kill the party—one that can inflict/prevent vital damage; a walking death that looms. Sometimes, the only option is to run, get stronger, and return to overcome what bested you. This brings opportunities and growth in overcoming one's fears and tribulations.

It is important not to "*railroad*" encounters and make these situations feel forced and contrived, but scaled and created to catch the players off guard naturally. A living world, existing outside of the Wayfarers, where high-level forces permeate, should they decide to wander in the wrong area (with ample warning from the Arbiter).

Permission

The ethics of utilizing player phobias in this setting is questionable and grey. At the beginning of the game, it is best to ask everyone, "*What are you alright with experiencing*?" and ask if they have any red flags or topics they don't wish to be brought up or introduced. This can also be a list of phobias they are okay with having and topics they are not. At the table, you are to treat each other as friends and not sadistically revel in another's traumatic pain. You have the potential to craft a story and world without multiple factors, and the exploitation of players, in real life, is greatly frowned upon.

Additionally, if you find that one person is not on the same frequency as you and your group, you should not have to bend over backward to their sensitivities. If you, as the group, are in the drastic majority and crave a particular experience, it is not unreasonable to not have that player join and allow them to find another group that fits the requirements they seek.

Everyone has limits and desires, and all should be considered when starting the Tale, sparing no ill feelings ere the game.

The Reality

The format of a TTRPG is a hard one to evoke genuine-fear if you wish to scare people, which is why you will majorly be using other horror elements to boost tension. On average, the feeling you are looking for is a distrust of one's environment and a fear of potential outcomes, given a certain action. Most times, this may come from potential death, but as previously stated, it is not your goal to kill your Wayfarers. Give them a scenario where death has the potential to kill them, where the world can show its true colors, a gripping and real scenario that reaffirms that fact with gritty detail and potential avenues of untold danger. This, after all, is a Tale of icons in a bleak world. Your Wayfarers can dominate situations should they prepare and grow properly; however, there must be a balance.

If you are playing in person, have the players set up candles with you, dim the lights, and help select the music you wish to play. Make them complicit in the ritual of setting the mood so that their skied anticipation is at a higher capacity regarding the genre. In a digital format, you might ask your players to play in a dark light setting from behind their screen to set the mood and a good mental space for the theme of horror.

Keep in mind the pacing and presentation of your game layout/enemy positioning from within the game, interactions, and creatures hidden behind locations and the spacing between them. Play with space if you know what you're doing. Limited description or obfuscation of form will also grant a particular mystique to creatures or objects, further setting the mood.

Great horrors contain disempowerment alongside mystery. Whether piecing together what ravaged a town, hunting down a beast, exploring the torture chamber of a mad king, or delving within a crypt with untold horrors, you have a lot of control over how you set the scene. Ask yourself, *"How am I disempowering my Wayfarers, and what is the mystery and focus driving them forward?"*

Disempowerment and Mystery

Disempowerment and mystery coincide hand in hand. You want to disempower your Wayfarers, slightly, but not have them be too afraid to continue. The mystery and focus drive the ambition to push forward in dire situations. You want to make them scared of their environment and cling towards safe-havens, but allow them to feel driven enough to explore dangers and reach for ambition; much like Towns vs the Wilds. A place of plenty, having everything one needs to recover, grow stronger, and relax; whilst the wilds host many untold treasures, power potential, and stories waiting to be had deep within its unforgiving expanse.

Harvest can be played in a few ways, depending on the party. It can be scaled to make the Wayfarers more heroic or make their experience much more harrowing. Depending on the setting, you may not want to limit your players with the provided mechanics but bolster them. You may provide elements like the Revenant System, discarding the fear of death. It is, however, important to realize the cascading effect of how that will affect the player's views of risk and engagement. Stakes and hardship are important, even if we think we do not want it; for what is success if there was nothing to overcome? What is growth if there is nothing to aspire to or change from? Death is important, and weakening it will fundamentally shift the flow and feel of the game; creating a power fantasy where players perform outlandish feats that would kill most; disregarding any form of threat, believing they can brute force any situation. However, that is not bad if your party wants this. However, if you should wish to evoke a sense of horror or dread, this is something to keep in mind and something to fear. Mind how competent you allow your Wayfarers to become, lest you reduce all stakes and set feelings of success to low limits. How boring it truly is to be over-empowered.

Important note on Disempowerment

Don't give Wayfarers a mass assortment of powerful tools to begin with and avoid taking away abilities and items from Wayfarers. This is more likely to make a player frustrated and upset. Be honest and have empathy; reflect on how you might feel if the same thing happened to you. Avoid the "Railroad Tactic" and do not force situations like this. Many systems exist in the game, like Convergences, to help create moments like disempowerment. Some enemies can reduce defense, lower a light level, etc. Look over your creatures and think of what could be used. Having three sources of creatures that utilize a "ferocious buff " to reduce the player's AL, while in a pitch-black, setting would make for a harrowing experience; especially if the monster they fought was even more dangerous in the dark and had an arsenal of nasty abilities. Mind that you don't kill your players but exercise these tools. Disempowerment is all in the aim of overcoming your player's builds; and giving your enemy one leg up over the party. If your players are masochists, there are built-in hard modes and creatures that are waiting to be unleashed. Let death not stop you and create a hostile environment that they will most certainly die in; or claw out of by the skin of their teeth.

Natural Curiosity

Play on instances where the player wishes to inspect something. A wardrobe with a scratching clawing from behind; A bedsheet over a humanoid form, appearing to be sitting and staring at them; a strange laugh coming from beyond the trees, past the road, leading into the wood. Players will be driven with a high compulsion to inspect. Realize that simply mentioning anything will draw most players to it; akin to a lemming.

Sometimes, choose to subvert. They go in expecting one thing and
perhaps they find something completely different. Anything you draw significance to, people will try to inspect, and the shuffled "danger vs harmless" narrative will allow the player to distrust what is bad, or good, creating uncertainty; like the pareidolia mechanic in Dark Light.

Provide hidden rewards for good judgment. If it happens to be a suspected creature/evil force, the party/member can choose to leave it alone. If they do, have the creature not harmed, allow the player's agency to reflect with a branching effect within the narrative based on their choices. Narrative choices such as these require minor improvisation, parting from scripted outcomes.

Playing on Wayfarer Trauma

Beyond their "recent fear of water and darkness"; what does this Wayfarer have haunting them? The death of a daughter they couldn't protect; the betrayal of a friend who is forever condemned to a life in a dungeon, rotting for your sins; or something even more dire?

Example

{You are paranoid that someone will know that you lead a whole village to its death}

- When entering a town, you get visions of everyone you knew sprawled on the floor in a pile of carrion, feasted on by vultures, before vanishing from sight. You hear children asking, "Why did you do it!?" throughout your Tale when they honestly didn't say anything...

{You sentenced your friend to be dismembered and hung; false allegations for a loaf of bread}

- When you walk through the woods, you might see visions of severed limbs hanging from ropes on branches, pointing with accusations towards you alongside the howling calls fromsevered heads whispering "traitor."

Traumatic Flaws For Character

In the same manner, as a comedic flaw, allowing your Wayfarers to have these fears/traumas will bring life to a situation; and growth through the Wayfarer's journey. Fears and trauma can lead them to compulsion; like the hesitancy of having people touch them, shaking during loud noises, or being more passive. The same concept applies; a well-written horror character can exude a horrific tone or mood from existing and reacting as usual in a given situation. A character who can write themselves during roleplay.

The Arbiter

Believe it or not, there are many things you can do to unsettle your players with little effort; things such as:

- *Roll dice without context when your players interact with anything.*
- *Randomly flip over a sand timer on the center of the table without saying anything, and when it stops, look at it for five seconds and jot down fake scribbles before rolling dice.*
- *Ask the player to roll a contest for something that doesn't exist, replying, "Don't worry about it," if they ask questions.*
- *Leave room for interpretation, and never be specific with quotes like, "You've disarmed all the traps that you have found" or "The Room appears to be Empty so far."*
- *Nonchalantly whisper, "That's a low roll....damn," to something dealing a lot of damage.*
- *Or one of the most damning comments that has been uttered, like, "Are you ABSOLUTELY certain you wish to commit to that action...? Cause..." *laughs* "...it could be your last. You never know."*

Psychologically mess with the anticipation of events. Be the source of horror Arbiter.

Dice

Within Harvest, the players and their Arbiter utilize polyhedral dice adorned with varied numbers coating the sides. The variants range from a 4, 6, 8, 10, 12 and 20-sided die. Within this game, dice are referred to through the shorthand letter "d" followed by their numbered sides. For example, rolling a single 20 would be the notation of 1d20; with the Modifier of 1, standing in for the number of dice used. Rolling two 8-sided dice would be 2d8, and so on.

When deciding a tie, the player/s and the Arbiter may decide on evens or odds; before rolling a 1d4. The successful call will be the determined victor of the tie. When performing rolls to determine a 50% chance, this practice may also be performed to determine a victor.

Percentile dies (1d100) are often used to roll for tables. These allow the player to manifest numbers ranging between 1 and 100 by rolling two 10-sided dice numbered from 0-9. Before you roll, have one die represent a factor of "ten" and the other accounting for "single digits." For example, The left die (tens) rolls an 8, and the other (single) rolls a 2; the result is 82. The rolling of two 0's represents a 100.

Alternate Dice: Some dice serve to make this process easier and are numbered in tens, where the values on the die are listed as (00,10,20,30, etc.). If you own this die, you may use it in place of your percentile dice, representing the factor of 10 so that you have a special die and a single-digit die. Alternately, if you have two special dice, use the same method if you want to calculate a random number between 100-1000.

Rolls and Verisimilitude

Despite the wealth of peculiarities, which the world of Nexus hosts, the actions one might be able to perform are still subject to physical, and abstract, limitation. It is the Arbiter's duty to maintain a sense of grounded reality; one which doesn't promote vaulting over buildings, or being immune to heavy high-speed collision. The Wayfarers and people, which inhabit this world, are mortal inhabitants caught in a grand mechanism of otherworldly properties and entities; as frail as an egg, and at times, and as influential as a child at a podium. When given a question to perform the impossible; the correct response is simply "no"; even if a roll supersedes expectation.

This is not to be confused with denying an outcome, but is encouraging of a different, albeit more creative, means to gain a similar result. For example, should one wish to compel a powerful an influential figure, pursuing their dark skeletons and utilizing blackmail worthy information as leverage could aid in something once considered impossible. At a point, silver tongues will only talk themselves in circles; action within the realm of reality bridges the gap between the ridiculous and the plausible. Encourage players to use intelligence and wit to outsmart and soften obstacles.

Uncanny Dice

Will Dice

Will Dice act as the manifestation of sheer will to exert yourself in a moment of desperation. The Wayfarer may utilize this at any point in the game. Per round, a each player may use a maximum of 1 Willl Dice, and up to an additional +1 every 5 Ranks. Each added Will Dice will add +2 Daunted Levels/Dice added.

> ***Willed Chance***: Wayfarers may use their Will Dice to reroll an "odd" Modifier dice; granting a second chance at rolling "even" for that specific die.
>
> ***Power of Will***: Wayfarers may use their Will Dice to gain 1 additional Damage Dice on their next attack.
>
> ***Will at the Gates***: When the Wayfarer encounters Death's Door, they may succeed a reaping with no contest at the cost of 2 Daunted Levels; with an additional +2/Injury the Wayfarer currently owns. The Wayfarer must have enough capacity, within the Daunted Gauge for 2 Daunted Levels, to use "Will at the Gates"
>
> ***Impactful Will***: Convert base attack damage into BRK, up to a maximum of +20 BRK/Dice.

Charmed Dice

Performing certain tasks/feats/favors within the game may net a Charmed Dice, a physical construct of unknown origin that manipulates the probability of outcomes. When a Wayfarer receives a charmed dice; they will feel a protrusion within their pocket. Upon reaching in, they will find a small dodecahedron; an item of curiosity that bears no Weight. They may crush this item as a Free Action to succeed in any Contest with No Contest. You may also force a dice roll to hit a specific number of your choice {Selecting a 4 in a 1d4 rice roll}

Contests

During the game, the player will be prompted to make various actions, such as attacks or interaction rolls. These prompts are known as Contests. "***Modifiers***"shift the course and outcome of your roles, and help the Wayfarer have more control over the areas in which they wish to have expertise. This generally reduces the chances of failure. Contests represent randomized circumstances and chance within a given moment.

Contest Dice:

A contest die is a 1d4. The player will always roll 4 dice (4d4) when rolling for a contest. These 4 Dice are known as your "Contest Dice". The result will determine the outcome of a given situation. Evens are counted as good results, and odds are counted as bad.

Permutations And Their Meanings:

-> {Majority Succeeds/Minority Fails} <-

4 Even = Critical Success
1 Odd, 3+ Even = Success, There is a good outcome
2 Odd, 3+ Even = Success, There is a good outcome
3 Odd, 3+ Even = Success, There is a good outcome
2 Odd, 2 Even = Balanced You don't succeed
3 Odd, 3 Even = Balanced You don't succeed
3 Odd, 1-2 Even = Fail; There is a bad outcome
4 Odd = Critical Failure

Improbable Success: 4, 4, 4, 4 {0.39% Chance}

Contest Dice are the only dice that have the potential to gain critical success or failure. Any additional modifying dice do not help with obtaining a critical. When rolling your Contest Dice, it is a critical success if you successfully roll four even numbers with your Contest Dice. If you roll four odds with your Contest Dice it is counted as a Critical Fail.

Critical Success: Regardless of the Contest Difficulty, the player automatically succeeds. If the contest is in combat as an attack action, their attack uses its full damage, and the damage result of all action integers is multiplied by 2. It is at the Arbiter's Discretion how this affects a situation outside of combat. Critical successes grant the highest realistic outcome within a given situation.

Critical Failure: Regardless of any Modifiers added, the player automatically fails disastrously. It is at the Arbiter's discretion how this failure happens.

Advantages: When owning an advantage, flip one of your Contest Die's over to a Positive 2. Repeat this for as many Advantages you posess; then roll the Rest. If you are in a Light Tale, factor Advantages after Disadvantages; and overwrite Disdvantages if there are no more Contest Dice to flip over.

Disadvantages: When owning a disadvantage, flip one of your Contest Die's over to a 3. Repeat this for as many Disadvantages you posess; then roll the Rest. If you are in a Dark Tale, factor Disadvantages after Advantages; and overwrite Advantages if there are no more Contest Dice to flip over.

Improbable Success: Rolling all 4's with your contest dice is considered an improbable situation, instantly allowing one to succeed to the highest capacity. If you are fighting a creature, your interaction can instantly kill it regardless of its power, Rank, or immunities, so long as the action can perform at least (1) damage. The Wayfarer is honored to describe how they perform this feat against the creature.

Balanced Roll: When dice rolls are balanced, the player doesn't necessarily fail entirely at their task. It is at the Arbiter's Discretion what this interpretation could mean in each scenario.

Balanced Contest of Discernment (with Privy Modifier)

Arbiter-*"The Wayfarer parses their eyes over the codex, gleaming something; but lacking a true understanding of what this text alludes to. Uncertainty surrounds its true nature; bad or good, it seems to be an item of curiosity..."*

When Must You Roll for Contest?

When you interact with the surrounding environment, populace, or nearby enemies, you may very well find yourself contested. Whether it's an attack successfully landing, a chance to breech from a snare, or anything else, this might prompt the Arbiter to force a Contest focusing on a specific Core Attribute/Aptitude. The Player must roll their Contest Dice and match the needed Contest Difficulty {CD} number to succeed. At a base, success is a result of 3 out of a roll of 4 dice; but some conditions increase the difficulty, requiring the player to roll a higher number to overcome the contest successfully. The player must rely on Modifiers to surpass or meet the CD in these events.

Charmed Proficiency

When rolling, if your dice total reaches 10, while modified by an Aptitude Modifier during a roll, you will automatically succeed in that action with No Contest unless stated otherwise. However, you must still roll your Core Contest Dice (4d4) to determine if you have critically succeeded. If you are under the effects of charmed proficiency, you cannot receive a critical failure.

Charmed Proficiency will only apply to rolls that utilize an Aptitude and receive at least one Modifier from that Aptitude.

Because Charmed Proficiency is activated upon using an Aptitude Modifier, it will also apply to attacks that gain at least a +1 Modifier from Weapon Proficiency. This allows one to strike enemies with No Contest; However, it will not apply if a reaction/ability targets the attack itself, like the reaction "Counterstrike."

When your attack itself is targeted, a Counter-Offensive Contest begins, forcing the player to resolve the contest as normal, following the given rules of the Counter Contest (i.e., Counterstrike, Parry, etc.). Visit Page, {20} to learn about Counter Offensive Contests.

Resolving the Contest

In Harvest, there are 8 Core Attributes that define competency: ***Allure***, ***Brawn***, ***Dexterity***, ***Discernment***, ***Grit***, ***Intellect***, ***Sanity***, and ***Vigor***. When a contest is called, it mentions the contested attribute (*Example: ALR Contest*). Core Attributes start at zero and are increased when creating your Wayfarer, granting you an increase in stats through mastery alongside obtaining items and enhancements throughout your journey. For every (2) points within a given Core Attribute, you gain one additional die to add to your contest roll as a Modifier for that attribute. The natural limit/cap of Core Attributes is 10, though you may still accrue points past 10.

Example: {10 BRN = +5 BRN Contest Modifier} = (4d4) + 5 dice

You may not benefit from any accrued Modifiers surpassing this number unless this cap of 10 is extended/removed. Most Core Attributes grant additional passives such as Health/Aether/Power Increases and aid in Vocation Passive Boosts/etc. Expanding an Attribute's Natural Cap will unlock these growing bonuses; breaking limits.

If any points are removed/lost, excess points will filter into the cap to create a buffer.

BRN 14 (+4 excess) = +5 BRN Modiifer

14 BRN - 1 Modifier (2 points) = +5 BRN Modifier (12 BRN)

The Player also has Aptitudes (special knacks), which they will accrue throughout the Tale. Aptitudes showcase a more significant and refined competency regarding a specific task. The natural cap for these skills is (10) allocated points. For every (5) points in an Aptitude, the player gains one additional die to roll during a contest as a Modifier. Aptitudes follow the same rules regarding point cap/limit as Core Attributes.

When defending against Contests, it will/should be mentioned what Aptitude Modifiers will be added to the Contest. Alternatively, it is also at the Arbiter's Discretion to allow specific Modifiers in the context of a situation ***{i.e., A swim Aptitude Modifier during a Swimming BRNContest}***

When you resolve a Contest by rolling against something, you add all positive/mentioned Modifiers to gain a result. Modifiers only count towards successes and do not count odds when rolled.

When in combat and attacking, you're rolling your Contest Dice and adding aligning positive Modifiers against a creature's AL. This is also called their Avoidance Level (AL), which acts as the CD number against your attack to land a hit. Some abilities enemies may use can shift the required CD, either making them easier or harder to strike. Environmental effects might also change the CD. Depending on the given situation, it is at the Arbiter's Discretion to provide an advantage or disadvantage to either side.

When a contest is called and doesn't define any CD, it is known as a Normal Contest. It shall always have a base CD of 2 and require a result of 3+ to succeed.

In a Walnut: *The goal of a contest is to match/exceed the Contest Difficulty number while having more evens than you do odds.*

Example

Drowning:

"The player sinks to the bottom. The need for air arises as time flows quicker than the water closes in. You can hear your allies breaching from the surface, attempting to free you; if you could only hold on... To prevent asphyxiation, attempt to steel your mind and hold your breath as the muffled noises close in."

With each turn, it will get harder.

Arbiter's Discretion: *"You face a contest of Vigor; the Difficulty begins as Normal and gains +1 CD after each round."*

Turn 1: [Player needs to roll 2+ evens. Next turn its 3+ evens]

Player: *4d4 + VIG Modifier (2) = [4d4 + 2d4] =?*

Result: *[Odd, Odd, Odd, Even] + [Odd, Even] = balanced*

"The Wayfarer holds their breath, attempting to maintain consciousness. A blackened vignette overtakes the outskirts of your vision, but you attempt to keep your lucidity."

Turn 2: [Player needs to roll 3+ evens. Next turn its 4+ evens]

Player: 4d4 + VIG Modifier (2) = [4d4 + 2d4] =?

Result: *[Even, Even, Even, Even] + [Odd, Even] = Critical Success.*

Good Outcome Awarded:

"You steel your running thoughts, despite the encroaching darkness, and hide yourself away within the solace of meditation. Your heartbeat lowers to a staggeringly low rate, reducing the oxygen consumption rate. You do not have to roll on to the next round and will automatically succeed in the contest. When you roll again, the difficulty will pick up from where it left off (contest of rolling 4+ evens on "turn 4")."

Contested Tie

When rolling, there may be an outcome where two creatures might find themselves tied. In these situations, the victor is determined by light. If the light level resides above dim, it is in the player's favor. If the light resides below dim, It is in the enemy's favor. It is at the discretion of the Arbiter what Dim represents.

Light Tale: *Ties in dim light go to the players*

Dark Tale: *Ties in dim light go to the enemy*

Example

Dark Diplomacy Blackmail:

Player: *"You seek to threaten us? I'm not one to pry on one's shortcomings, but I have it on good authority that your men abide by coin. Coin that you haven't been paying. Considering the recent famine, I'd wager your fortune has about dried up. Who's to say where your men's loyalty should lie,... if one were to compensate them adequately; A someone with ill intent towards those who cross them... I suggest that you leave us be, lest you wish to see everything you built crumble before you; ere the blades of your old men, driving deep and running through your organs...Do we have an accord?"*

Arbiter: *"…. Wow. Umm…. alright. You spent the last session digging up this information, and it would drastically affect the outcome of his choice… since you are blackmailing him with good intel, I will grant you an Advantage in this roll. I will also disadvantage the Aristocrat because of how vulnerable he is in this situation, but he is still threatening you guys. His seat of power wouldn't go unnoticed, and the threats following this action, after he's gone, are still factors he's leveraging. This is Diplomacy; roll for the contest, and add your Allure Modifier, Politics Modifier, and Intimidate Modifier to your roll. Since he is an NPC and not a normal creature, I'm making his Contest Difficulty a 4 at my discretion (due to his leverage in the conversation); you must roll 5 evens to succeed."*

Player: {3d4 (+1 even) + ALR mod (3) + Politics mod (2) + Intimidate Mod (2) }

Result

[Even, Even, Even, Even] + [Odd, Odd, Odd] + [Odd, Odd]+ [Even, Odd] = ***Critical Success.***

(Automatic Success (Modifiers); and a Critical Success)

Arbiter: *"You win out on the contest! As the man gazes upon your callous eyes, he witnesses no humanity behind it. A seething rage set to burn the world so long as his remains lie on the top of it. He has no faith that you will abide by any standard of reasoning, and you've beaten him at his own game. He crumbles to the dirt and proceeds to kiss your boots. Pleading for mercy, he swears on his cattle that he will leave you alone, even tell you high council secrets if it would buy his life..."*

No Contest

When "No Contest" is enacted, the action in question can operate without having to roll contest, succeeding automatically. If this is an attack action, defensive maneuver, etc., it is counted to succeed automatically. If two No Contests are present, it shall be resolved in the ***order of operation***. For example, if a creature strikes another with "No Contest" but the defending creatures have an effect that can block with No Contest, the attacked will be blocked after the attempt. It is at the Arbiter's discretion what the "Order of Operation" is.

Offensive Contest:

When offensively contesting (combat), be it attacking, reacting, etc., you may have to roll against the creature's passive Contest Difficulty (Avoidance Level: AL). During this role, you may add your Weapon Proficiency Aptitude Modifier and the Modifiers from your Virtues or weapon upgrades. If you succeed in the contest, you beat the creature's AL (Avoidance Level), allowing your attack to hit successfully.

Defensive Contest:

When defensively contesting, you will count your ***Avoidance Level (AL)*** as your defense against the creature's roll. This is your passive Contest Difficulty that your enemy must beat. This is modified by any Modifiers that bolster your defense, which can be sourced from your Glyphs, Shields, Hexes, Reactions, etc. Some enemy attacks will treat your Core Attributes as your CD.

Counter-Offensive-Contesting

In the event of an Offensive Counter Contest (Example: Counterstrike, Parry, etc.), both attackers target each other's attack instead of the Avoidance level. Charmed Proficiency cannot be used during Counter-Offensive-Contesting.

When launching a Counter Offensive Contest, Players will roll an Offensive Contest and compare the amount of evens to the result of the enemy's' Offensive Contest. Whichever attack has a higher result, that attack is deemed superior, succeeding the contest. *You can only Counter/Offensive Contest a damaging Action, from a natural weapon/weapon attempting to deal damage to you. (You cannot Parry a Grapple.)*

Identifying Faults and Utilizing Caution

Counter-Offensive contests always pose a threat to anyone who takes part. One could say that the best means of coming out unscathed is not to gamble on a lost cause. Identifying contests allows the Wayfarer to assess the situation before them and gauge their odds on the outcome of a clash. Some enemies might have a huge chance to win out on most Contests; when this is discovered through the Identify Aptitude, it is best to either not engage or use defensive reactions to lessen the inevitable damage.

Omitted Contest

Your Wayfarer may choose to fail a Contest intentionally. This will not be deemed a Critical Failure.

Step One

Building a Wayfarer

Chapter 1: The Process of Constructing a Wayfarer

Your first step within your Tale is to embody a specific creature you might wish to be. This will be a culmination of game rulesets, narrative roleplay intrigue, and your imagination. You will then be tasked with giving that character some life, dictating their race, age, personality, hair color, etc., before shifting to their Vocation, their Origin, and finally, their starting Toolkit.

All races within Harvest operate entirely differently from each other and host a vast array of abilities that provide drastic benefits, while also granting debilitations; some of which alter the game's base mechanics, to or against your favor. Some races tend to pair well with some Vocations more than others; regardless of your race, your starting choice can be optimized through the course of the Tale. While race plays a heavy role, within the first stages of Harvest, the bulk majority of your power and utility will be born from the items collected and the upgrades and skills honed upon your journey. If you find yourself struggling to select a starting race, or Vocation, gaze upon the illustrations and see what might catch your eye.

Once you have a Wayfarer in mind, follow these steps in order, allowing your decisions to reflect the character you desire.

Unleashing Alyssie

Each step within "***Wayfarer Crafting***" will feature an example for that step, following a player named Jane, building her Bloodkin Wayfarer Alyssie.

1. Select a Race

Many creatures inhabit Harvest, and all of them are designated with a race. The most prevalent race, consuming most of the far reaches of the Mortal Coil, are humans; while the vast majority of other races are considered rare or often unseen. Chapter 2 will provide a breakdown of these other races, such as the more niche choices like Deva, Indra, Sylvanati, and Lacerta. Selecting your race defines a large portion of your creature's identity, as they are ushered forth from an Origin, whether known or unknown to them. Choosing a race will also cement your starting stats, each providing bonuses to Core Attributes and Aptitudes. Races can be found on **Page {40}**.

Unleashing Alyssie, Step 1

Jane is interested in the Bloodkin art and wishes to create a ravenous Bloodkin. On her character sheet, she notes all of the Racial Traits, the speed, the known languages, the name, the age, the height, and the Stat Modifiers, and selects one special race-specific Mutation for her Bloodkin.

2. Select a Trade Vocation

Every Wayfarer is subscribed to a Vocation; an identity that encapsulates the role they assume on the battlefield; as well as their talents and abilities. Vocations are more broadly showcased within Chapter 3; on **Page {80}**.

*The specific Vocations you select are under "**Trades**," An overarching idea that covers the list of "Minor Vocations", or "Sub Trades." Examples of this would be the **Nightshade**, **Highwaymen**, and **Marksmen** residing under the **Brigand Trade**.*

Trade Vacations are set-class professions that do not dip into other Vocations but are confined to themselves. There is no "multiclassing," and the progression of your Vocation will increase in a linear format; however, its complexity will shift from other aspects of the game.

Mastery Rank {MR}

When you begin your Tale, you may begin at Mastery Rank 1. Your Wayfarers gain Mastery over the course of their Tale. The bigger the completion of a deed, the greater the bonus; sending them closer to a new Rank. Mastery within Harvest is Milstone based; focusing on each Wayfarer's overarching narrative and thematic growth. As the Wayfarer's Tale grows, so does their power, for much power resides within a story.

***Arbiter**: It is at your discretion when Your Wayfarers gain Mastery. The general rule of thumb should be that Ranks centralize around moments of importance: The completion of an Act, a massive feat accomplished by the party as a group, or even the killing of a strong foe. There is no direct source, but the one you feel is proper for the given moment. Your pacing of this feature will define the flow of the campaign and the Rank of beasts the party may encounter if you seek to balance combat.*

Bonuses upon Mastery

When "Ranking Up," each Trade has access to stat-altering bonuses built into each Trade Mastery Rank Table under each Vocation.

A Wayfarer's Personality

Morality

In the spectrum of social interaction, you may find that many choose to lead a different path, even within the same system of values and ethics. Morality designates the general attitudes one might have in the face of adversity and social discourse. Every person who inhabits this world is characterized by their past, and their capabilities to perform actions; however, this also includes change. Rarely is Morality ever black and white, and most would find that they lie as a mixture betwixt the two.

Morality is conveyed through a dark and light system. Actions performed that reflect a Dark or Light Morality shift the Wayfarer's morality by 1 point. It is at the Arbiter's discretion to interpret these actions; it is at their discretion to have the final say on the matter. When a Wayfarer performs a dark or light action; you will bestow upon them a plus or minus 1 to their morality score.

Dark Morality

Your actions are selfish in nature and/or work against the common welfare of creatures.
Many fiends inhabit Nexus. Those who seek to butcher, to capitalize, and to revel in the misery of others; rarely is this ever cut and dry, though some actions are unmistakable.

Twilight Morality

Your actions are selfish but aid the common welfare of creatures, or your actions harm the common welfare of creatures in care for creatures.

Grey hues line betwixt judgment and deed; those actions which are uncertain. Killing in the name of saving one's family; or even silencing a population to quell a bigger threat at play. At times, you will find that there are no easy answers; choices which must be made within the twilight of Morality.

Light Morality

Your actions are performed in the care of creatures and do not harm the common welfare of creatures.
Rare are the meek, and altruistic, within hardened times; though they do exist. People with a dominant Light morality tend to go out of their way to aid others in non-self-righteous acts of self-sacrifice; be it through patience, mercy, or even understanding.

Races and Morality

Races, you create, may have a starting Morality that can be altered over the course of your journey. Some attacks compound damage based on your Morality. Vocations, like the Vicar, require Light morality to perform certain abilities.

Wayfarers and Morality

Morality affects how the world might interact with you or perceive you; and potentially what effects might work on you. When obtaining points within morality, you have the potential of reaching Light Morality by reaching +5; and likewise, reach Dark Morality by reaching a minimum of -5 points. Any Morality between light and dark is considered "Twilight" and will have no effects.

Morality Effects are passive Benefits and Penalties a creature suffers due to its moralistic allegiance. Certain abilities

Morality Effects

*{**Arbiter**: It is at your discretion to have Morality Effects}*

Dark Morality {-5 to -10}

Penalties:
- *Gain Weakness to Holy*
- *-2 ALR when talking with non-dark creatures*
- *-1 SNT*

Benefits:
- *Gain +2ALR when talking with dark creatures.*
- *+2 intimidate*

Twilight Morality

Twilight creatures do not gain any penalties, nor benefit, from treading within the grey of morality.

Light Morality {+5 to +10}

Penalties
- *Gain Weakness to Unholy*
- *-2 ALR when talking with dark creatures*

Benefits
- *Gain +2ALR when talking with light creatures.*
- *+2 SNT*

3. Physical Attributes

When starting your Tale, you may select eye color, hair color, etc. These qualities define your Wayfarer's individuality further, though there are a few other optional choices you may make to define your Wayfarer. Ails are optional debilitations you may take.

Ails

"Be you tortured, hunted, or burdened by your past Wayfarer?"

When selecting physical attributes, it is at the Player's discretion to grant a disorder to their Wayfarers.
This may manifest itself in a variety of choices. Choosing one of these qualities hinders one aspect of your Wayfarer but aids them differently. These permanent qualities cannot be changed later and must be selected with care.

Scar

Marked by your past, you bare a physical memory etched into flesh. Gain a +10 Identify to Contests against a single creature but gain a permanent phobia for that creature. You may have a maximum of 3 scars. It is at the Arbiter's Discretion to bestow a scar during gameplay when the Wayfarer naturally gains a Deep Wound against a creature.

Burns

Your flesh lies sensitive. You gain a disadvantage on temperature-based rolls and disease contests and take +5 extra damage from fire. However, your nerves have been severely damaged, reducing sensation. Gain a +3 Modifier when contesting GRT; you no longer suffer a GRT Contest when you reach half-health.

Stressed

This ailment showcases itself with partial streaks, or a full coating, of white hair. You suffer -1 SNT but gain +2 GRT from your fortified mind.

Mute

Trauma persists as your shepherd, commanding silence. You have spent your past listening in the absence of speech. While it is true that you cannot talk, you understand more than most think. You know two additional languages of your choice but not their respective scripts.

Lame

Your current state weakens your frame. Mayhap you are missing an arm, or a leg, or this limb is weakened. Choose a respective limb to be Lame. That limb gains a disadvantage on all actions, while the other gains an advantage. A Lame Arm removes your Secondary Action.

Arm: Gain an advantage on hits with your other Arm.

Legs: You move at 50% speed but have an advantage with your good leg.

Dwarfism

{Race Lock: Human}

Your birth hath left you burdened, with the ire of humanity, for your small stature. The masses believe you to be cursed with fey hex, and for this, reject your kind from the confines of society. Most individuals with dwarfism are sought out by nomadic peoples with more open minds, some of whom are others sharing the same affliction. These people must rely on their wits and resourcefulness to have an advantage over the land they traverse. Gain +10 contrive, +100 Stamina, +6 INT, +4 DIS, and immunity to rugged terrain. You're considered small; gain -5 speed, -4 AL, -2 BRN, disadvantage on melee attack rolls, and reduce your base BC to 40 Grav carry capacity.

Leprosy

You are left blistered and wilted in appearance; reddened thick flesh plaguing your body with reduced sensation. Many consider you a beast, or Ill omen; petrified at the idea that your sickness might spread to them. You move 50% slower, have +25% Burden Capacity, and have -4 ALR. Your thick hide staves off damage as buried blades get stuck within the surface of your flesh. You take 50% less physical damage and have 20 Thick Hide Armor. Let your curse become your Blessing.

Mind Rot

Your thoughts have been stricken with an unknown disease that the Asylum cannot discern. Your mind staggers before the reality which exists around you. Every 4 levels gain a -1 to SNT but gain +2 DIS.

Blinded Past

Your sight has betrayed you; but might act as a hidden blessing depending on your refined focus. You must roll Contests when attempting to go anywhere or interact with anything; However, when creatures are within 10 ft of you, they gain a disadvantage to strike you while you gain an advantage. Your Wayfarer gains a disadvantage at range moving past 10ft.

Deaf

Silence embraces you. You are permanently deaf. You are immune to sound-based attacks. You also gain a +5 Modifier to insight and privy Contests.

Mana-Bodied

Your physical composition leads you to have a frail frame, but one which is attuned to Majicks. You gain -4BRN but gain a permanent 50 Aether Reserve.

Total Health Points (THP/HP)

Your vitality is encapsulated within a reservoir of points known as Total Health Point/THP, which is made up of Health Points (HP). This pool of points can ebb and flow, influenced by various actions and effects encountered during the game. Health is one of the most crucial statistics, directly reflecting your overall well-being.

The Health of mortals begins at 10 points; however, the Arbiter bestows a blessing to those whom it fosters. Every Wayfarer starts with a base of 20 health. From there, A Wayfarer's Health total increases based on their Mastery Rank and Vigor Attribute. Each Rank and point of Vigor grants an additional +5 Health. Sometimes, a Wayfarer might stumble across another means of gaining additional Health over their journey within Nexus.

Temporary Health (TH)

Many forms of healing within Harvest will not restore a creature's health, but will sustain the creature instead. Temporary Health represents this form of healing. It fortifies the regenerative qualities of cells, bolstering the creature's Total Health Point with "Temporary Health." These supplementary points cannot surpass the creature's THP, and will hover as a separate THP above the creature's actual health. The repaired tissue and newly generated cells decay at the day's end, causing the creature to lose any temporary healing it received the previous day. TH will always be targeted before health.

Example:

Creature THP: 450

{Creature THP + 700 TH (Heal) = 450 THP and 450 TH}

Astral Body will not allow for the building of THP; due to the reduction of THP to 0, and its subsequent conversion into Aether.

Overhealing

When a creature receives HP that surpasses its Total Health Points (THP), an effect known as "Overhealing" occurs. Overhealing can only happen when the creature's base THP exceeds 100%. Overhealing is kept on the Character sheet, denoting the amount accrued. Each point of Overhealing will be accounted for over each day and removed upon the next day unless a Cancer Stage is reached. For each additional +100% healing beyond the creature's THP, a "***Cancer Stage***" of Overhealing is applied, resetting the Overhealing Counter. These stages persist for one day/stage level. Each day, if another Stage is not reached, the creature will loose one Stage of cancer.

Cancer Stages

Stage 1: **+100% THP**

- ***Minor Healing Factor:*** Heal 2 Health/Round
- ***Vulnerability***: +5 damage from Fire and Cold.
- ***Minor Uncontrolled Growth***: Lose 10 speed.
- ***Mental Decline***: Gain -1 SNT and -2 DIS

Stage 2: **+200% THP**

- ***Healing Factor:*** Heal 10 Health/Round
- ***High Vulnerability***: +10 damage from Fire and Cold.
- ***Uncontrolled Growth***: Lose 20 speed.
- ***Uncanny Mental Decline***: Gain -2 SNT and -4 DIS

Stage 3: **+300% THP**

- ***High Healing Factor:*** Heal 20 Health/Round
- ***Major Vulnerability***: +20 damage from Fire and Cold.
- ***High Uncontrolled Growth***: Lose 30 speed.
- ***High Mental Decline***: Gain -4 SNT and -8 DIS

Stage 4: **+400% THP**

- ***Major Healing Factor***: Heal 50 Health/Round
- ***Major Vulnerability***: Gain Weakness to Fire and Cold; and take 30 more damage from both sources.
- ***High Uncontrolled Growth***: Lose 40 speed.
- ***Deadly Mental Decline***: Gain -6 SNT and -10 DIS.
- ***Tissue Instability***: Suffer x3 damage from critical hits.
- ***Self-Destructive***: At the beginning of each round, the player performs an action; if the action is an attack, the player rolls a 1d4 with the action.
  - **1**: The creature attacks itself
  - **2**: The creature attacks their allies
  - **3**: The creature attacks the target.
  - **4**: The creature attacks the target.

Stage 5: **+500% THP**

The creature will encounter Death's Door and will fail all reapings with No Contest; and will die.

Overhealing with Flasks

Flasks heal health relative to the creature's natural THP. The value of the flask coincides with its capability to restore HP. Drinking a flask of 100% may net one creature 20 Health (20/20) or a different creature 150 Health (150/150). Healing a creature with a flask, surpassing its total health value to its next maximum (200%/100%), will grant a stage of cancer; as such, using a flask while at total health grants 1 stage of cancer to you or a target.

To learn more about flasks, visit Page {282}.

4: Select an Origin

Within Harvest, All Core Attributes and Aptitudes begin at 0. When Selecting your Race, Trade, and Vocation, you are provided with increases in these stats. The following bonus comes from your origin, signifying a pathway you have taken to get where you are. Origins on Page {71} will provide bonus items, potential traits/abilities, and/or stat points. After this point, your character is crafted and can be altered through various means upon The Mortal Coil during the Tale.

Unleashing Alyssie, Step 2

Jane wants Alyssie to be born from adversity. She envisions her Wayfarer as a survivor of tremendous ill fortune and a force against nature fueled with rage. Her Wayfarer began with 20 health but gained +2 VIG from the combination of her Trade Vocation (Berserker: Butcher) and her Race, a Bloodkin, raising her Health to a base THP of 30 Health with a bonus of +10 stamina.

She then placed her eyes over the optional Ails and decided to take Stressed and Leprosy.

The combination of these four granted a grouping of Core Attribute and Aptitude stat bonuses and decreases, alongside their accrued traits/abilities:

Core Attributes: *-9* ***ALR***, *4* ***BRN***, *-1* ***DEX***, *+6* ***SNT***, *+8* ***GRT***

Aptitudes: +4 ***Intimidate***

While Perusing through the possible Origins, Jane wanted to pick up a demonic background from the "*Occultist Vitaric Origin: Wrath*," Granting her a -5 Morality (0 to -5), bestowing her Wayfarer with a Dark Mortality, and granting her an Infernal Cloak; giving +5 Fire Resistance , along with the Shared Torment Origin ability.

Jane begins to mark down all of her new abilities, stats, and traits on her character sheet

All remaining unaltered Core Attributes and Aptitudes stay at 0.

Core Attributes

Your Wayfarer is a sum of their experience, trials, and tribulations. When they come onto this Coil, they will grow into the person you want/know them to be when the start of the game begins. This may manifest within their profound strength, high intellect, or capacity to hold fast in dire situations. There exist 8 Core Attributes that encapsulate your Wayfarer's person, all of which can be increased due to choices at the start of the game, like origins and ails, or later in the form of physical and otherworldly augmentation. The natural cap for Core Attributes is 10.

Every 2 points within an attribute counts as one Modifier, representing your proficiency within a select attribute, and may be added as a Modifier for Contest rolls representing that attribute {i.e., BRN Mod on BRN Contests}.

Reaching -20 in any Core Attribute results in Death.

Aptitudes

"What makes you so special Wayfarer?"

Talent, mastered by wayfarers, is known as an Aptitude. These serve as passive stats that the Wayfarer can use to interact with the environment around them. Each Aptitude serves as a Modifier during a Contest. Aptitudes can be upgraded over the course of your Tale. Aptitudes have a natural cap of 10 and provide a +1 Modifier/5 points. This means the highest Modifier you may receive from a given Aptitude is 2.

Size

Size denotes the height of a given creature, and grants both advantages and disadvantages based on the given size.

Gargantuan: Creatures above 20+
(-6AL, +6 BRN, gain +30 AB, Gain +1 AB, +5 THP per extra ft, and BRK per 2ft over 20.)

Huge: Creatures within the range of 9'-20'
(-4AL, +4 BRN, gain +20 AB)

Large: Creatures within the range of 6' - 8'11"
(-2AL, +2 BRN, Gain +10 AB)

Normal: Creatures within the range of 4' - 5'11"

Small: Creatures within the range of 1' - 3'11"
(+2AL, -2BRN, gain disadvantage on melee attack rolls)

Tiny: Creatures under 1'
(+4AL, -4BRN, gain disadvantage on melee attack rolls, and deal -50% melee damage)

Player Wayferes do not gain AB upon size increase. Instead, gain +1 Damage Dice/+10 AB gained from size increase.

Core Attributes

Allure (ALR)

Allure measures the charm of your persuasive nature and physical appearance. Your ALR Modifier applies to ALR-based contests.

Add your ALR Modifier when Contesting these Aptitudes:
Politics, Feign, Rally

Brawn (BRN)

Measures the raw physical prowess your Wayfarer can manifest. It strengthens the user's grip strength and burden capacity, allowing for ease in grappling and lifting heavy objects (Lift). Your BRN Modifier applies to BRN-based contests.

Add your BRN Modifier when Contesting these Aptitudes:
Intimidate, Tame Beast, Politics

Passives:

Brawn Load Reduction: Reduce the load of each item you carry by 5 speed/BRN Modifier. Visit Page {184}

Burden Capacity: Gain +10 Grav of Burden Capacity (BC) per BRN Modifier; and lose 10 Grav/negative Modifier.

Dexterity (DEX)

Dexterity measures agility and proficient capability regarding one's skillfulness, nimbleness, perspicuity, and cunning; especially with one's hands. Your Dex Modifier applies to DEX-based Contests.

Add your Dex Modifier when Contesting these Aptitudes:
Agility, Dirty Trick, Disarm, Feign, Sleight of Hand, Weapon Proficiency.

Passives:

Nimble Tactics: +1 AL and +5 Speed per positive Modifier and -1 AL and -5 Speed per Modifier per negative Modifier.

Core Attribute Passives:

*When increasing/decreasing your Attributes (**"Core Stats"**), you gain/lose passive alterations to your stats. Passives will only apply Attribute points that are within your natural cap of 10.*

Example 1: *20 INT {10 INT natural cap} = +100 Aether*

If this natural cap is expanded/removed, you may alter your Core stats based on the newly gained accessible points; pushing past mortal limits.

Example 2: *20 INT + 3 Capacity = +130 Aether*
Example 3: *20 INT + Sacrificial Glyph of the Opportunist = +200 Aether*

This also applies to Modifiers; the only Modifiers you may gain are those within the natural cap.

Discernment (DIS)

Discernment is the utilization of fine judgment based on experience, knowledge, and wisdom. It aids in predicting outcomes and the level of tact one should have in given situations. It also has a sage quality that allows for a call to action in an otherwise challenging situation. Discernment benefits those who wish to glean insights and inferences about things that they are uncertain of. Your DIS Modifier applies to DIS-based Contests.

Add your DIS Modifier when Contesting with these Aptitudes:

Politics, Feign, Identify, Perception, Tame Beast, Survival

Passives:

Aether Cost Reduction: Reduce the Aether/Health Cost of Hexes by 1/DIS point.

{Example: 25 Aether Cost - 10 = 15 Aether Cost}

Glimpse Beyond (10 DIS): Gain 6th Sense. Visit Page {278}

Intellect (INT)

Represents the mental capacity of the Wayfarer regarding their ability to recall incidents, historical events, areas/pathways, ancient and lost knowledge, and general or specific facts about a given item.

Add your INT Modifier when Contesting with these Aptitudes:
Privy, Survival, Contrive

Passives:

Expand the Mind: Gain +10 Aether Reserve/point in Intellect

Vigor (VIG)

Speaks to the overall state of health and composition regarding the Wayfarer. Vigor influences how resilient you are to damage before you reach Death's Door. Upon reaching 5 within Vigor, you gain Body Culture.

Passives:

Temple: Gains +5 Health and Stamina Reserve per positive point, and -5 Health and Stamina Reserve per negative.

Body Culture (10 VIG): You may enact a VIG Contest to resist Disease, Shriveled, Poison, and illness. Succeeding in the contest will allow you to negate the effects of an illness for that round. Remaining exposed to the source will continuously prompt a new Contest. The Arbiter determines the Contest Difficulty. If a Contest is already active, gain an additional Contest if the first fails.

Core Attributes

Sanity (SNT)

Sanity represents the awareness of one's reality and the firm focus of one's mind in the presence of the unknown, moments of distress, and mind-afflicting debuffs from certain entities. The reality that is held is relative to the creature, but for most mortals, it would be the paradigm set during the Golden Age, establishing normalcy.

It is a tool for some and a lifeline for others. Failing (5) Sanity Contests, within a day, fills one's "***sanity meter***," granting Insanity, which bestows one selection from the Psych Tree at random. After your sanity meter fills, it empties, allowing you to fill it back up. You can fill your sanity meter up 3 times (15 fails), accruing 3 Psych Tree Debuffs. These debuffs remain with the player until they get cured at the Asylum. Insanity, as a passive, can reduce your chance of attack.

When insane, you must beat an SNT Contest {CD 6} to perform any action. Failing reduces you to a gibbering mad fool, compelling you to talk to the skies, laugh/cry hysterically, or blindly attack the nearest creature. Each round, while insane, roll a 1d2.

1. You are considered Bevvitched and are consumed with mad compulsions. Attack the nearest creature with no regard. You are considered Deaf.

2. You are considered staggered for 1 round.

Enemy Insanity

When an enemy fails ten sanity checks, they become insane. From this point on, a failed sanity check forces the creature to waste its turn on a full action, one spent ambivalently whaling in terror and laughter.

Archfiends above MR 15 are Incapable of becoming Insane.

Grit (GRT)

Grit harkens to the inner strength that a Wayfarer might summon to suppress oncoming anxiety and embolden themselves against formidable adversaries. It is in the darkest moments that Grit will separate the dead from the living. When a Wayfarer takes the first hit of the day, Reaches a Wound Threshold, witnesses the death of a party member, or hears the Death Knell themselves (on Death's Door), they must Contest Grit to avoid Demoralization from the situation at hand. Every time you fail a contest, you gain demoralization, which counts as a loss of morale—those who ***lose 3 Moral Suffer Phobias***. A player can gain a ***maximum of 5 Phobias***. Phobias *{Page 340}* grant a disadvantage for each phobia present.

Grit sequesters the soul away from traumatic events and allows the user to deal with threats that would break most. When they are in the depths of the dark, they find the light. Succeeding Grit checks embolden the user and grant a resolve to overpower and avenge. Visit **Page {340}** to learn about Embolden.

Add your GRT Modifier when Contesting these:

Intimidate, Rally, and Tame Beast

It is at the Arbiter's Discretion to allow enemies to accrue phobias, demoralizations, or embolden.

Note: Using Core Attributes

When applying your Core Attribute Modifier to an Aptitude, you may only choose one Core Attribute/Contest; however, you may add multiple Aptitudes, so long as they coincide.

Example 1:

Your imposing stature rises over the man, imploring him to reconsider. Perform an Intimidate Contest and apply your BRN Mod, Intimidate Mod and Politics Mod.

Example 2:

You have a particular way of saying words. Whether by the devilish charm and silver tongue or finding the right words, you attempt to persuade this man. Perform a Politics Contest and add your Allure or your Discernment Modifier. You may achieve the same outcome, but the Attribute shifts the information/response gleamed from the interaction.

Aptitudes

Agility

Pertains to the acrobatic nimbleness of a Wayfarer.

5 Agility: You can perform a DEX Contest to avoid being knocked prone.

10 Agility: Reduce all fall damage under 40ft by 50%

Contrive

A skill that allows the Wayfarer to conceive various concoctions, cook, or engineer devices.

Cure

Cure acts to restore the vitality of a nearby ally. By utilizing your knowledge of medicines and other forms of curative application, you can attempt to stop effects, such as bleeding, burning, or poison.

5 Cure: Gain an additional +5 Healing when using a Hex/Curative.

10 Cure: Gain an additional +5 Healing when using a Hex/Curative.

Dirty Trick

Dirty trick is a Secondary Action/Reaction players can use while in or out of combat; and allows the user to fight dirty with a DIS Contest + Dirty Trick, targeting the INT score of the target creature. Throwing dirt in the eyes, blocking the airway with a chop to the throat, etc. After each use of Dirty Trick against the defending creature, they slowly see through your bullshit; increases your Contest by +1 CD.

Example

Actions

Knock Prone: *Increase your CD by +3*

Blind: *Increase your CD by +2*

Off Guard: *Increase your CD by +1; grant the target creature a -(DIS Mod) Modifier to their next Contest.*

Throat Chop: *Increase your CD by +1; grant 1 round of asphyxiation to the target creature.*

Disarm: *To steal an item an enemy is holding, perform a DEX or BRN Contest against a creature's AL, and add your Dirty Trick. If the enemy is Intelligent, they gain +2 to their AL; if Wise, +5 AL.*

Wise creatures will add their +10 DIS/INT bonus to their INT score, for the pourposes of overcoming Dirty Trick.

Engineering

Trivialize Traps, Bombs, and Activators alike with a keen eye and deft hand.

Feign

Impose a look of indifference and confusion to the questioning before you. You have trained to sequester your emotions, to disguise your true intentions and feelings. Shape your emotions how you see fit and avoid judgment on beck and call. Feign ignorance when the moment seems appropriate; to one who likes secrets, that moment might be every waking second.

Identify

Focus your trained eye to uncover hidden truths about what stands before you. Attempt to expose weaknesses, tactics, or knowledge about its nature. When a Wayfarer identifies the qualities of a target Creature, the Arbiter can uncover secrets hidden by the bestiary regarding behaviors, weaknesses, severable parts, passives, etc. By relaying this information, the Arbiter gives players helpful knowledge.

Intimidate

Strike trepidation in the hearts of your foes! Boast your exploits and threaten an Ill demise upon that which might tempt fate against the steel of your ire. Enemies gain a Disadvantage when Intimidated. The success of this effect also applies frightened upon craven enemies; however, its failure results in the foe becoming emboldened due to your failure. If enemies are around allies, the intimidator gains +1 disadvantage/enemy ally on their Intimidate Contest.

Perception

Observant and keen-eyed, fixate your gaze to notice things that might go unnoticed. This falls within the realm of seeing, hearing, smelling, tasting, and feeling.

{Perception + DIS} may also be used to discern the location of a hidden/stealthed enemy. Succeeding reveals its current unit and removes one disadvantage from being blind during the current round.

Politics

Politics utilizes knowledge of culture, foreign affairs, and tact to assuage those opposed to you diplomatically and compel them over to your line of reasoning. Become the mediator of the party and mend sticky situations; or utilize a darker form of diplomacy to blackmail ,and compel others, through the revelation of condemning insights. All of this in the effort to get your way. Politics is a door that can lead to many avenues

Aptitudes

Privy

You may very well frequent beside other Wayfarers, but you are separate from the rest; more well-traveled and seasoned. Perhaps you have explored the vast expanses of Argesh, sported a nautical journey through the triadic, or maybe even survived a venture through Avraxis. There is much that this world has to offer, both on this Coil and not. Who knows what you are genuinely privy to? Use this skill to recount your knowledge concerning delves, waters, land masses, strange occurrences, the occult, or even the favorite food of a local populace!

Arbiter's Guide

Common Knowledge:	CD 2
General Knowledge:	CD 3
Rare Knowledge:	CD 5
Esoteric Knowledge:	CD 7
Forgotten knowledge:	CD 9

Rally

A Rally is a Full Round Action that a Wayfarer can perform. Each Player has a Daunted Level, and a Wayfarer, who utilizes rally, can Contest against each player's respected Daunted Level: ***[(Normal Contest + Rally Mod. + ALR Mod) x 2]*** against the Players Daunted Level score. Upon a successful rally, each user removes one stack of daunted. This ability can only affect an ally once every four hours in the game; and cannot affect the performer. If the rally is critically successful, you reduce the player's Daunted Level to 14. Outside of combat, while in a town or city, you may rally and allow your ally to remove two stacks instead of one per rally. A safe environment helps quell the darkest of thoughts.

Rally cannot reduce your Daunted Level below 14 DL.

Sleight of Hand

Coming close is good... Even closer is better. You know how to misdirect and look for openings, check for marks, and exploit weaknesses. Whether you are attempting to smuggle, pickpocket, filch, or misdirect, your sticky fingers tend to always get what you desire; the best part is, they'll never see it coming.

Survival

Survival deals with your resourcefulness in the wild, from sourcing particular herbs, knowing which direction is which, or tracking certain nearby beasts. Become the master of your environment.

Stealth

Reduce your noise and slip into the shadows. Stealth allows a Wayfarer to blend in with their environment, deafen their steps, or slip out of sight on beckon. When performing a stealth, the Arbiter sets a CD based on various conditions such as lighting, line of sight, etc. You must be first out of sight to perform stealth. While stealing, creatures must roll to perceive/target you, using their perception and Discernment against your passive stealth DC. When out of sight, you have a passive stealth of 2. If a creature knows your presence within the local, this reduces to 0 upon sight. Making loud noises or having other ways of alerting an enemy can decrease your CD further at the Arbiter's discretion. Gain an additional +1 to your stealth CD for each Light Level below normal. Lastly, you can gain additional Modifiers to your CD from your Stealth Aptitude milestones and Cover.

Total Cover: Your body is Fully Covered. +3 to AL and +2 CD to Stealth Contests.

Half Cover: Half your body is covered. +1 to AL and +1 CD to Stealth Contests.

Stealth Attacks: Attacking from stealth grants Advantage on attacks. If a player manages to be within 60ft of an enemy, their first hit to that enemy is always considered an automatic critical when under stealth. Stealth Attacks do not include Hexes. Attacking from stealth drops the players Passive Stealth score to 0 for 1 round; unless the creature has an ability which can activate Stealth. When ttacking from stealth Visit Page {311} to learn about Pattern Recognition.

Weapon Proficiency

This Aptitude encompasses the technical aspects of handling weapons and an understanding of timing, precision, combat forms, weapon technique, and the psychology of combat. Characters with a high Weapon Proficiency can capitalize on vulnerabilities and have an increased chance of overcoming their target's Avoidance Level (AL) during offensive and potential defensive maneuvers. When rolling against the AL of a creature, you may use Weapon Proficiency in your roll.

At the beginning of the Tale, wayfarers choose a viable weapon to start with and are regarded as proficient with that starting weapon type, and they may have +5 Weapon Proficiency with that Weapon Type. Any other weapon must be unlocked through Virtue, Books, or Vocation bonus' by reaching (5) within Weapon Proficiency. To unlock Weapon reactions, a creature must reach +10 Weapon Proficiency.

Each weapon type begins at 0 proficiency, and any weapon under that type has an integer/bonus connected to that type. Switching to a weapon type will change its proficiency to its type proficiency. For example, You wield a one-handed shortsword with 5 Proficiency and swap to a two-handed greatsword that you increased to proficiency 1. You decide that you'd instead want to wield a one-handed dagger from now on, setting your proficiency back at 5.

Weapon Proficiency Disadvantage:

Gain 1 disadvantage when attacking with a weapon under (10) Proficiency and 2 disadvantages if attacking under (5).

Aptitudes

Swim

Wayfarers start the game with the possibility of not knowing how to swim. Before swimming, you must first do a Swim DEX Contest (CD 6) to see if your Wayfarer can swim. If the first roll of your character surpasses Difficulty 6, then for the rest of the duration of the Tale, they know how to swim proficiently and are considered a Strong Swimmer; however, if they fail, they do not know how to swim. The Wayfarer must roll contests throughout your journey to not drown while in water. They can alleviate this by learning to swim at a reduced CD of 5.

While in water, upon successfully rolling 5 Swim Contests, beating a Swim Contest {CD 5}, they will be dubbed a "***New Swimmer***." New Swimmers must still learn to become proficient, but their saves are reduced.

After this point, If they roll 5 consecutive rolls while in water and beat a Swim Contest {CD 3}, they become a "***Standard Swimmer***." Standard Swimmers no longer must roll when entering deep water.

When your swim Aptitude reaches ten after this point, you are considered a ***Strong Swimmer***. Strong swimmers can swim through most stretches of water with No Contest and can swim for one round/VIG mod before needing to roll for a BRN Contest each passing round, increasing the CD by +1.

Swimming in Rough Waters

Swim Contests usually activate when the Wayfarer is fighting against something while above or underwater. This can be the pull of the riptide or something weighing them down.

If a Wayfarer is lifting a collective weight of 50% of their mass, they will start to sink, unless they can surpass a Swim Contest CD 6. Another CD is added/10% weight. When the Difficulty reaches 10, the Wayfarer fails with No Contest. If the Wayfarer fails, they will be dragged to the depths unless they relinquish some stores of weight. In this situation, a Wayfarer must release at least an item/item amounting to 10% of their weight if they want to reinitiate the Swim Contests; otherwise, they will drown/asphyxiate (if their breath is held). Another Wayfarer can attempt to carry them back to the surface, though the same weight rules apply, added with the weight of the carried Wayfarer and their items. Situations like these require ingenuity if the wayfarer does not wish to part with their goods. Visit **Page {185}** and read about Lift.

Strong Swimmers

Strong Swimmers Succeed all Swim Contests with No Contest unless the weight they are carrying is over 150% of their mass; initiating a CD 6 and adding +1 CD/ 10% weight.

Tame Beast

Attempt to quell Intelligent Beasts. This action cannot be used to tame other types of creatures. This only works on Intelligent creatures that can acknowledge your presence and are in a mental state that allows forms of communication.

You may roll Privy or Identify to glean insights on approaching a situation. For example, some creatures prefer customs such as bowing and a favorable distance, while some cannot see and will communicate through various precise vibrations and tremors. Learning these qualities to dispel/avoid any potential misstep can lead to a better outcome or a new friend. Every tamable creature has its Contest, which the player must beat; it is decided at the Arbiter's Discretion. Each Success allows the elevation to a new Bonded Tier. Creatures often vary regarding their starting Bonded level; the success of Tame Beast will shift this up one tier or down if you fail. Beasts can only be tamed once daily, shifting to a different Bond level upon a successful taming.

Bonded Level

Enraged:

The creature yearns to kill you specifically.

Hostile:

The creature is now provoked and seeks to attack anything within a 60ft radius.

Quelled:

The creature ceases hostile behavior and is ambivalent to the situation.

Befriended:

The creature is now docile when you interact with it.

Bonded:

This creature is now attached to you and will protect you with its life.

Owning Pets: There are many ways to obtain Pets in the world of Nexus, though the capacity of them can become quite troublesome. It is unclear whether the issue must deal with dominance or social interaction, but there is a limit to how many creatures will follow you. When owning a pet you may not hold multiple size categories at once:

Small: 2 Max/person
Normal: 1 Max/person
Large: 1 (For the Party)
Huge: 1 (For the Party)
Gargantuan: 1 (For the Party)

Owning archfiends is at the discretion of the DM. When owning a pet, it is also at the discretion of the Arbiter to allow the pet to use the Enemy Ranks Table along side any effects.

Arbiter Note:
{Animal Companion for custom Pets on Page {402}.

Unleashing Alyssie, Step 3

With her Race, Vocation, Physical Traits, and Origin selected, and the relevant notes on bonuses/abilities added to her character sheet, Jane is ready to finalize her Wayfarer; Granting her a backstory that meshes with the Wayfarer she just created.

5. Starting Equipment

Within Harvest, you begin your Tale with:

1. One Crown Sovereign
2. Standard Clothes
3. Main Weapon
4. Origin Starting Item {If any}

Any additional form of equipment must be accessed when you reach a Town or aquired throughout your journey.

Go to pages **{187-192 and 237-238}** to select your starting Weapon, and give yourself an increase of +5 Weapon Proficiency with that Weapon. All metal weapons start the Tale as Bronze.

Avoidance Level (AL):

Avoidance Level represents a creature's agility, situational awareness, and ability to evade or mitigate harm in combat. It is a numeric measure of one's capability to instinctively react to threats and dangers. While defending in encounters, enemies must surpass a creature's AL to deal damage unless stated otherwise.

A Creature's AL will be a cumulative total of:

[3 + Dex Mod + Misc Mod]

Armor

Armor is a defensive stat that negates damage and protects health, where an enemy must first breach the armor's total to have a chance to deal damage to the target. Armor can come from many sources, but all fall under two categories:

Metal/Hide Apparel

Some apparel within the game can provide creatures with Armor, for example, Metal Apparel, is located at Smithy. The more you fortify these forms of apparel, the greater the Armor score. Should this armor break and be reduced near or to 0, It must be returned to a blacksmith to be repaired to grant total Armor points again. Armor total is known as "***Durability***."

Thick Hide

Some defenses are natural. Few humanoid creatures have natural Armor, though some do. Most of this would be through items that grant your flesh-fortified qualities. Otherwise, this quality is most commonly found in creatures within the Wild. Thick Hide can be restored through healing naturally or through Flasks. This could mean a long rest, curative, or even a Flask for the Wayfarer. Visit **Page {282}** to learn about restoring thick hide through healing.

How Does Armor Work?

Say that a target creature has a counter of ***30 Armor*** from its Thick Hide; each attack roll against its AL weakens this Armor by the number of points surpassing its AL after a successful Contest.

Example:

Creature AL = 4
Wayfarer Contest Result = 7
Wayfarer Weapon Damage: 1d20
Break: 7- 4 AL = 3

Result: (30 Armor – 3) = 27

When the Armor Total reaches zero, this will allow the The creature's health is to be targeted during the next round.

If an attack has "*No Contest*," it must still roll and will deal its total Contest result as "***Break***" (**BRK**):

*(7 **BRK** with the example above)*

Some special abilities/attacks can directly attack Armor, allowing one to use a fraction of, if not their total, damage against the Armor value. In this instance, if you had the Slayer ability Unstoppable Force, you could use your Damage Dice, against the Armor value, after a successful contest, in addition to the normal Break. Let's say the weapon damage result of the dice roll is 20. Rolling a 20 with your 3 BRK would grant your 23 Break, leaving the creature with 4 Armor left.

If the attack surpasses the armor's Durability, residual points of BRK will not affect anything. The next attack performed against the target, which has 0 Armor, will be able to pass without issue. Armor will only defend against Physical Damage, having no Resistance against Hexes or elemental types of damage.

Turn 1 Break: 7 (contest result) - 4 AL = 3 BRK. (2 Armor – 3 BRK) = -1 Armor Left, 0 weapon damage dealt.

Turn 2 Break: 7 (contest result) -4 AL = 3 BRK. (0 Armor – 3 BRK) = 0 Armor Left, 1d20 weapon damage dealt.

Break (BRK)

Some weapons are more adept at bypassing Armor. When a weapon/attack has Break, the "BRK integer" will be added to the result of a standard interaction.

Example:

Weapon: +10 Break (BRK)
Creature AL = 4
Wayfarer Contest Result = 7
Wayfarer Weapon Damage: 1d20
Break (BRK): 7-4 = 3 + (10 BRK).

Result:

(30 Armor – 13 BRK) = 17 Armor Left, 0 damage delt.

Temporary Armor (TA)

*"**Temporary Armor**"* refers to reinforced apparel that provides additional protection, effectively increasing the wearer's Armor Value by stacking on top of existing armor. This extra protection acts as a buffer, enhancing the base Armor value of the Apparel. Armor can only be reinforced once, and further reinforcement is not possible until the Temporary Armor value has been fully depleted.

Armor must be Full Durability (100% Total Armor) to Fortify/Reinforce. Repairing Durability will not restore Temporary Armor.

6. Select a Town Vice

Gain a Town Vice, a pastime you can perform within a town to reduce stress and gain additional benefits. Town Vices can be found on Page {219} and are listed under Places of Respite {***Brothel, Church, Graveyard, Library, Minstrels Hall, and Pugilistic Pit***}. Your town Vice is permanent and cannot be changed after the beginning of your Tale.

7. Select a Wayfaring Arm

What is the Arm?

There are very few things that connect one Wayfarer to another; their archetypes, reasonings, passions, values, brand, and abilities almost all serve to set them all apart; drawing a grand divide. Outside of their collective propensity to venture out into the unknown and their proclivity to stir and dispatch with danger, the greatest bridge would be their tool. What some would eventually call "The Wayfarer's Arm." It is unknown how they procured this device. Some tell of a legendary artificer who lives serving those lost souls; which, for what reason, no one can say. They have no form of care in interacting with the common populace; they only bestow their technological wonders on the chosen few.

Given that the Wayfarer's Arm has been a familiar sight since the olden days, it presupposes that this Artificer has been alive for more than three hundred years; or, more likely has apprentices. Regardless, he or she travels around Nexus, where there "might be a worthy soul of their rare craft." Should the Wayfarer die, their tool shall be collected by the others and promptly destroyed; seemingly a supposed sacred pact formed between Wayfarer and Artificer.

The Arm is an extension of the hunter. These travelers utilize these tools to do various things, from stunning beasts, to inflicting destructive ailments, or even carving holes through the creatures they fight. Each is more different than the last, but serves the same purpose: to be an extension of the wielder so that it might close, or open, the gap to their ambitions; that their prey might meet a swifter end. When most townsmen hear the explosive might of this tool, it almost assuredly signifies a "well-fought hunt."

- Scholar Aldrich

Forging your Wayfarers Arm

"What weapon would you wield, Wayfarer?

At the beginning of the game, before the party meets, the Wayfarer is approached by The Artificer, who then instructs them to "*select a tool which speaks to their aims*." The Wayfarer selects its tool from this point; customizing its effectiveness and function. Throughout the Wayfarer's journey, they might encounter local blacksmiths, or themselves finding an occupation, vocation or virtue, to bolster and augment their tool, strengthening it and granting it new abilities. The Wayfarer first confirms their path and forges this tool to support a personal flaw in their skills or to bolster their capabilities even more. For some, they adore the tool so much, they forge it to become the primary tool they hunt with.

The Wayfarer's Arm

Each Arm has a frame that designates its different functions on the battlefield. Select your Tool Type, and then your Shell, and note down its abilities.

Tool Type:

"To what end willan this serve, Wayfarer?"

{Select one Type for your Shell}

Type: Main Arm

You forfeit your Secondary Action while holding this Arm. This tool counts as your Main Action and prevents you from using other Main Actions unless the tool is dropped. Unless stated otherwise, reloading with a Main Arm is a Full Round Action. Visit Page {186} to learn about Action Items.

All weapons can use the standard actions under their Shell Type; however, some Main Wayfaring Arms gain additional unique reactions, like {*Two in the Chamber*} due to their nature as a Main weapon.

Type: Secondary Arm

This tool can be used as an off-hand weapon and can be used before or after your Main Action as a Secondary Action. As a secondary, Wayfaring Arms must be reloaded after use, consuming the Wayfarer's Reaction. Visit Page {186} to learn about Action Items.

Arm Restrictions

Some Wayfaring Arms can only be used as a Main Weapon, and will be designated with the title of "Main:" along side their specified actions.

Some Wayfaring Arms will require a minimum starting number, within a Core Attribute, to begin the Tale with it.

Attacking

The Wayfaring Arm you select grants a natural +5 Weapon Proficiency. Visit Page {310-311} to learn about combat and attack-based Contests; and Page {30}, to learn about Weapon Proficiency.

Rounds

At the start of the Tale, Wayfaring Arms grant the Wayfarer 50 Bronze rounds. Visit Page {242} for information on buying Rounds.

Pistol Shell

"Light, nimble...yet versatile. Precise tastes Wayfarer."

Round Base Damage: 4 Piercing

{Select one pistol shell: Main or Secondary}

{***Secondary***: Gain (1) Pistol Shell}
{***Main***: Gain (2) Pistol Shells}

{Select one barrel}

Barrel: Long Range

This long barrel has a range of 40ft; and gains 1 extra Damage Dice if you are at least 30 ft away.

Barrel: Short Range

This short barrel has a range of 20ft; At the start of combat, if the enemy is close, you can use Big Iron

{Big Iron} – Stagger an enemy for one round.

Main/Secondary Arm Reactions

Listen: This action must be performed as a Full Round Action over multiple rounds. You listen to your environment for five rounds, detecting creatures within 300ft. Upon completing this action, you may perform a Main Action on the 6th round. This shot hits as a critical success, with No Contest to your desired location within 300ft, regardless of the pistol's natural range.

Uncanny Mobility: Select a number between 1 and 4, and perform a series of spins after a Main Action; roll a 1d4. If the Die Rolls on that number, you avoid all damage on the next round, unless the damage strikes with No Contest or is an area of effect.

High Noon: Mark every enemy within a 30ft cone. Main Actions, with a pistol against these targets, gain No Contest. Additionally, Main Actions, with a pistol, against these targets gain an advantage for the duration of the encounter. High Noon may be used once during each combat.

Main Arm Actions/Passives

Passive Trait

Dual Pistols: You receive two Pistols and may treat them both as Main/Secondary Action Items. Gain one Main Action/Pistol each round. Increase the base damage value/pistol to 8.

Main: Reaction

Two in the Chambers: Once/pistol, in combat, multiply your damage by 2 and consume 2 rounds of ammo.

Main: Full Round Action

Reload: Take one Full Round Action to reload

Main: Blunderbuss Shell

"They'd tell you not to miss...you won't."

Round Base Damage: 20 Piercing
Range: 10ft Cone

{Requires 6 BRN}

Passive Trait

Scattering Shot: *Attacks from this weapon strike with No Contest. Additionally, add 2d10 Damage to your final damage result upon each attack.*

Secondary Actions

Hex Barrel: Augment the shot of your next attack. Your weapon is adorned with an alchemic chamber, and valve, which attunes your weapon fire. Decrease your Damage by 100 Piercing Damage, to gain 5 Fire Damage +1/Rank.

Impact Shot: Augment the shot of your next attack, with a much stronger kick; applying 10 ft knockback on normal targets, and an additional +5/size smaller than Normal. Knockback loses 5ft/size above normal. Impact Shot breaks blocking shields and counterstriking weapons with No Contest, and converts 50% of its damage to Bypass Damage.

Kneecap: Focus your shot to the ground and blow open the legs of an encroaching creature; preventing movement for 1 round and reducing its speed to 5ft until its next rest.

Reactions

Bash: Bludgeon a close enemy dealing {6 per 5 Ranks + BRN Mod} Impact Damage.

Full Round Action

Reload: Take one Full Round Action to reload.

Main: Lever Action Shell

"Range, Accuracy, Efficiency; very well, Wayfarer."

Round Base Damage: 6 Piercing
Range: 60ft

Passive Traits

Keen Shot: *Shoot an additional 5ft, reducing damage by 25%/5ft.*

Round Feeder: *Your weapon has 10 shots before needing to reload.*

Hunter's Knack: *After each attack with this weapon, you may reroll up to three of your Modifiers and guarentee a single positive Modifier.*

Reactions

Three-Round Burst: You may successively fire your last 3 shots within a single round as a reaction. You must have 3 remaining shots to perform this action.

Spin Cock: If the Wayfarer has fired a shot and is close to an enemy, they may forcefully rotate their weapon, uppercutting a close target creature for 6 Impact Damage with No Contest.

Full Round Action

Reload: Take one Full Round Action to reload.

Secondary: Sawed Off Shell

"Crave thine power; yet form and function Wayfarer?"

Round Base Damage: 6 Piercing
Range: Close

{Requires 6 BRN}

Passive Trait

Scattering Shot: *Attacks from this weapon strike with No Contest.*

Reactions

High Hex Barrel: Augment the shot of your next attack. Your weapon is adorned with an alchemic chamber, and valve, which attunes your weapon fire. Decrease your Damage by 100 Piercing Damage, to gain 20 Fire Damage/Hex Forge Tier. This Fire Damage gains 100% Bypass.

Impact Shot: Augment the shot of your next attack with a much stronger kick; each shot applies 5 ft knockback on normal/Small/Tiny targets. Knockback loses 5ft/size above normal. Impact Shot removes shield blocks with No Contest.

Main: Flame Caster Shell

"You'd sear the rot from this Coil Wayfarer?"

Round Base Damage: 5 Fire
AoE: 10ft Cone
Tank: 50 Uses

{Requires 6 BRN}

Passive Traits

Tank: *This Arm utilizes a tank, granting a max of 50 uses; reducing by 1/use. The Tank can be restored for 10 Armylla in any Town.*

Flambe': *Attacks with this Arm gain Full Bypass and No Contest.*

Wyvern Belly: Your oil is mixed with a water-resistant solution preventing extinguishment. The oil mix allows you to burn your enemy for 4 Fire Damage/round for 5 rounds. Gain another +5 Base Fire Damage every 5 Ranks.

Reaction

Bottom Barrel: If your tank has 10 uses left or less, you may use this reaction. Jostle your caster to mix the potent settled elements, amplifying your damage. Gain +10 Fire Damage/5 ranks. Wyvern Belly lasts for 10 rounds.

Enduring Fluid: You can target units, reducing your damage by 50%, to ignite them for the duration of combat. Treat these units as the Burning Hazard. Visit ***Page {287}***.

Main: Cannon Shell

"...Wayfarer, you want a what!?"

Round Base Damage: 1d100 Impact
Range: 20ft Line
Load: -25 speed

{Requires 10 BRN}

Passive Traits

Placement: This Weapon takes up a unit when placed and procs an Attack of Opportunity if you rotate it while the the enemy is adjacent.

Burtha: Firing in hand requires a BRN Contest against the target's AL. You can plant the Cannon upon the ground; gaining reduced recoil and No Contest. This weapon cannot miss when planted; however, you must take a Full Round Action, to pick it back up, before moving it elsewhere.

Creatures may interact with your cannon if it is placed, but they must have a minimum of {8 BRN} to spin the Device. Hiding behind this tool counts as half cover.

Heavy Round: Rounds strike all enemies within Range. Additionally, rounds may be collected at the end of combat. Lastly, creatures struck by this weapon shall recieve 1d2 knockback towards the flanks of the line.

Anti-Fort Round: Every enemy Struck after the first shall recieve 50% less damage. The First enemy struck within combat, if they have armor, shall recieve 50% of the damage dealt as BRK.

Heavy Load: Reloading this weapon requiers a Main Action.

Reactions

Spin: You can shift the direction of the cannon while it's planted. If an enemy is close, you may perform a BRN Contest, against the target creature's AL, to turn the Arm into the target creature; dealing (10 + BRN Score) Impact Damage.

Drop the Weight: When placing the Cannon, you may choose to drop it; shaking the ground beneath it. This deals 1 unit knockback to all close creatures, and throws debris, hitting those creatures for 1d6 Piercing Damage. Alternatively, you may place it down without causing damage.

The Hex Arm

"Can you feel it Wayfarer, reach out for it and grab it."

{Brawn Penalty: -2BRN}
Entanglement Limit: 20
Blink Range: 15ft + 5/Rank

The Artificer offers another option to those who reject the Wayfarer's Arm, lest they be left to their own devices in The Wild. The Hex Arm, or "The Mage Hand," is a rune-coated blackened husk for an arm, rhythmically pulsing with unnatural energies.

The Artificer offers to radically and alchemically mutilate one of your arms. While this will not be a pleasant experience, it is not without its benefits. If the Wayfarer undergoes this mutation, they can shift and link to nearby particles to perform a Blink. This process weakens the arm and eliminates the use of Secondary Actions; the arm now counted as the Wayfarer's Secondary Action.

Free Action

Blink: Your arm is a feeler for molecular vibrations and can detect faint sources of local particle anchor points. You can Attune with these, entangling, your biological makeup to this fixed point in space and time. You may bind your particles and leap to this point in an instant. Blink can be used to transport you 15ft (+5/Rank). You can use this ability upon your Secondary Action and again as a Free Action. You may use this ability up to your Entanglement limit.

Entanglement Limit:

Every Blink weakens the bond of your atoms. You may only Blink 20 times a day to maintain your body's Engram.

If you exceed this, your character sustains 10 Mind Damage and an SNT Contest {CD 9}.

8: Hunting Party

Your Wayfarer is born, ushered forth upon this wretched Coil. Be they meek, craven, or indifferent to the Horrors that await them, they must face death with open arms. Greet it as a kindred spirit. Go forth and find like-minded souls who align with your interest, be it within the safety of a Town, The Wilds, or a well-trodden road. May the Arbiter's light smile upon your damned souls.

It is now time to meet with the other players at the table. Allow your Arbiter to set the scene, directing the start of your journey, and allow each player to introduce their Wayfarer.

From this point, you are to enter a connected Tale with your fellow players, attempting to beat the odds now set before you. Plunder for all loot, aid the innocent, indulge in your bloodlust, and/or uncover devious plots. No matter where your Tale takes you, your fate is now left within the hands of your ingenuity and the Arbiter watching over you.

Title

Your Hunting Party may very well find its name atop the tongue of many. As a group, give your Hunting Party a name so that the world may come to know it.

Note for the Arbiter

Ere sending your players on the Tale; it is important to discuss what story everyone seeks to have. Would they enjoy high amounts of combat or a more narrative/roleplay focus? What themes or locations would they like to experience? Collectively forge a story that everyone can enjoy.

Additionally, while you are the story maker, it is also best to keep your mind open, and not over-plan. A reactionary/improvisational approach tends to help most people within your position. Trust that no matter what you plan, your players will find some way to flip the expected outcome on its head. Roll with all the blows and allow yourself to forge a story built on their will and intention. Loose locations and events.

The last piece of advice is to have fun and allow yourself to relax. There is no perfection; everyone should understand if you must gaze back upon the rules or take a break to organize your thoughts. After all, it is just a game. You forge a scene and allow your players to guide the narrative as you guide the world.

Chapter 2: Races

Bloodkin

{Undead/Mortal}

"Another lifeless husk falling before Elder Issha; let their bodies foster new life as their blood grants prosperity to our glorious mother. A shame; they promised so much, yet had they not been driven by their hatred, perhaps we could have learned from their lands", whispered a soft-spoken voice. Sala graced the lifeless corpse, strewn beside a sack of exposed goods, holding an array of fresh meats and fruits laced with poison; its vial, so carelessly placed amidst the collection of food. Her concerned eyes turn towards her sisters as the youngest cries, *"Will they ever cease!? Why must we be troubled their ilk..."* Sala looks to the elder with a glare reeking of acrimony, *"We should do something about this should we not, or are our customs rendering us inept...Elder."*

Large Avraxian territories, long diminished since the Epoch, remain landmarks; stained with corruption as nearby trees carve into the stone of once formidable bastions. Their memory is now left to the creatures that reside within the blood-stained grasslands.

Aberrations of Avraxis

Humanoid in appearance, yet most commonly stained with glossy red flesh and blackened limbs. Their veins are visible like black roots treading through water. Due to the Avraxian local, the Bloodkin are susceptible to drastic mutation. This state of volatile evolution changes their appearance and biological structure, a quality that makes no single Bloodkin exactly alike. Hair and eyes can range in color, but some rare breeds exhibit a form of minor bioluminescence, such as glowing retinas or iridescent nails.

Homeland of Horrors

The Bloodkin hail from the plains, and wood, of Avraxis, a land deprived of agricultural resources, but lush with mutated fauna. First sighted south of Jirst, near the Namaian Highland Border, the Bloodkin have been scattered around the continent of Delphine. Most attempt to reside within the province of Avraxis, but a few venture outside the bounds of the Dranglian Vida; much to the enragement of Humans.

Kinship

Bloodkin are hesitant when dealing with the likes of humans; a result of the mass culling of their kind. Despite their cold demeanor as a species, the Bloodkin can be quite fond of any race that does not seek them harm; though due to high amounts of provocation, the ritual of meeting a Bloodkin is more threatening than most; requiring various trials to prove your intentions, lest their elders devour you.

Bloodkin are often not welcome within the bounds of cities and Towns; for their appearance, is one that inspires fear and anger. A fact that usually leads to being confused for Vitarii.

Jutt Matari and the Unbound

While no one truly knows where the Bloodkin came from, their people speak of an all-powerful matriarch who conceived life from death. It is said that after the Epoch, rain had beset the lands of Avraxis, staining the grass red; its trees were growing organs as leaves and intestines as vines. The blood that showered from the heavens brought new life to sundered corpses; their minds were lost in a fog but in tune with "*the Great Mother.*" Within the texts of many other Mortals, it is said that for 50 years, there was a unification of a people; where even divided, they shall remain united: the Jutt Matari, The "Mother's Will." Under this unification saw a birth of wonder and curiosity, clothes and curatives being created in mass, and rituals that were said to bring the dead back to life. Their ruling structure modeled this sentiment, erecting Elders and matrons to guide with the will of the Blessed Mother.

The Inquisition saw heresy, while many others deemed the Bloodkin a miracle. As the stories grew, humans would travel in mass, searching for a fountain of youth. The stories surrounding Bloodkin and their supposed origin led humans to believe the "*Waters of Life*" were trapped within the blood of their Kin, a statement which would grip the Coil by storm. After 50 years, the Inquisition sought to purge this "heresy," culling the "foul waters" and seeking the genocide of the Bloodkin. Ultimately, this led to segmenting the surviving Jutt Matari into separate clans. Their intentions fundamentally shifted that day, forming "*The Unbound.*" Rival clans sought to purge all of humanity for their past transgressions. Their new purpose was filled with a desire for war with "False Elders," who poisoned their children's minds by speaking of the Jutt Matari and the Blessed Mother who left her children to die.

BloodKin Names

It is customary that every Bloodkin receives a name when they are born into this world, a mark that bestows upon them the right to speak freely amongst their clan. A responsibility, by birth, to form an unbreakable bond to their culture. Their primary name speaks to the generations who came before, whose names were constructed with the images of nature in their mind. As such, the mothers name their children after a respected item within the bounds of their homeland; their last name comes from the clan they belong to. Should Bloodkin leave their clan for any reason, they will have left their obligations, stripping their Clan Name. Most Bloodkin found beyond the bounds of their homeland go by a single name, either one they forged for themselves or one designated at birth. A last reminder of the world they once knew.

Male Names: Rashi, Loram, Haram, Estind, Gerish, Bron, Seshram, Olo, Wratchi, Zelinoho

Female Names: Effid, Ino, Junnho, Sala, Lami, Issha, Inori, Ursa, Deli, Loran, Favini, Morsala, Verishi, Alid, Calid, Kali, Horo

Clan Names: Mahari Drugon, Lamvelli Greshin, Palso, Numeri, Jutt Matari, Frekli al Loh, Salama Hrusho

Age

Young (18 - 40): Nothing

Normal (41 -70): **-1 BRN**

Elder (71 - 90): -2 **BRN**, +2 **INT**, +2 **DIS**, -20 ***Speed***

Ancient (91+): -4 **BRN**, +5 **INT,** +2 **DIS**, -40 **Speed**, +10 **Privy**

Average Weight:

Male: 140 Grav – 320 Grav
Female: 250 Grav - 490 Grav

Average Height:

Males: 7ft - 8ft
Females: 6ft - 7f

Common Bloodkin Phrases

Kill Them? - *"Lo-en Mu ha-shae o"*

Fucker! - *"Ef-shvee Lo-heh-ah"*

Bow and Pray - *"Lain-ou Idd-bear-doe De-heed-fa"*

To The Town - *"Mu-ino Mua-shea Mu-ino Hu-bear"*

Racial Stat Modifiers

Core Attributes:

-5 **ALR**, -1 **BRN**, -1 **DEX**, +2 **GRT**, +5 **INT**, +5 **SNT**, -3 **VIG**

Aptitudes:

+6 Cure, +3 Identify, +4 Intimidate, +8 Survival

Starting AL: 2
Starting Health: 20
Starting Stamina: 20
Movement Speed: 30
Hunger: 80
Burden Capacity: 90
Daunted Limit: 90

Languages: Universalis, Vernerish

Sight: Standard Sight, Fey Sight

Racial Traits

Bite (Main Action): Enact a Dex Contest against a creature's AL; adding your agility Modifier. Succeeding deals 8 Life Siphon and 1 Piercing.

Cannibalistic Body: At the end of each day, you will sustain 1d20 Bleed Damage from Cannibalistic Body. The Cannibalistic Body cannot drop your health below 1 THP.

High Cytokine Count: Your body's resting heartbeat is 200 beats/min, and a heartbeat of 300 when Sprinting. You suffer from the effects of dehydration every real-world hour.

While sprinting, your body overheats, simulating a fever-like state. During this state, your body will increase its ability to identify and neutralize pathogens, permanently reducing damage and remaining rounds from poisons and diseases by 1/unit moved while sprinting. If any integer should reach zero, the body is cleansed of the disease or poison. Alternatively, you can travel for an hour to neutralize any disease or poison.

Gaining Fatigue enacts Death's Door.

Hemovital Restoration: Bite grants a passive bonus to your Core stats for 1 RWH when consuming the blood of a Mortal: +3 BRN, +3 DEX, +2 VIG and +10 speed. Additionally, gain +5 Stamina/bite.

Lycanthropic Resistance: You are immune to lycanthropy.

Nocturnal Affliction: Gain a +2 DEX Modifier during the night but -1 during the day

Mutations

{Select one mutation; and another at MR 10}

Rod Mutation: Hemovital Restoration grants Dark Sight for 10 rounds. This mutation does not stack.

Necrophage: Your flesh turns an ashen grey. Loose Hemovital Restoration, but gain the Necrophage Trait:

> **Necrophage**: Take 3 rounds to consume a Mortal or Beast corpse. Feeding on bodies will grant 10 Satiation. You may consume regular food; however, any effects are reduced by 50%.

Reinforced Tendons: Take 10 less Fall Damage and gain +30 speed.

Reinforced Teeth: Your bite can strip Armor; gaining +1 BRK/Rank, +1 Piercing Damage/Rank, and 50% Bypass against Thick Hide.

Reinforced Musculature: Gain +3 BRN

Adrenal Gland Mutation: Gain a passive +2 adrenaline per round in combat.

Day Walker: Your flesh appears peachy during the day; making your race almost undetectable to most humans. Nocturnal Affliction now grants +1 during the night and -0 during the day. Additionally, gain +5 ALR.

Illustration By: Thai Simpson

Bloom

{Undead}

"Blasphemous wretch. I see your true intentions despite your feigned ignorance of your ambitions. From the Garden you were born; a fragmented simulacrum of the Heart's true intention. Your purpose is death; and no further may you roam. A weed fit for the pyre." ~ Divine Adjudicator Rama

Corpse Rose

An ever shifting fiend of altered flesh and rot. These creatures appear as a mass of viscera; where all sense of organization is lost. Extra organs affixed alongside faces, ripped from lifeless husks, and melded onto its form; slacked visages akin to trophies. It ungulates and writhes as it speaks in myriad; its multitudinous throats singing in unison as it conveys intention. Its movement can be compared to a drag, leaving bloodied trails; each one birthing scarlet flowers formed by growing flesh and blooming within an instant.

Garden Spawn

The Bloom is said to come from Carrion Gardens; mass graves that perpetuate a horrid convergence unlike any other. To mortals, this creature is beyond heretical; often hunted with fire to purify the land of its scourge—a task which is frequently in vain. The Garden yearns to grow, cultivating new life passively in its efforts.

The Bloom is forged within the heart of the garden; with each beat, a new life is born. Miserable and pitiable, these creatures roam Nexus with no purpose beyond what they might make for themselves; a scourge to man, and a product of corruption.

By Any Other Name

Many Blooms have not identified with a single form of title; some opting to address the collective with names such as "Legion." Others choose to adopt the name of the first corpse they absorb, should they know their title. The name, to a bloom, is often unimportant.

Weird Lifeforce

The lifespan of a Bloom is conceivably infinite due to the nature of its birth. It shall never accrue any penalties of old age and will replace its matter thousands of times over a decade. While not immune to Addle, its mind is fervent against the pulls of time; though, this attribute has left its mind unable to grow similarly to most other ancient creatures.

Kinship

It is rare to see any Bloom harboring company due to their penchant for merging with the flesh of other creatures; however, should a creature approach a bloom in a non-hostile manner, they will find that the creature possesses no inherent threat. Blooms traverse the expanse of Nexus in mild regions, shifting from place to place and never remaining for long periods. Most of the Coil's inhabitants know of their existence but tend to avoid them due to legends and myths surrounding their nature. A Bloom's only true enemies are the Lotus and The Church, which seek to purge Carrion Gardens; burning the heart and killing its growths.

Racial Stat Modifiers

Core Attributes:

-6 **ALR**, +3 **DEX**, +3 **GRT**, +7 **VIG**

Aptitudes:

+8 Intimidate, +4 Perception, -4 Swim

Starting AL: 2
Starting Health: 20
Starting Stamina: 20 + 10/extra Heart {Poly Cardia}
Movement Speed: 30
Hunger: 60
Burden Capacity: 90
Daunted Limit: 90

Languages: Universalis
Immunities: Asphyxiation
Weaknesses: Fire

Sight: Standard Sight, Blind (5ft)

Age

Young (0 - Unknown): Nothing

Average Weight:

90 Grav – 400 Grav

Average Height:

5ft - 10f

Racial Traits

Slough: Drop flesh segments onto prone/grappled enemies with No Contest as a reaction. This action deals 20 Bleed Damage to you but 10 Bleed Damage/round to the target creature over 5 rounds. The slough may not be removed from the creature.

Merge: As a Full Round Action, rend the flesh of nearby corpses and fuse with its matter. Gain +20 temporary health/corpse you merge with a maximum of +100 Temporary Health. You may not perform this while wearing Armor. Gain an extra +1 Temporary Health/Rank from corpses.

Garden: Sacrifice 1 health/unit moved as a reaction. When you move, you trail blood-forming fleshy flowers; Gain a -10 on stealth. Know the location of any creature that interacts with your garden, removing any sight-based disadvantages.

Mending Flesh: You can lay atop a corpse when resting for the night, recovering an additional +40 Health upon waking.

Poly Cardia: Roll a 1d4. At the beginning of the Tale, you have (1d4+1) Hearts. You gain No Contest [(1d4) -1] times when saving against Cardiac Arrest and sustain no damage. These contests refresh each time you perform a vice within a Town. Gain 2 rounds of stagger each time a heart fails.

Anatomically Unset: You can squeeze into spaces 1/10th the size of your height.

Heat Weakness: You take 1 damage/round while in an arid/hot location.

Hungry Mass: Gain +5 Satiation each time you use Merge, which will dissipate at the end of the day. You are still able to consume everyday foods and drinks.

Garden Aspect: Blooms automatically succeed Death Knell with No Contest, but injuries still accrue. Every time you return, you gain 30 Health - 10/injury.

Garden Growth

{Select one evolution of your Bloom}

Bone Blades: You can create weapons/shields from bone fused to your form, including Slayer weapons, so long as you have the required Virtues. This bone weapon is considered natural and gains its respective damage and reactions. Your Bone Blades cannot be imbued with affinity or be changed at the Smith. The damage of your Bone Blade increases by +5/Rank but deals 50% less damage while you are burning.

Hardened Flesh: Your body is lined with many layers of hardened dead flesh, granting you 20 natural Thick Hide Armor.

Heat Forged: Gain 15 Fire Resistance.

We Things: Allow your flesh to crawl into a nearby orifice of a fallen enemy as a Secondary Action to reactivate the brain. Sacrifice 20 health to resurrect a close corpse; making it your ally for 3 rounds before it returns to the grave. Corpses are only able to perform a Movement action and a Main Action. Corpses rise as Shamblers without the Infection Passive.

Bloater: When you become cancerous, you may bloat sections of your body and create an explosion as a reaction, dealing 50 damage/Cancer Stage to close enemies while coating all close units in blood. This explosion removes all tiers of Cancer.

Flesh Whip: Gain an arm that trails along the ground. This weapon is considered a Whip and gains all respective whip reactions. Your Flesh Whip cannot be imbued with affinity or be altered at the Smith. Your Flesh whip deals 5 damage; dealing an additional +2 base damage/Rank.

The Flesh whip converts all of its Damage to Life Siphon; and stops the bleeding of any creature it strikes.

Forest of Flesh: Sacrifice 10 Health to bleed on the floor; infecting nearby trees. When resting, the trees will grow eyes to observe the nearby area, granting you No Contests against ambushes. If you are sleeping, the trees will wake you with squelching hisses. Each Tree is animated for the entire day.

Adrenal Leech: Siphon adrenaline from recent corpses. Gain +20 adrenaline/corpse consumed through Merge.

Brain Harvester: Temporarily gain +1 INT and +1 DIS for the duration of the day after using Merge to a maximum of +5.

Cut the Fat: Sacrifice 10 Health to remove: Burn, Poison, and Disease

Growth: Your form shall meld atop of vegitation, shifting hue and external flesh to match a chosen plant. Gain the Affix of Natura; lastly, Gain +5 Stealth, and heal an additional 25% when sleeping under sunlight, rainfall, or mounds of corpses.

Gestalt: Increase your SNT, INT and DIS maximum cap by +2/Heart you own.

Deva

{Mortal/Enokyean}

"'Hark,' bellowed the watchmen upon the post; his eyes fixed upon the sky, bleeding forth its tear of life. A child unspoiled by the remnants of a Golden Age, ere the moment sky met sea, sundering the world and its wonders. What might become of this creature, which graced this Mortal Coil, landing softly before a prostrating people? I often wonder myself..." ***Spoke a woman of the cloth.***

Fair and Awe Inspiring

Bleached flesh as white as the Albian Peninsula, supple and fair, with no room for blemishes outside of the natural forms of their countenance. Hair as golden as the sun when not painted with hues of sky or clouds. Their eyes as empty vessels, blinded and pale, with slight color within their irises. Should one ever bleed, a pale white ichor shall flood from the body.

A Child of the Sky

Very little is known about the Deva; figures, which are reported to have fallen from the sky after the Epoch. Most see them as Enokyeans; their looks often revered and venerated.

To those who fear their presence, a form of acceptance washes over them when close in proximity; an event, some refer to as "Revelation."

To the Deva, they do not know the purposes of their existence; oftentimes, finding a cause to support while they are upon The Mortal Coil. This act sees them as assistants to those already in power; a figurehead to often corrupted establishments. Most Deva may regard their life as a bird within a cage; a slow and tedious life whilst spending years watching the throws of humanity slaughter itself.

Empathic Enokyean

Deva, in manner, are often kind, a result of their common upbringing upon the Coil. Though they sit "on high," their business often deals with hearing and sympathizing with the plight of mortal kind; compelling them to develop a sense of respect for those in less privileged positions.

However, some Deva learn to resent those in power should they live amongst the people; or others, with a perverted sense of justice, should they spend time alongside inquisitors.

Resentment

The Deva have no direct source of belief and must find what shapes their paradigm as they venture deep within the Coil. Most Deva may find themselves following the teachings of the Maker, eventually removing themselves to find a new belief, if not none at all.

Abandoned Dogma

Highly coveted by the clergy of the Maker, most might find themselves beseeched to join, often forced if declined. Their presence and companionship seamlessly elevate the perception of any member of The Church, and are used, most often as bargaining chips and mouthpieces for the rhetoric of The Church.

Those few Deva who break free tend to have a propensity and a yearning to do anything but remain complacent, often acquiring a "devil-may-care" attitude. This thrill-seeking nature tends to find them as soldiers on the battlefield. What most might perceive as brave, the Deva might see as a lust for excitement, a chance to feel alive, and, perhaps, an opportunity to do the world a service in a way they deem fit—masters of their own destiny.

Deva Names

Upon arriving atop the Coil, it is most common for a priest to hand the name down upon a Deva. Commonly, it is a name that enforces power and has a measure of elegance within its pronunciation. One which is soft yet made for "*they who may yet sit as king*."

Male Names: Erastus, Lorem, Michael, Ezekiel, Toriel, Hasture, Raphiel, Clauss, Claudious, Titus

Female Names: Ulma, Elizabeth, Sara, Uriel, Morana, Morgan, Veylin, Fathiel, Penelope, Aurora

Common Deva Phrases

Well done - *"Immaculate"*

You are foul - *"The Sky's Light Dims upon your presence"*

You are spared - *"By my mercy"*

You're Insignifigant - *"Dustborn insect"*

Racial Stat Modifiers

Core Attributes:

+8 **ALR**, +2 **DEX**

Aptitudes:

+5 Rally, +5 Privy, 6 Politics

Starting AL: 2
Starting Health: 20
Starting Stamina: 20
Movement Speed: 30
Hunger: 20
Burden Capacity: 90

Daunted Limit: 25

Languages: Universalis

Sight: Standard Sight, Blind (5ft)

Age

Young (41 - 70): Nothing

Normal (71 -90): **-1 BRN**

Elder (91 - 250): -2 **BRN**, +2 **INT**, +2 **DIS**, -20 ***Speed***

Ancient (251+): -4 **BRN**, +5 **INT,** +2 **DIS**, -40 **Speed**, +10 **Privy**

Average Weight:

Male: 140 Grav – 320 Grav
Female: 250 Grav - 490 Grav

Average Height:

Males: 7ft - 8ft
Females: 6ft - 7f

Racial Traits

Ivory Tower: Gain a disadvantage on your following action when you are vocally insulted by a creature. When not in combat, your confidence grants you a +1 Modifier on speech-based rolls seeking to convince.

White Sheep: If any creatures are feared within 100 ft of you, restore 1 Health/feared creature. If the feared creature is a Mortal, the Deva Heals for 5 Health/Feared Mortal.

Taintless Body: Your body is immune to poisons and diseases granted by consumable sources.

Just: begin the tale with a morality of +9.

Holy Creation: You gain a weakness to Unholy. Holding an Unholy imbued weapon, or cursed item, damages you for 5 Unholy Damage/round.

Second Chance: Once per day, you regain 60 Health upon reaching 0 THP; accruing no injuries.

Descent: Gain 40 Fall Resistance and 10 Impact Resistance . You are Immune to Terminal Velocity.

Calming Presence: Creatures that come near you have a -5 Modifier when aggressively contesting your ALR.

The Old Blood

{Select one Trait}

Weight of Virtue: You may rise off the ground/descend 5ft per virtue you have obtained since the Tale's beginning to a height equal to your maximum movement speed. This action consumes 10 stamina/round. Weight of Virtue is only counted as vertical flight.

Overwhelming Purity: Grant an additional -5 to Calming Presence.

Dark Wool: Multiply the integers of White Sheep by 2.

Clean and Spotless: Taintless Body now grants immunity to all poisons and diseases, and grants advantage against illness.

Restorative Ichor: Non-Deva creatures can drink your blood and heal each health point that leaves your body.

From on High: Holy damage, you deal, deals an additional +5 damage.

The Old Tongue: Begin the Tale with the ability to speak Enokyean.

Fallen: Remove the Holy Creation Racial Trait, and begin the Tale at -5 Morality.

Illustration By: Thai Simpson

Human

{Mortal}

"Dare not let the tongues of other men sully the name of thine kin; Our mothers and fathers came from nothing within a harsh and indifferent world—a land besieged by war and famine; the dark, ere the light. Yet despite the faults of our former kin, we climbed above their ashes to erect an age despite our feeble forms. We connected nations and created a thriving culture, which birthed individualized mercantile empires. Monuments forged of our Icons, which now are propelled within the consciousness of our modern era. We cultivated arts and sculpted the mighty kingdoms which reign atop the Coil. Embrace your role within the Framework, for there is a purpose to our plight, as is the tempering of any blade."

Culture of Kings

Humans are said to have been the first mortals, though enough time has passed only to trust the ancient texts. Whether the validity of this is true, one thing is certain; most other races hold qualities that seem familiar to the race of humans. Some tout the traits to be the root of most humanoid creatures upon the Coil; or perhaps, that is the pretension of Humans; a pension of egocentrism held by most of their kind.

Frail, tired, and meek. This world has not been kind to them; but through such crucibles, a people may be rendered stronger than steel. A populace spanning far and wide, holding its presence above all others, staunching the looming tide from beyond the pale, and quelling any aberrations that serve as a perversion to what their people call "The Natural Order."

Before the Epoch, their people were segmented across the world, each having their religions, factions, philosophies, and tendencies—a broth that would find this Coil flogged by war. However, destruction was not the full nature of their kind; they were capable of innovation, preservation, and perhaps the highest of traits, hope—a yearning to improve and embrace the collective.

While repeatedly thrown into chaos, the Coil was eventually quelled and ceased by those who sought to unify and grow. An era was formed; a prosperous font birthing a time of light and peace known as the Golden Age. It was during this time that humanity truly became their own people; unburdened by the ceaseless distractions plaguing progression—a brief moment, long forgotten, after the fall of man.

Diverse

In appearance, humans are as varied as the grass to the trees. Most qualities, such as bone structure, facial attributes, or skin tone, stem from birth; but the origin of these qualities stems from geographical location. Sharper eyes develop from a need to regulate sunlight. The tones of the flesh are based on areas closer to the equator. No human you are likely to come across is precisely alike, though similar enough to ascribe an overarching category.

Ethnicities

Tsumerians

Located northwest of the Lumerian Sea is the Nation of Tsumar, which is occupied by the people of the Rine' and Argesh. A generally tall-statured people with darker hues of flesh; accompanied by a defined bone structure within the face. Tsumerians inhabiting Battiche and Angbare' often have a lighter complexion and skin tone. Due to cultural significance, western Tsumerians may often shave their hair and adorn themselves with markings.

Tsumerian Names:

Male: Soloman, Ali, Quesrrat, Gesirr, Kevib, Shemi, Idrin, Alsheb, Es'karr, Jezar

Female: Aisha, Allya, Mira, Lila, Yara, Kayla, Sena, Inaya, Ivera, Geseria, Kelissa

Greshin

The people of Gresit hold no form of genetic unity and may be seen as the most diverse Nation, even more so post-epoch. Integration of Southern Peoples from neighboring nations, such as Delphine, has led to a populace ranging in height, hue, physique, and intellectual competency. However diverse and progressive as it is, many Greshin still hold ill sentiments towards the flooding of their nation, where now any kind of mortal might be found; a choice which has sparked many conflicts betwixt the Holy See and Greshin Purveyors.

Native Greshins often have tall lankiness, wide, prominent eyes, darkened hair, and flesh hues ranging from lighter to darker. A saying often jests that "The Greshin people merely need to spread their legs to jaunt to another Nation," mocking their natural long legs.

Greshin Names:

When a Greshin obtains a name, it is often followed by a form of significance. This often manifests in a trade fostered by their lineage or the area from which they hailed. A Role'an Greshin may refer to a child as "*Aldred of Beletaria*."

Male: Cedric, Edgar, Godric, Alwin, Alred, Ingle, Herald, Godwin, Deun, Wayren, Henry

Female: August, Merii, Tris, Magdolin, Eliza, Victoria, Elise, Beatriss, Gesica, Nora

Delphinian

Often referred to by northern nations as the "Southern Tribes," Delphinians occupy land that rests below the equator, directly beneath Gresit. It is a place that has been warped drastically, leaving its lands palpably diverse and, even more so, its people. From Delphine, races such as Bloodkin and Uncanny come to be; products said to be birthed from these uninhabitable, tainted lands. Some Humans may find themselves within the northern sections of Delphine sporting strange mutations, such as unnatural flesh hues, bone protrusions, vestigial growths, or even extra limbs from overexposure to the warped environment. Most of these mutations are minor; though to the Holy See, these are merely signs of curses and corruption taking root, a purge worthy offence to "they who are distanced from the Maker's light".

Delphinian Names:

Male: Miter, Fralik, Bremni, Kasil, Albis, Victor, Xandri, Salin, Gorish

Female: Elohestii, Cassandra, Urian, Juila, Claudia, Vesper, Moli, Elsbeth, Callisto, Gilrandri, Ollpharia

Arelyan

Arelyans are often made up of a mixture of Greshin, Delphinian, and Livan peoples. Should a person be deemed worthy to be escorted to the Observatory, often by a Homeopathic Scholar, their life shall belong to the Arelyan Scholarship; a privilege within most Northen eyes. Upon entering the border of Providence, one must be given a name, delivered by a Scholar, representing the Owl.

Arelyan Names:

Male: Luminis, Aeter, Solis, Lucius, Caelum, Novus, Nox, Magnus, Valerius, Octavius, Felix, Marcellus, Decimus, Cassius, Gaius, Marcus, Aulus, Julius, Maximus

Female: Vita, Julia, Cornelia, Claudia, Livia, Valeri, Domiti, Carmilla, June, Minerva, Gale, Natalia, Aless, Seren

Livan

The cold reaches of the Frostfen Glaives breed a strong will and a durable people. Livans are often seen as brutes due to their stature and muscular physique. They are most commonly very pale in tone with lighter-hued flesh. Livans can be easily recognized from their propensity to have large beards and growths of long hair; a mark of age and respect within their culture, as much as it is a necessity.

Livan Names:

Male: Wulfric, Leofric, Aethelstan, Beornwulf, Edgar

Female: Hilda, Mildred, Elswith, Rowena, Sigrid, Wulfhild

Iverian

Most who venture into the lands of Ivera may think it barren; however, one must look deeper. The People of Ivera are in tune with nature, and their spiritual practices are represented in all aspects of life, including their architecture. The peoples of Ivera are predominantly lighter in tone, though they have darker-hued kin scattered around the northern fringe of their Nation.

Iverian Names:

Male: Hari, Kunal, Dev, Arjun, Vikram, Anand, Naveed, Ravi, Parth

Female: Kavya, Mira, Ritu, Audya, Anya, Aja, Caja, Binjali, Idika, Indira, Ishani,Mayra, Roja

Kinship

All humans are community-driven, though this sentiment does not always breed kindness. The need to depend upon each other has often led to their kin perpetuating a tribalistic nature against any creature not like them, especially amongst their kind. Their ever-shifting values, morals, and ethics do not help them either. However, even in their ignorance and saturated arrogance, they have the potential to grow and acclimate to a changing world, where some of their kind will inevitably show aspects of an altruistic nature. Though it may vary across nations, humans can become friends with almost any race if their ego does not get in the way. For most non-human Races, the struggle becomes telling one human's allegiances apart from another when not well privy to their ever-shifting histories and loyalties

Racial Stat Modifiers

Core Attributes:

+3 **ALR**, +2 **INT**, +2 **DIS**, +3 **BRN**, +1 **GRT**

Aptitudes:

+8 Intimidate, +4 Perception

Starting AL: 2
Starting Health: 20
Starting Stamina: 20
Movement Speed: 30
Hunger: 20
Burden Capacity: 100

Daunted Limit: 25

Languages: Universalis

Sight: Standard Sight

Age

Young (0 - 18): Nothing

Normal (19 -30): Nothing

Elder (31 - 90): -1 **BRN**, +2 **INT**, +2 **DIS**, -20 ***Speed***

Average Weight:

Male: 140 Grav – 320 Grav
Female: 90 Grav - 300 Grav

Average Height:

Males: 5ft-7ft
Females: 4.5ft - 6f

Common Human Phrases

Fellow/Noble Soul/Heaven - *"Cael"*

Insult - *"Mucker Whore Son"*

I'm open for work - *"A crown fer' deed, a service in stead"*

Damn it All - *"Vie"*

I cant believe it - *"Thrice Struck"*

Racial Traits

Community: Gain a +1 Modifier to rolls to a maximum of +3, when close to allied Wayfarers

Adaptive: Gain a +1 Modifier when Trailfinding within unfamiliar locations.

Resilient: Gain 2 Physical Damage Resistance .

Diplomatic: Gain a +2 Modifier when performing diplomatic ALR Contests.

Adaptive Immunity: Gain a +1 Modifier when rolling against Disease or Poisons.

Adaptive Will: Gain a +2 Modifier during GRT Contest after failing 3 times within the span of 20 rounds; lasting 1d6 rounds.

Broad Origins: Gain an additional +5 Aptitude points at the beginning of the Tale. You may place these points into any Aptitude up to its natural cap of 10.

Familial Ties

{Select two qualities from Familial Ties to define your birth qualities. Picking the same lineage will unlock the "II" quality.}

Arelyan Lineage: Begin the Tale with the Literacy virtue.

Arelyan Lineage II: Gain a +2 Modifier when performing a Privy or Identify Contest.

Greshin Lineage: Gain a +5 to any Aptitude

Greshin Lineage II: Gain a +5 to any Aptitude

Iverian Lineage: Gain +2 DIS

Iveran Lineage II: You know how to meditate and may perform a DIS Contest to reduce your DL by 5. This Full Round Action may only be performed once a day. While meditating, your AL drops to 0.

Livan Lineage: You are immune to chilled

Livan Lineage II: You must now fail 6 cold contests to become cold.

Tsumerian Lineage: Gain +5 Fire Resistance

Tsumerian Lineage II: Gain +5 base damage

Illustration By: Eryk Szczygieł

Indra

{Ghast/Mortal}

You see that? Just beyond the wall... That right there is what fled into the night..." Whispered a grisled voice to a youthful boy atop the watchtower. With a sullen sigh, the man continued, "*Those eyes pierce through the dark even now. I know you smell the corpses. Tis not to feed them, but this is the truth of what lies out there. Soon enough, our bodies will be added to the lot, fed on by that ill omen. Go to your mother; it's not safe at this time of night. Not with the likes of these skulking about.*"

Mockery of the Heavens

Despite their grim nature and unpleasant eating habits, the Indra are quite docile, finding themselves scavengers in a societal predicament. Most will not accept them; a lesson those who survive quickly learn. They stick to their own and reside within sewers and other dregs, where the rest of humanity dares not shove their eye. The Indra born within the Wilds may find themselves either highly fortunate or incredibly unlucky, for to wander within the Wilds is a fate uncertain.

Ghastly

"Their flesh lies stained with the grey pallor; an off-white umbral hue that bleeds shadowed masses like a dense, heavy smoke. Indras hold few similarities outside of their vague humanoid form... and their ocular mass holding its glowing iris and pupil; a result of their conception. Many who gaze into the eye shall find it piercing back, altering the mind to reflect a visage atop Indra's neck; it holds a face reflecting the viewer's worst nightmares."

Within the Night

It is said that nightmares bleed into the Coil through a Convergence of the Grey, and in that fleeting instant of trespass, mortals are tainted with visions most vile— that for but a moment, they are subjected to horrors that shall plague the mind, feeding from their fear. From such crossings are the Indra birthed.

When a creature dies amidst this nightmare, it is shackled, its mind forever warped with infinite burden; its body withering unto husk. The skull collapses inward under the burden of the nightmare, and from the neck is drawn forth a fumous eye; a baleful orb that weeps smoke and drips unholy ichor. A hole upon its center, exuding forth its pale light from the far corners of the Grey. This corpse rises, unknowing of its place or purpose; a thing bereft of its former life. These revenants hunger. They glut themselves upon flesh. The mist of their very being, eating away at foreign marrow, drinking blood and bone alike into the white void coalescing upon their pupil; siphoned upward, like lifting vapors.

Indras often reside outside of Towns, unbeknownst to the people who inhabit them. With sprawling fears of the dead rising, most groups of humanity tend not to keep full graveyards; choosing to rather dispatch their dead in another manner, the goal being for the bodies to be out of view, without having to venture too deep into nearby forests. A practice that sees a mass sprawl of death lining the base of city walls and town fields in mass piles. It is there that Indras can be found, indulging in meals, while they reside just beyond the grasp of humanity.

What most people believe are "typical necrophages," they would find themselves mistaken. A hoard of Indra lurking within the Pitch Black of night, only detectable by a swarm of glowing irises.

Mockery of the Heavens

Most Indra look to the lights in the sky, believing them to be rulers and overseeing their plane of existence. Horrid spectators who seek to reap a jest at the expense of their people's plight. It is not uncommon to hear ghastly whales beyond the walls towards the heavens, revealing their anguish before their oppressors and begging for deliverance from their tortured lives.

Waves of Conversation

The language of an indra is... odd, by all measures. They do not have a traditional "tongue" of their own, so most beckon forth Uni. Some steal the voice and tongues from the creature they spawned from; others learn and adapt; but no matter what they might say, it is always communicated through "Resonance." A strange happening where pressure gradients build and shift within the air. A vibration towards fluids and muscle, next to an almost invading presence into the mind; where one can hear words as clear as day.

Racial Stat Modifiers

Core Attributes:

+1 **INT**, +1 **SNT**, +8 **GRT**

Aptitudes:

+5 Stealth, +5 Perception, +6 Survival

Starting AL: 2
Starting Health: 20
Starting Stamina: 20
Movement Speed: 30
Hunger: 20
Burden Capacity: 90

Daunted Limit: 25

Languages: Universalis

Sight: Standard Sight

Weaknesses: Iron, Holy, Steel, and Salted Blades
Immunities: Soaked, Cold, Sleep, Torpor

Age

Young (0 - 10): Nothing

Normal (11 -40): +2 **INT**, +1 **DIS**

Elder (41 - 50): -2 **BRN**, +2 **INT**, +2 **DIS**, -20 ***Speed***

Average Weight:

Male: 60 Grav – 120 Grav
Female: 30 Grav - 90 Grav

Average Height:

Males: 4ft-7ft
Females: 6ft - 8ft

Dream Woven Traits

(Selet one Trait)

Spliced Engram: Gain +50 Aether Reserve.

Nested Dream: Gain +20 Mind Resistance .

Major Impermanence: Gain +10 Physical Resistance .

Sandman: Nightmare Resonance no longer grants nightmares and health reduction and now grants +10 Health and Aether per sleeping creature around you. Creatures affected reduce their DL by 2.

Dread Eater: Fear Eater now grants 10 Health.

Osmosis: Your body is no longer hydrophobic but may still choose to walk atop water.

Racial Traits

Rot Eater: You are unaffected by spoiled food. When consuming food, you reap 50% satiation and a maximum of one buff and debuff. You are immune to Wendigo Blessed.

Luminous Iris: During the Night, gain a +4 Modifier to Perception Contests.

Minor Dark Skulker: Gain +2 AL in Dark and Pitch-Black Light settings.

Nightmare Resonance: Each night, before a group rest, your presence causes your companions to experience nightmares when they sleep within 100ft of you. They must perform a normal GRT Contest to overcome their nightmare; failing will result in them taking 1 mind damage. Heal for 5 Health per failed GRT Contest. You are immune to the effects of Nightmare Resonance.

Blessing of the Grey: You do not require rest and will not suffer the effects of staying awake; however, you shall still gain its benefits if a creature is sleeping near you. Standing around a resting creature shall replenish your THP/stamina by +5% per hour that they rest.

Fear Eater: Gain 5 Health/round an enemy is feared within 10ft of you.

Everlasting Nightmare: Once per day, you regain 60 THP upon reaching 0 THP; accruing no injuries.

Object Impermanence: As a Free Action, vanish from sight and become invisible and Incorporeal. This form allows you to phase through solid forms of matter, reappearing in nearby locations. You cannot change elevation unless the ground carries you to a higher elevation. Each round consumes 50 stamina.

Unnatural Death: Once per day, you can save from the Death Knell with No Contest, accruing no reaping or injuries. Upon bouncing back, you may deplete your Stamina Reserve by a chosen number of points and convert it to Health.

Potent Leech: Gain a reaction called Potent Leech. This attack strikes with No Contest, at a range of 5ft, and deals 5 Life Siphon. Life siphon increases to 10 if the creature has a Light Morality.

Hydrophobic: Indras do not reap the benefits of Flasks. Additionally, their flesh is immune to the soaked condition, and they can walk upon water.

Pale Grey Cataract: Once per day, as a Secondary Action, siphon a close creature's soul or body into your pupil. Deal (5/Rank) Hex Drain or Life Siphon with No Contest.

Mind Born: Obtain the language of the creature you were born from. Select a language of your choice. You may not choose an Ancient Tongue.

Amygdala: Creatures which look at your eye suffer intense bouts of waking nightmares and perceive your face to be a horrific visage. All creatures that see you gain all owned phobia effects +1 Disadvantage.

Lacerta

{Beast/Mortal}

A Human woman of small stature kneels before a massive, scale-coated, form; its hisses echoing upon the cavern's walls. With little movement, she places an array of curios before the reptile; its children licking their lips as if waiting for a command. Buried within her nervous mind, eyes closed, she frantically attempts to find the words before she mutters, " I brought gifts...I need... to pass, and I humbly submit my wares. Should you need more, I would be more than h-..." As her head rises, the reptiles vanish from her sight. Her bobbles and tools, now with the creatures she prostrated to. With a nervous voice, she calls, "Am I free to pass...?"

Reptilian Physique

The Lacerta are large-statured bipedal reptiles coated with low-saturated scales, often shifting colors depending on their mood. Their mouths protrude from their skull, and their eyes are adorned with a variety of colors. They have a sizeable tail similar to that of the Lumerian Crocodile. Sometimes, it is expected to find the Lacerta coated with scars or decorated with feathers.

The Cave

The Lacerta fixate on potential threats and often struggle to conceive anything beyond their present circumstances. While some believe in a higher power, such notions are typically reserved for Kulak.

Natural Predators

Lacerta specialize in their natural form when in the throes of combat, proving to be fierce, close-combat fighters. As dictated by the Shal Shee, all are to become warriors first before caretakers and producers. This fact finds younger Lacerta at the mercy of older members, who are often vastly more skilled in comparison, while the younger are stunted with world and craft knowledge.

Regarding maintaining a tribe, Lacerta have a strange quality that alters their body. Should the population of their tribe dwindle, their body will shift to fill needed roles. Males and females are interchangeable depending on the circumstance, making wild female Lacerta far more common. In tandem with the self-reliance of the Tulak, the Lacerta prove quite able when protecting themselves from threats and keeping the tribe alive.

Troglodyte Culture

The Lacerta are troglodytes by nature. They prefer to reside within the dark expanses of cavern networks; their homelands are filled with natural salts, water sources, and flourishing insect ecologies. As a people, they are territorial, preferring to kill any who enter caves, as opposed to humoring any foreign presence. The Lacerta see the world differently than most; they analyze their environment by secreting pheromones. Scents determine friend from foe, safe zones from dangerous zones, and items of importance to pathways one can use to travel.

The Lacerta abide by the rules set by the chieftain, the "Shal Shee," which tends to rule under tradition; however, some newer Shal Shee attempt to approach a more liberal standard, harboring trespassers and allowing for a trade of their goods, for information about the outside world. These Chieftains are known as "Kulak" Shal Shee, an insult within the Lacertan tongue, to define weak links and those who have a propensity to break the standard ways of life. Should one enter the cave of a Lacertan domain, it is only by the will of a Kulak Shal Shee that they might live. Other groups of Lacerta often hunt Kulak, and as such, they tend to reign for shorter periods.

Though very rare, some Lacerta attempt to leave the cave and are ultimately branded "Kulak Ora" for their desertion. This event typically occurs when a foreign presence enters the cave and bestows the idea of foreign concepts, either making Lacerta fearful or curious.

The Shal Shee, the overseer of the Lacerta domain, manages all tasks for the people. They decide when a Lacerta is ready to become "Tulak," a symbol of self-reliance. This transition is marked by a ritual of set tasks, spiritual veneration, and deadly combat. If a Lacerta survives, they are deemed Tulak and are granted scars to show their success. However, failure could mean death at the hands of their parents, a means to restore honor.

To an outsider, the Lacerta culture might seem draconian, for it is cold and unforgiving, but it preserves strict tradition, holds identity, and breeds the strong.

Age

Young (0 - 64): Nothing

Normal (65 - 120): +2 **INT,** +1 **DIS**

Elder (121 - 350): -2 **BRN**, +2 **INT**, +2 **DIS**, -20 ***Speed***

Ancient (351 - 526): -4 **BRN**, +5 **INT**, +2 **DIS**, -40 ***Speed*** +10 ***Privy***

Average Weight:

Male: 140 Grav – 320 Grav
Female: 250 Grav - 490 Grav

Average Height:

Males: 4ft-7ft
Females: 6ft - 8f

Common Lacerta Phrases

Friend - *"Yok"*

Close Friend/Family - *"Br-ee-yok"*

Home - "*Resh"*

Bastard - *"N-oo-sak"*

Racial Stat Modifiers

Core Attributes:

+1 **INT**, +1 **SNT**, +8 **GRT**

Aptitudes:

+5 Stealth, +5 Perception, +6 Survival

Starting AL: 2
Starting Health: 20
Starting Stamina: 20
Movement Speed: 30
Hunger: 20
Burden Capacity: 90

Daunted Limit: 25

Languages: Universalis, Lacerta

Sight: Standard Sight

Weaknesses: Iron, Holy, Steel, and Salted Blades
Immunities: Cold

Racial Traits

Wet Scales: When Soaked, your body treats incoming physical weapons as Wet.

Troglodyte: Gain a +8 when Trailfinding in a Cave or Delve

Scale Shift: Turn pink when happy and gain +1ALR; When angry or in combat, gain +1 AL and turn black and red.

Camouflage: Blend with your environment. Consume 20 stamina/round to become invisible. When Moving, you instead gain +2 to your Stealth CD, and enemies have a disadvantage in perceiving you.

Claws: Perform a swipe as a Secondary Action, dealing 10 Slashing Damage. Any attacks performed by your Claws have +10 Weapon Proficiency. {DEX Contest + Wep Prof vs Enemy AL}

Bite: Perform a Bite as a Secondary Action; dealing 10 Bypass Damage. Any attacks performed by your bite has +10 Weapon Proficiency. {DEX Contest + Wep Prof vs Enemy AL}

Tail Swipe: As a reaction, you can attempt a BRN Contest to strike a target with your tail. If successful, the enemy takes 1 Impact Damage and is knocked back 1 unit. This distance increases by +1 unit/size below large. You are not able to knock back any creature above large.

Wall Climber: Gain advantage and a +4 Modifier when attempting to climb surfaces.

Lacerta Evolution

{Select one adaption for your Lacerta}

Razor: Your claws deal +4 Slashing Damage/rank; additionally, your claws gain +1 Break/rank.

Harmful Bacteria: Your mouth contains a biome of harsh bacteria and enzymes. When you bite a creature, you dissolve its flesh/armor, dealing +5 Acid Damage/round for 3 rounds.

Quadrupedal: Your height is reduced by half. You gain advantage, and a +4 Modifier against attacks that attempt to force you prone. Additionally, gain +20 speed. You are no longer able to wield Two-Handed, Slayer, Shield, Whip, and Polearm-type weapons.

Glider: Your body is webbed. When falling, you decent 5ft/round, and increasigly move forward by +10ft/round to a maximum of +200ft/round. Upon surpassing 60, you will take horizontal fall damage unless you collide with water.

Arced Talons: Your talons grant 4 bleed/round for 3 rounds.

Strong Tail: When in water, you can propel yourself towards a direction. When attempting to swim, gain a +5 in any BRN Contests. Additionally, gain +30 movement speed while in water. You start the Tale as a Strong Swimmer.

Echo Location: When in an enclosed space, you can use a reaction to detect how many living things are within 200ft of you and know the precise location of all creatures within 30ft of you for that round. Echo Location can detect normal/invisible creatures with No Contest, removing all sight-based disadvantages.

Acidic Bile: As a Secondary Action, your body can spew acidic bile as a projectile, dealing 5 damage to 3 units Infront of you, prompting a Dex Contest {CD 5} for defending creatures. Creatures struck sustain 10 Acid Damage.

Blood Spray: Perform a DEX Contest against a target creature's AL. Gleek forth a stream of your blood into an enemy's eyes, reducing your health by 2/rank, resulting in you blinding an enemy with No Contest for 3 rounds. Blood Spray can reach a distance of 30ft. This can be increased to 100ft but gains a disadvantage.

Thick Hide: Loose Camouflage. Your hide is now pearlescent and grants you +10 Thick Hide Armor; and an additional +1 Armor/Rank.

Fourfold Fury: You have grown 2 additional Arms. gain 2 additional Secondary Actions. Physcial Damage inflicted by these arms are reduced by 75%.

Regeneration: If you have fully reduced your hunger, you shall regenerate upon a Full Night's Rest. When regenerating you may regrow 1 limb, remove "Crippled", remove 1 deep wound, or restore 50% of Thick Hide Armor.

Lanxi

{Sea Aberation/Horror/Mortal}

"Away from that edge, lad! Have you been bevvitched!?" the old sailor barks, hauling himself upright as he strikes flint to pipe, the spark catching as he exhales slow into the salt wind. *"These waters are not ours—and I've no sov nor conscience left to pay for another fool's death. Step back; and do not lose yourself to the reef… They are… out there, boy—this is no yarn. They gorge themselves beneath that coral, frenzied things; feeding on the scraps of drowned men and plundered fish hauls. If I were you, I'd be below deck 'til you hear the captain's port call. Judging from our work today, that paints us as a double target so I'd move quick."* His gaze hardens as he pulls back his coat, revealing a mass of scars carved deep across his flesh. *"Lest you wish end up like me. We were eight on deck when we first sighted one—took four it did, dragged them screaming into the black, picked us apart like root ticks at dawn… They say drowning is the worst of it; death at sea… that there's a peace after all that panic and pain—a mercy I call it. Better than what happened to the others above deck…I watched as it skinned them alive, one by one… what was left of em—glistening, flayed—lay strewn across the deck, lit by the fire we finally raised. Too late to save them, but just early enough to save me. The flame drove it off… that night,… being the last gives you many questions with its answers."* He takes another long drag, ember flaring in the dark before his voice snaps sharp again, stepping forward with a death stare. *"Quit gawking, boy. Get below deck—unless you'd rather I give you something closer to fear."*

A People from the Sea

The Lanxi (Lawn-Sh'ee) are adorned in near-imperceptible layered scales, lending their bodies a beauteous blue hue; their flesh marked with varied patterns, shaped by slow evolution across their native waters, creating subtle yet undeniable divides among far-flung members of their kind. From their heads extend tendrils—strong, sensitive musculature that flex and coil —capable of grasping objects and detecting the faintest changes in their surroundings, from shifts in salinity and magnetic fields to the most delicate disturbances within vast bodies of water. Their claws, blackened and deceptively hard, are sharp, able to shear through even the thickest scales of prey as they lunge from coral-dense shallows at brutal speed, their tails guiding them with sharp precision and explosive bursts of motion.

Despite the yarns of old sailors, the Lanxi are, in most seasons, a docile people. They move in great packs, drifting in vast, living currents when not resting among the reefs—thousands suspended within the blue, shifting as one, like birds upon the wind. Ever do they circle their Queen, a massive and bloated sovereign who births forth tens of eggs each day, her presence binding the swarm in silent cohesion.

It is beneath the full moon that one should fear the Lanxi. Born of an eldritch host, they have inherited many gifts—keen intellect, insatiable curiosity, and a terrifying capacity for adaptation—yet none may overlook the curse that festers within them. A madness takes hold of the Queen and her kin, driving them into a violent frenzy; a blight upon the sea, as some would name it. Ignorant though many remain of their true nature, all know the consequence: those who wander beyond the reefs under a full moon are seldom seen again. Tales speak of dozens—sometimes hundreds—slaughtered along coastal settlements, of fishing populations erased in a single night, and of great vessels reduced to drifting husks, torn apart beyond all repair.

Lanxi Outcasts

The Lanxi operate akin to a hive-bound people; though each mind is its own, there exists a powerful genetic pull—an unseen tether shaped by the Queen's pheromones—which bends thought and instinct toward unity. Yet, with such relentless spawning, imperfection is inevitable. Some are born without this sensitivity, their minds unmoored from the Queen's dominion; a willful fracture that allows them to resist not only her influence, but the maddening pull of the full moon itself. These aberrants are cast aside. Ignored, abandoned, as though they do not exist at all, they are left to wither at the edges of the reef—shunned by their own kind without word or violence. Those that survive become something else entirely. Outcasts may be found lingering near coral shallows or within the maws of sunken caverns, and in rarer cases, gathered among others like themselves, forming fragile, alien communities. Their minds, no longer bound to the singular will, fracture outward—filled with strange impulses and borrowed notions—driving them to mimic humanity in unsettling ways: the raising of crude coastal dwellings, the fashioning of makeshift garments, and the echoing of behaviors they do not fully understand.

A Lanxi Out of Water

The Lanxi are amphibious, though true water-breathing variants are exceedingly rare among them. While the sea is their cradle and dominion, there are those who feel compelled to wander beyond it—whether driven by ecological disruption, a restless curiosity, a fractured sense of purpose, or a desperate longing for connection. Such journeys are perilous. To walk the lands of the Coil as a Lanxi is to invite suspicion, fear, and cruelty in equal measure. Many would see them slain on sight; others would bind them as exotic curiosities, skin and stuff them for trophies, harvest them for alchemic use, or even consume them, chasing the storied taste of their kind. Should a Lanxi be found far from the tide, they would most assuredly be accompanying a capable group, one to safeguard them from the terrors of the Coil.

Shiney Shiney Shiney

Despite the vast reduction in pheromonal influence, the Lanxi are still partially ruled by their granted natures and genetic wiring. Even among the outcasts, it is common for Lanxi to pursue mates. During certain seasons, a Lanxi's hue may shift into vivid, intensely vibrant coloration—a display meant to attract a partner. Both males and females exhibit this quality, though the form it takes varies by geographical breed in Lanxi.

This array of colors is almost mesmerizing to their kind, stirring a rush of intense emotion; at times, lustful; at others, an overwhelming awe at the beauty before their eyes.
It is why rumors so often spread of Lanxi being thieves—kleptomaniacs breaking metal from ships, stealing great amounts of wealth, or making off with colorful garments, only to drag such treasures into the depths of the sea or the maws of coastal caverns to hoard them. An outcast is no different. Even with dulled instincts, they will still find themselves enthralled by that which glimmers, shines, or bursts with varied and vibrant hues.

To those with a strange attraction to these creatures—or to those who wish to hunt them—this weakness is often exploited. People will don colorful garments, wield highly polished weapons, and decorate interiors and surfaces with multicolored or reflective glass in order to lure, trap, and entice them.

Beyond the Horizon

Sailors must fear many threats upon the waters, where refuge is scarce and often nonexistent. Beyond the various creatures that haunt the coastlines and shallows, there are deeper horrors dwelling in the open ocean, where each voyage is courted by death. Sea aberrations great enough to swallow ships whole are plentiful, hunting massive vessels often being mistaken for little more than impossibly large fish.

It is these creatures that force the Lanxi to cycle through, if not reside entirely within, the shallows. Their queen drifts in step with the migration patterns of these larger predators, which often recognize a swarming Lanxi mass as a meal worth consuming.

Thus, vessels at sea must contend not only with the shifting tides but with the chaos of underwater skirmishes, as they are left caught in the middle of battling aquatic titans and ravenous hordes of aberrations.

Horrors at Sea

Many horrors have been committed by swarms of Lanxi—upon vessels caught adrift, or coastal towns overrun in the night. Of these, none is more infamous than the ritual that follows the full moon; what the eld tongues name the Pash Matori. It is a slow and deliberate torture. The eyes are taken first. The mouth is sewn shut. Limbs are removed in sequence, the flesh stripped from finger to shoulder until naught remains but exposed bone. All of this is done before the torso is ever touched.

When it is complete, what remains is a skinless form, carved and segmented—over a thousand precise sections removed from the body. It is during a full moon that the Lanxi's form begins to produce a thick mucus that seeps and evaporates into the air. This vapor acts as a powerful sensory dampener, distorting perception—heightening both pain and pleasure while slowing the victim's sense of time to a crawl. Thus, their suffering is prolonged. What would be moments of suffering can transcend to feel like hours, and only then does death arrive.

Entire fishing villages and coastal settlements have been found to have been subjected to this ritual—its aftermath left strewn across streets and fields alike, a silent testament to what transpired beneath the moon.

Kinship

Lanxi are creatures unnatural to the Coil—more so still, their lineage drifting far from the edges of civilization. And yet, despite their alien nature, they are capable of forming bonds that are… strangely genuine.

They find nearly everything alluring. Textures, objects, colors—each draws their attention as they wander, touching surfaces and inspecting items with an almost childlike curiosity. Their ignorance of common practice often renders them clumsy, prone to mishap, and to unintended chaos. And yet, in spite of this, their loyalty is often ironclad. A Lanxi that claims companionship will rarely abandon it. And in the waters and coastal regions, they know, their insight is unmatched.

Racial Stat Modifiers

Core Attributes:

+3 **ALR**, +2 **BRN**, +3 **DIS**

Aptitudes:

+5 Contrive, +10 Swim +10 Survival, +2 Privy, +5 Agility

Starting AL: 2
Starting Health: 20
Starting Stamina: 20
Movement Speed: 30
Hunger: 20
Burden Capacity: 90

Daunted Limit: 25

Languages: Universalis, Lanxiin, Lumerian

Sight: Standard Sight, Thermal Sight

Weaknesses: Moonstone, Fire, Holy
Immunities: Torpor, Chilled, Harmful Bacteria, Hypothermia,
Resistances: 50 Cold, 30 Acid, 10 Physical

Age

Young (0 - 24): Nothing

Normal (25 - 40): +2 **INT**, +1 **DIS**

Elder (41 - 90): -2 **BRN**, +2 **INT**, +2 **DIS**, -20 ***Speed***

Ancient (91 - 160): -4 **BRN**, +5 **INT**, +2 **DIS**, -40 ***Speed*** +10 ***Privy***

Average Weight:

Male: 60 Grav – 120 Grav
Female: 0 Grav - 90 Grav

Average Height:

Males: 5ft-7ft
Females: 4.5ft - 6f

Racial Traits

Wet Scales: When Soaked, your body treats incoming weapons as Wet.

Swimming Culture: Begin the Tale as a Strong Swimmer and gain +20 speed while in water.

Feud: When you are struck by an enemy, gain a +3 Modifier on your next attack against that creature. Feud does not stack. You may only feud with one enemy at a time.

Nautical Savant: Gain a +10 Modifier when Trailfinding a sea, ocean, or lake. You may use this bonus when attempting to interact with a naval vessel.

Deep Lungs: You can hold your breath for (8 + VIG MOD) rounds before any asphyxiation contests are enacted. Gain an extra round at Ranks 15, 10, and 20.

Eyes of the Sea: Gain Cloud Sight and Dark Sight.

Feelers: When Underwater, gain 60ft Blind Sight. Additionally, while in the presence of Poison or Acid, you may instantly know its damage potency.

Black Talons: When making natural attacks with your hands, gain 50% Bypass, (+2/MR) BRK, and (+5/MR) Physical Damage.

Slippery Little Thief: You are enthralled by shiny things. When you are near any reflective surface under a Normal Light Level or above, you gain a disadvantage.

If a creature is brightly colored under the same light levels, it gains the same disadvantage.

Lastly, if the Arbiter describes something in length to depict an object's shiny/colorful/ornateness, you must perform a GRT Contest {CD 8} to avoid stealing it.

Blessing of the Depths

{Select one Blessing to inherit}

Fenzied Mucus: During a full moon, gain an aura of 30ft. Creatures within its radius are struck with a No Contest Sensory attack, granting weakness against all attacks. All extra damage from weakness is converted into Mind Damage.

Lastly, all affected creatures are slowed, gaining their turn once every 3 rounds, until the end of combat. During these rounds, they shall be considered Staggered and Bevvitched.

Coastal Reaver: Gain double Advantage when striking a creature upon rugged terrain. Additionally, gain immunity to rugged terrain, and treat Impossible Terrain as Rugged Terrain.

Always Better When Wetter: Augment Wet scales, granting you +10 Physical Damage Resistance at MR 1, and an addtional +1/Rank After.

Swarm Regent: You have developed an organ similar to the Queen of your kind. When encountering other Lanxi, you may possess them with No Contest, or perform an ALR Contest to Bevvitch them. This effect affects outcast Lanxi. All Lanxi that are already dominated by a queen's pharamone shall be immune to your Queen's Blessing.

Strong Fins: Your Fins are more pronounced, and you wield a stronger tail. When swimming, gain triple speed.

Horrific Precognition: If the Arbiter has plans for an encounter with a Horror, they must tell you if the encounter is intended to transpire that day. Lastly, when within 200ft of a horror, you shall gain 1d2 facts about its creature stat sheet.

Breed of the Depths: You were a Lanxi of the Deep Oceans before your slow ascent. When Under Normal Light, an array of patterned dots shall line your body. In dim, dark, or pitch-black light, this bioluminescence will glow brighter. During this, lower your passive stealth CD to 0 and gain an aura of light, with your bioluminance acting as a lantern/torch.

Lastly, gain immunity to all damage and effects granted from going deeper into water, such as depth pressure damage.

Defense of the Depths: Your flesh is now laced with a potent toxin excreted from your pores. All natural attacks gain (5/Rank) Poison Damage. Creatures which touch you recieve 50% of this damage.

Lure: The lengths of your feelers are lined with stroking lights, along with your flesh. When in combat, creatures around you, which target you with damage, shall become entranced by the lights, granting you No Contest on all Physical attacks to creatures near you. If the creature is Human, your lure shall stun them with No Contest for 1 round at the start of combat.

Sylvanati

{Mortal/Fey}

Yongue Sven rushed to his mother with desperate eyes, calling for aid, "Mater, I need you!" The tired wife turned to her son with mild annoyance, "Not these Tales again, Sven. Supper tis the only thing needeth doing; why do you pester me so?" The Child lowered his brow before squawking, "She was in the woods, I saw her!" Taking notice of his son's griping, the father asked Sven's mother, "Isn't he too young to be dreamin' on maidens in the wood, ha-ha? But mayhap the kid tells the truth? If we look, we can most put this squabble to rest." The father grabbed his axe and ushered young Sven to the door; upon its opening, the father's eyes grew wide, and his smile fell low. Just beyond the bounds of the wood, a mound of headless boars and a strange form peeking from the wood's dark boundary.

Children of the Forest

Few beings reside within the FeyWilds, which do not seek to inflict harm; and even rarer, beings that tend to leak from beyond the Whimsey Touched Convergence. The Sylvanati, a hybrid betwixt animal and Mortal. It is said that the Sylvanati are born within the realm of Whimsey, though most are considered orphans. It is by an unfortunate nature that their parents are kept within the bounds of the wood; stolen from their world, in wait of ill fate. It is their children who often find their way out of the Wood. Fair-skinned creatures that hold eyes like goats. A fact-less conspicuous compared to their tail and protruding horns, which can vary drastically; though always reminiscent of low beasts: Rams, Deer, Elk, Rabbits, or even Squirrels. They have a complexion ranging from hues of browns, pinks, peaches, and whites, and greens with hair spanning a variety of pigments as vast as the sea. These features have granted them the title *"Children of the Forest."*

Shy and Curious

Sylvanati are an inquisitive sort. Their stride is as careful as the falling leaves, and their observation is broadened with a sharpness akin to blades. The world they now inhabit is often alien to them. Finding one within the wild would be regarded as a "hysterical hallucination," for they are an elusive sort. They drift in legends amidst trees, residing within their own company.

It is not within a Sylvanite's nature to directly interact with other Races. They often prefer to live in isolation, within the parallel wilds, close to their upbringing; however, a small curious sort might gradually become closer to those who do not seem to pose a threat.

Within their world, they are omnivorous scavengers who live off the land. A meek sort that hides behind trees and plays with the voices of the fey. With each game completed, they learn new secrets about the mysteries regarding the Coil of Man; ever curious to venture past the borders that fey are told never to cross.

Age

Young (0 - 30): Nothing

Normal (31 - 78): +1 **INT**

Elder (79 - 100): -2 **BRN**, +2 **INT**, +3 **DIS**, -20 ***Speed***

Ancient (101 - 190): -5 **BRN**, +2 **INT**, +6 **DIS**, -40 ***Speed*** +10 ***Privy***

Average Weight:

Male: 60 Grav – 120 Grav
Female: 30 Grav - 90 Grav

Average Height:

Males: 5ft-7ft
Females: 4.5ft - 6ft

Illustration By: Thai Simpson

Introverted Kindness

Sylvanati reside within nature, for that is what they know. Most Sylvanati have no reason to act hostile, against most creatures, but will strike in vengeance if treated poorly; though minor slights are not considered grave acts. Due to this relatively docile nature, the Sylvanati reside in locations that house a wealth of nature; often residing closer to places that harbor kindred creatures and living adjacent to these groups in secret. Sylvanati, while socially shy, still aid other cultures and peoples; supplying food, and animal carcasses, should they observe their neighbor's food source.

A helping of assorted goods may be found, come the morning, near camps or villages. A favor is often returned in kind, as the populace sets an offering beside the water of streams or the fringe of a forest; an act that the Holy See would see as paganistic and heretical.

Sylvanati will often stray from the bounds of Human civilization to avoid known threats that seek to purge them from existence. They are aware of the perception held and their comparison to filth and plague.

Common Sylvanati Phrases

- ***The river knows the way*** {Fi oh miren la vi}

- ***The whisper of wind through leaves*** {Vaelor}

- **The Unseen/hidden spirits/things within the wood** {Illorai}

- ***Death/fading/withering*** {Mirith}

Racial Stat Modifiers

Core Attributes:

+8 **DIS**, +4 **DEX**

Aptitudes:

+5 Tame Beast, +8 Stealth, +6 Agility, +10 Survival, +2 Privy

Starting AL: 2
Starting Health: 20
Starting Stamina: 20
Movement Speed: 30
Hunger: 20
Burden Capacity: 90

Daunted Limit: 25

Languages: Universalis, Sylvan

Sight: Standard Sight, Fey Sight

Racial Traits

Knowledge Beyond the Grave: Consuming the brains of corpses grants you their memories.

Observer: Gain a +5 to perception when not under threat.

Wood Wilds: Gain a +1 Modifier to rolls when within a woodland environment.

Whimsey: You are drawn to the land of whimsy. When entering Deep Wood, your presence has a 1d20 chance to summon a Whimsey-Touched convergence. Additionally, gain a +8 Modifier when Trailfinding within the Fey Wilds.

Soft Foot: Your movement is a pattern one might compare to a prancing deer; each stride is as soft as the last. You make no noise when walking or sprinting. Gain +5 Modifier when Stealthing.

Lick Wounds: Your body reacts strangely to bodies of water; removing bleed and poison conditions by soaking yourself in water for a single round.

Fey Aspects:

{Select one Fey Aspect to inherit}

Fright Cloak: When a new combat encounter begins, you vanish from sight and are considered invisible for the first round.

Joke of the Fey: You may whisper into the ear of an intelligent enemy, consuming a Secondary Action and Reaction—the creature that hears it will laugh uncontrollably, reducing its damage by 10 for two rounds.

Horrific Horns: You may place the severed heads of enemies on your horns, weighing you down 5 Grav/head to a maximum of 4 Heads. The heads will rot at an accelerated rate, fully decaying at the end of the day; falling off once all the flesh has been entirely removed from the bone. Your appearance reduces melee Physical Damage to you by 5 points/head.

Fey Resistance: Gain a +2 Modifier when contesting against Hex-based Contests.

Fey Charm: Gain a +5 Modifier when using ALR to trick or manipulate someone.

Around the Tree: You are eternally bound to the Fey Wild, even while within The Mortal Coil. Your movement is converted into a teleport. Each distance you wish to venture results in you briefly teleporting to the Fey Wilds before reappearing within the Coil. Creatures gain a -2 on perceptions against you on the next round after you move.

Uncanny

{Mortal/Eidolon}

A mother sings to her child whilst blankly looking out a window, deeply clutching her babe as the trees grow louder, *"Have you heard its steps last night, cold and bleak as death; your right... From the trees, it came; sleep tight, all around the bend. And deep within the woods you woke; the soul he broke, turned into oak; legs chopped off, eyes picked out, all around the bend. And there it hummed the evil tune, under the bright full moon; come to take you, and replace you, all around the bend... And now you're trapped... Your flesh was ripped... new eyes affixed, your soul maddened; pulled by rope, to kill for him... all... around...the bend..."*

Puppet of Gore

Your origin lies in question, but most legends echo a similar Tale. You were once mortal, a frail form that ventured into the lands of Avraxis. Tired, battered, and lost amidst the intestine-lined wood, fingers drifted across the blood-suffused vine. Your body was captured and curated before your flesh was rended and organs removed. Naught but the heart would be left of you; placed within a wooden doll, and enshrouded in familiar tanned flesh. A hide which would be carefully sewn and readorned. Your eyes lie hollowed, and your limbs were replaced with abrasive metallic structures. Despite your earlier cries, which had fallen upon deaf ears, you no longer feel the sensation of pain nor the grace of pleasure. You are a perversion of this Coil. A doll of strange nature; one which shambles in the night. A bastard form of life, deemed... Uncanny.

The Skin Weaver

Your fate was sealed when the Skin Weaver gathered you; A pale fiend which lies betwixt dream and this Mortal Coil. It's will reflected within all deemed Uncanny; to harvest souls, expand, and grow stronger through reverence.

Some small few break away from the tether that binds them; their fate is no longer relegated to the will of the strings that constrained them. It is unknown how this function happens, but it does all the same. A puppet moving with intention beyond the reaches of Avraxis, without care of its shambling kin. Most society shies away from creatures unlike themselves, and the plight of these lost souls is often not suffered by those who inhabit the Coil. As such, the Uncanny are usually left forgotten; shambling aimlessly within the dark, as if begging for death. A death, all too often, granted at the hands of Inquisitors.

Their shriveled minds can barely comprehend purpose or desire without their strings; but perhaps that is the one thing they shamble towards.

Strings

It is by the will of the Skin Weaver that one thought is echoed within the mind until the creature is killed: a sentiment of purpose stating, "Capture the living so that they may be purified upon the alter." The Uncanny seek to incapacitate and wound but never kill; all actions are to serve their only purpose.

It is those few who break free who escape the wheel of madness. Once they are broken from their binds, Liberated Uncanny have no defined roles within this Coil. For some, they may attempt to rejoin society regardless of their persecution. For others, they will serve as guides within the wood, offering any form of information they can, helping those who might suffer a similar fate if not guided.

What Deus Would Allow?

Most Uncanny forsake the following of any higher power; a gesture of revenge and a sentiment of self-reliance. From this choice, most may embrace their newfound freedom from the constraints of mortal allegiance to forge a path of their own. Though, there will always be a small few who come crawling back to the powers that be.

Age

Uncertain: Nothing

Average Weight:	Average Height:
5 Grav – 120 Grav	0.5ft-7ft

The Soul that Remains

Most Uncanny have long forgotten the title; though some may have it arrive with time, like an old friend. An Uncanny can have any name; though most attempt to find a new one, marking the beginning of their new life.

Tired of Suffering

Most Uncanny will not attempt to harm others, a fact which is all too easily forgotten. Some are defenseless and afraid, kind and aiding. However, with enough of a push, some grow jaded and resentful. A creature pushed to its limit; Its life, a festering simulacrum of a horrid existence. It is all too easy to fall victim to the dark nature it was forged from.

Uncanny will most commonly pair with like-minded individuals over most Mortals.

Blood Ties

Uncanny are the only creatures that may be called "Unconditional Ally" by a Bloodkin; for their plight is understood, and their nature un-feared. Both tormented souls forged within Avraxis.

Racial Stat Modifiers

Core Attributes:

+1 **INT**, +1 **SNT**, +8 **GRT**

Aptitudes:

+5 Stealth, +5 Perception, +6 Survival

Starting AL: 2
Starting Health: 20
Starting Stamina: 20
Movement Speed: 30
Hunger: 20
Burden Capacity: 90

Daunted Limit: 25

Languages: Universalis

Sight: Standard Sight

Weaknesses: Blast, Holy
Immunities: Fatigue, Hysteria, Asphyxiation, Bleeding, Poison, Disease.

Bane:

{You are refused any service when entering an Asylum}
{Gain no benefits when visiting Brothel.}
{Gain no benefits from any Healing effects.}

Racial Traits

Uncanny Body: Convert your Health to Armor. Your THP is now considered Armor. You may wear Apparel over your Uncanny Body. Your form may be restored at a smithy to replenish its THP total for a fee of 1/Rank Crown. The damages you sustain from weaknesses are converted to Break.

Porous: When soaked, your body weight is doubled and gains +40 Soaked Fire Resistance Visit ***Page {329}***.

High Unholy Creation: Holy imbued items damage you for 10 Holy Damage/round upon touch.

Painless: You do not suffer from wound threshold penalties or injuries and do not have to roll GRT from these sources. Uncanny Stamina: Your Stamina Gauge will never reduce below 0.

Temperature Weakness: Gain immunity to Cold and Hot debuffs (Chilled, Dehydrated, etc.); however, while under Cold or Arid conditions, all attacks against you are treated as attacks against a weakness.

Hungry Mind: Your body craves not the nourishment of food but of the blood of Mortals. Your current Hunger is reduced to 0, but your body breaks down when it lacks nourishment. You must consume 3 body's worth of blood/day to maintain your form, lest you deteriorate, losing 30 armor/day without feeding. Consuming blood will not grant any Armor/Health. Draining a body is 10 Full Round Actions.

Restless Soul: You do not suffer the penalties of sleep deprivation and may eternally stay awake, but you do not gain the benefits of any rest. Visit a smith to repair yourself. Each Crown given to the smith shall yield the benefits of 1 Rest.

Armored Body: Gain an additional +5 Health/Rank.

No Strings: Your movement could be interpreted as a clumsy dance. Gain +20 Movement speed and -5 to your Avoidance Level (AL).

Flesh Bag: If 100 BRK is dealt to your Armor; your flesh will begin to rip off your form; sending you into an enraged state; gain Distraught.

> ***Distraught***: Gain +20 Damage on all attacks during this encounter. Upon the end of combat, gain -10 in all Core Attributes until your flesh is mended. Restoration requires one corpse and 10 Full Round Actions.

Racial Traits

Hollowed Eyes: Hollowed Eyes: You have no eyes and are considered blind. You may place creatures' eyes within your sockets to gain all of their "sights." The eyes will fall out if you are knocked prone. You may have different eyes in each socket.

Eyes that you obtain are considered "fresh" and will last 5 days. Each fresh eye begins at 50% and decreases by 10% each day, fully rotting and becoming unusable on the last. Consuming a fresh eye grants 100% Aether Reserve but decreases by 20% each day. Storing eyes within an enclosed space reduces the reductions by 50%, allowing fresh eyes to decay by 5% each day and Aether restoration by 10%.

Consuming eyes per day will prompt SNT Contests. The first eye consumed within a day will have No Contest. Every subsequent eye consumption will begin at a normal contest, increasing by +1 per eye consumed that day.

While within the Fey Wild, placing flowers, buttons, or other inorganic objects within your sockets will allow you to gain fey sight.

Uncanny Curses

{Select one Curse}

Uncanny Body: Your body contains a pool of blood, equivalent to 60 Health. When your body takes damage, it leeches from this pool to restore its frame. Each point within the pool restores 1 Armor. Drinking the blood of a creature with Full THP will restore this pool, siphoning a maximum of 20 Health/Body.

Your body can only siphon 60 Health/day {3 bodies} before it becomes sated, preventing it from siphoning any additional Health from blood stores. Sated fades come in the morning, allowing your body to siphon another pool of 60 Health, should it sustain damage.

Blood Blossom: Once per day, flowers grow out of your eye sockets and release an aura of red pollen, causing close creatures to break out with hive-covered flesh; subsiding when they leave your radius. Gain a passive +2 AL against close creatures when Blood Blossom is active. Blood Blossom can occur at the discretion of the Player but will only last for 1 real-world hour.

Plague Wood: When struck, your body releases foul dust. Close creatures not holding their breath or closing their eyes, take 5 Unholy Damage/successful hit, and gain a disadvantage to VIG Contests on their next turn.

Strings: Ethereal strings fall from the heavens to grapple enemies with No Contest for 1 round, targeting any creature that has struck you last round. This action may be performed 3 times a day. Creatures grappled this way are considered staggered.

Laughing Doll: Upon sustaining Physical Damage, you release a hideous laughter that rends the mind of all nearby creatures; dealing 10 Mind/Bleed Damage to all creatures who hear the laugh.

Edge of Sanity: Gain a +4 Modifier when rolling against SNT Contests.

Majicked Wood: Gain +5 Hex Resistance and an additional +1/Rank.

Iron Wood: Gain Fall and Impact Damage Immunity, and gain a -10 Modifier to Swim and +15 speed.

Pristine: When you were forged, your soul was bound to an object, unsullied by the taint of gore; a gem among your kind. This form might have been an old puppet, a doll, a statue, a straw Idol, or some other vessel constructed into the likeness of humanity. You embrace your form; your mind elevated beyond the trauma of your conception. Lose the Flesh Bag trait, and gain +2 SNT, +2 DIS, and +50 Aether Reserve.

Vitarii

{Vitarii/Mortal}

A curious Vitarii peers upon a nearby town, its gates lush with ripe bodies of her crucified ilk. A sign of things to come, a warning of feuds ever burning. As her thoughts race, she cannot help but stare, transfixed at the severed heads atop pikes, stunned by an impossible choice. *"My home hath discarded me; and though I yearn to seek another, are these creatures as cruel as they who birthed me? Mayhap my life is already forfeit, fit for that pyre, but mayhap... if I'm clear and kind... Would they think of me differently? This night is cold...and I cannot suffer the anticipation much longer..."*

When Mortals speak of a Hell upon the Coil, they mean it earnestly. From the pits of Pandaemonium reaches forth a fiendish scourge that seeks to feast upon plight; all taking different forms. One can never be sure who, amongst them, might be tempted by a spawn of a Vitaric Lord, a herald of Mortal destruction.

Their existence is not one of question but of interpretation. Most know them under many names, if not their northern title, which is primordial and feared, the Vitarii. Vitaric Spawn are often not humanoid, though the ones that hold similar qualities to Mortal kin, save for distinct features: Horned protrusions forced their way atop the skull, leading one's gaze to blackened irises and Scalera. When one inspects under the lip, a mass of blackened gradients coats the base of the gums. Some are known to have tails, though it is scarce to witness; a vestigial appendage that drifts in a serpentine manner. Their flesh ranges from the hues of pastel pinks, vibrant reds, and blackened maroons.

Pandaemonium

The domain of Hell is often misconceived as a realm of anarchy and chaos, a belief born of ignorance. In truth, the Domain of Hell is a marvel of strategic order, with each ruler presiding over a kingdom unique to their desires.

The pits of Hell are separated into seven distinct boundaries, a treaty said to be forged upon the birth of The Coil. Each spawn was instructed not to infringe on the other, all in the pursuit of maintaining a focus on the greater campaign at hand: The battle for The Mortal Coil. With each soul corrupted atop Nexus lies the respective lord's empowerment and, in turn, their spawn. With each deed performed in the name of their Vitaric Lord, they grow in power, a change akin to evolution and heightened potency.

The Battle proves to be a cold war, one that will inevitably result in a single Lord attempting to lay claim to all of Hell. The Surface of Nexus resides in the Campaign, where no treaties are imposed between brother and sister. This is a savage contest that could result in the undoing of mankind and the Vitarii themselves.

Devilish Curiosity

Vitarii cannot choose their lot in life nor their appearance; it is one decided by fate, a select few variances under a respective lord. However, birth does not fully define the personality or appearance of a Vitarii. Curiosity lies the bane of many a Vitaric Lord, for enough curiosity can overrule their ingrained nature. Most Vitarii, which take a form similar to man, are often killed on sight for this very reason: their propensity to rebel, seek, and learn—a dangerous trait for those who wish to subjugate and lead.

Appealing to Humanity

Vitaric kind are almost possessed by their nature; a quality derived from their creation, and their intended purpose. Seeing as most Vitarii have little regard for Mortal life, they are often murdered on sight by Mortals, if not fled from.

The few who have a chance on this Coil are those who resemble a close appearance to man, alongside tendencies to stay away from The Church and appeal to a more sympathetic nature outside of their kin. Despite this revelation, Vitarii, who attempt to embrace aspects of human nature, will always fight against their heritage, never staunching its tide, yet paradoxically trying.

Lustful Vitarii

Vitarii born under the Domain of Lust tend to seek the promotion of a hedonistic lifestyle; often revolving around the carnal desires of the flesh, an obsession in which they, themselves, rarely take part unless necessary. The promotion of this behavior is often done through the use of Charms and other means. A rite that serves to empower their Lord Mistress Lust.

Voracious Vitarii

When regurgitated from the festering maw of Gluttony, these newborn heralds know their task well, for it was cooked within their minds, just as bile was their flesh. Vitarii, born under the Domain of Gluttony, seek to overindulge within the realm of food and drink, forever cursed to starve, yearning to state that which cannot be sated. If only for a moment, their feeding briefly exudes a wave of euphoria, a moment of respite before the hunger crawls back. Vitarii, under Gluttony, seek to promote overconsumption. The target, for most voracious Vitarii, are those within the aristocracy.

Most covenants are formed with a mutual benefit to all parties; "the consumption" of a competitor furthers Mortal's goal, raising them to power over time; which they then shall agree to live in/promote excess, thereby serving Gluttony. In a world where most struggle to obtain a meal, Gluttony is a Lord to which many may find themselves prostrating.

Avaricious Vitarii

Wealth is a concept that all seek: status, power, and Sovereign. Some attest, "The boundary to a better life." Within trying times, where those whose moil are not rewarded, who is to say that this statement rings false? What more to give to its obtainment than one's very own soul, to filch a better life for an exchange of morality? Upon this desperation and greed, one might call out to an Avaricious Vitarii.

Avaricious Vitarii, in tandem, works alongside mortals serving Envy, those few who seek to sew divide, create caste systems, and sew political deceit, creating a host of targets yearning for something more than the dregs they find themselves confined to. Every whisper of status, to a promise of currency, to a nudge for ambition, worship to the Lord of Avarice, Greed.

Prideful Vitarii

Glory in one's achievements cannot be had if one does not succeed, a reality known well to the Lord of Pride. As such, it is common to see these Vitarii working in tandem with Avaricious Vitarii, stoking ambition and nationalistic sentimentality toward one's possessions, status, and nation.

Idle Vitarii

Sloth is often hard-working, nurturing, and calculated, for the perception forged around its misconstrued nature spurs complacency. Idle Vitarii work within cold offices of towns and the spacious arrogant courts of kings, bending ears where necessary to change the minds of civilization. More active approaches find them slaughtering those who create drastic change and advocate proactive growth; to worship sloth inspires complacency, stagnation, and lack of ambition. Most towns influenced by Idle Vitarii may find their economic stability relatively prosperous, facilitation akin to a factory, breeding ignorance and lazy approaches.

Wrathful Vitarii

It is believed that it is a mortal's baser nature to indulge within their desires; that if there is no reason, one will be manifested. The Lord of Wrath relies on his brothers and sisters to set the stage. The ebb and flow of controlled power, the ensuing jealousy, the passions and aggression leading to conflict, and the inevitable push towards feuds and war upon the conflict. The very act of the Vitaric Campaign fuels The Lord of Wrath, and it lies to the children of this lord to stoke the fires of the inevitable. Wrathful Vitarii are often the most dangerous due to their propensity to overexert themselves when indulging in their Trade; every cut and tear, marks devotion towards their Lord.

Kinship of Curious Vitarii

A Vitarii, as a being, has no regard for any creatures outside of its kin and no yearning to coexist, like a shepherd guiding cattle before the abattoir. Any other form of life, outside of its own, is a fuel source that can be utilized to nourish its own goals. However, this sentiment changes when considering the curious Vitarii, un-bestial in nature and appearance.

Curious Vitarii are those who might be persuaded to appeal to other aspects of life upon the Coil and, as such, disobey directives and ingrained sentiments shared by their kin. These Vitarii are well aware of the divide that the world has to offer, so they often watch Mortalkind from a distance; unless the potency of their curiosity rises enough to throw them amid potential dangers.

The first step upon their own, for a Curious Vitarii, is considered a high feat; for the first thing most towns will post atop their outskirts are the severed heads of their kin, spear affixed and slack-jawed forms, lining the walls next to their crucified bodies.

Very few Vitarii are capable of forming a friendship with a Mortal, each greeting seeming like a suicidal task.

Racial Stat Modifiers

Core Attributes:

+4 **DIS**, +6 **DEX**, +2 **VIG**

Aptitudes:

+5 Tame Beast, -3 Stealth, +6 Agility, +10 Survival

Starting AL: 2
Starting Health: 20
Starting Stamina: 20
Movement Speed: 30
Hunger: 20
Burden Capacity: 90
Morality: -4

Daunted Limit: 25

Languages: Universalis, Infernum

Sight: Standard Sight, Moral

Weaknesses: Holy
Resistances: 20 Fire
Immunities: Arid

Bane:

{You are refused any service when entering a Holy Church and will be attacked on sight.}

Age

Young (0 - 160): Nothing

Normal (161 - 289): +1 **INT.** +1 **DIS**

Elder (290 - 330): -2 **BRN**, +2 **INT**, +2 **DIS**

Ancient (331 - 390): -4 **BRN**, +2 **INT**, +2 **DIS**, +10 ***Privy***

Average Weight:

Male: 60 Grav – 120 Grav
Female: 0 Grav - 90 Grav

Average Height:

Males: 5ft-7ft
Females: 4.5ft - 6ft

Common Vitaric Phrases

Obey - *"Kaz'rath"*

Filthy mortal - *"Vash'korr vek talash"*

Praise the flame - *"Vrak'gor na'vel"*

Only the strong remain - *"Thal vek ar'korr"*

Racial Traits

Hell Tempered: You are immune to Hot/Arid conditions; and take 75% less damage from sources of fire.

Hellish Nature: You may never rise above +4 Morality.

Dark Pit: Gain a +5 Modifier when attempting to perceive a creature in Darkness.

Devil: Gain a +2 Modifier when attempting to perform a trick or deceitful action.

Counterculture: Take -50% Holy Damage when at Twilight Morality. Holding Holy imbued weapons damage you for 5 damage/round.

Sacrificial Rite: You may sacrifice ambition and blessings for power. You may perform this action when you have unspent Virtues. Sacrifice a Virtue to gain +10 in Health, Stamina, or Aether Reserve.

Mark of the Beast: Your flesh is branded with a symbol of hell, that lightly burns whenever an Enokyean is within a hundred feet of you.

Hungry Mind: Should a Vitarii cry, their tears will expel at an equivalent temperature of a boiling pot of water. Creatures that have the tear fall on them will sustain 1 point of Fire Damage.

Vitaric Lord Traits

{Select one Lord you were spawned from}

Lust: Embracing your natural form grants you a paranormal allure. Reduce your Armor below 10. For every 2 points below 10 Armor, gain +1 ALR and +1 AL against Mortals. Additionally, you lose an additional DL when spending your vice at a Brothel.

Gluttony: You are immune to Wendigo Blessed; Consuming the flesh of mortals will not trigger an SNT Contest. Feeding Upon Mortals will grant 10 Satiation at the cost of gaining +2 Dark Morality. Additionally, you lose an additional DL when eating in the Tavern.

Sloth: Enemies within 30ft of you lose 5ft of speed.

Greed: Gain +1 damage for every Crown you hold, above 100; to a maximum of +10 damage to your base attack.

Wrath: You cannot gain affinities and will only wield weapons without affinities. Gain +2 damage/Rank to your weapon's base damage.

Pride: Gain immunity to mental-based hexes Targeting INT and DIS. Additionally, gain a +5 Modifier when attempting a Rally.

Origins

{Chapter 3}

All who inhabit the world of Nexus draw their history from an origin; a beginning to bring upon new horizons. Every culture and profession will bestow a mark on these souls, that they might stand on the shoulders of the giants before them. What origin do you have?

Heir

You were destined for a greater purpose through your illustrious line, a lineage to bear the weight of rule like none other; until you were denied, and usurped, of your right of inheritance by unseen misfortune. The rumors are still unclear: deceit amongst the aristocracy, an upheaval of rule amongst warring factions, a betrayer's abandonment of the seat of power. One should wonder about the ruler you would have become. A past now lost to time; yet still, time persists. Perhaps to reclaim what you have lost or to forge anew. How shall you lead on, given your history: ***{Select a subcategory: Tyrant/Black Hand/Benevolent/Merchant}***

***Heir Modifiers**: All Heirs begin with a +5 Politics, 10 Crown, and start with either a (Crested Cloak), (Family Ring), or (Golden Spoon)*

Tyrant

"I was the child of a warlord, brutal but devoted to their people. Some might proclaim, "tyrant." However, they are short-sighted, and now confined for their transgressions. Our reign would have established a firm hold against our enemies and ushered prosperity to last for many generations under a united and benevolent ruling structure. It was a pity our ambitions were too high, smothered by traitorous rebellion and alliance alike. Yet I live. My story hath not ended, and my ambition lay unquenched. I shall journey in exile and forge a path to my glorious future."

{Gain all Bonuses}

***Dark Aligned** - Reduce your Morality by 5 points*

***Unhinged** – Gain +5 Intimidation against people residing in cities. This bonus surpasses the natural cap of 10.*

***War Court** – Gain an advantage on privy rolls concerning kingdoms, villages, and settlements.*

***Bonus Core Stats:** +3 Feign, +2 DIS, +2 GRT*

Black Hand Wardren

"The Brotherhood of the Black Lotus. There is no room for weakness; the first tests ensured it. I was born into it; some might say born for it. Sired a pathway through blood, steel, tome, and tongue, we all learned and grew. However, few survived when practical lessons were administered. We hunt beasts; and are recognized by the many who inhabit this Coil. We are the whisper which dwells heavy on their lips. We are the knife that gores the tumor that festers in their wake. The cleansing hand brought to bear by righteous authority. And I was destined...to lead amongst it. Perhaps, to still do so. I seek to perform my pilgrimage before I assume the position of Black Hand. This journey shan't share experiences kind; yet, I stand beholden to it. I venture for understanding, for absolution... for the rite of passage. I may yet return, but not until my blade weighs heavy with the stains of filth which corrupt this land; heed my words, for I speak to them true."

{Gain all Bonuses}

***Advantaged Identify** – When rolling Identify against creatures, gain Advantage.*

***Hunter's Grit** – Your Wayfarer's max Daunted Level (DL) is now 40 instead of 25*

***Bonus Core Stats:** +3 Intimidate, +5 Identify, +5 Survival, +3 Tame Beast, +2 GRT*

Benevolent

{Visit Page:193}

"They looked upon me with desperation and ambivalence, a people wrought with strife and flogged by war. How can we eat when my countrymen starve in the streets and die on our doorstep? I would not have it; I aimed to take hold of my land. To help my people was my creed, and I upheld it as most sacrosanct, but this vision was not shared, for the avarice of aristocracy persisted. I was denied my right and forced out for the jeopardy I might bestow if I claimed the throne. I was rejected, and then I was hunted. I now sit amongst my people, though they do not look upon me. I still wonder what could have been. But idle thoughts lead to complacency. Heed true, this matter shall not falter me. I stand unshattered in the visage of opportunity, for my creed is most sacrosanct..."

{Gain all Bonuses}

***Light Morality** – Increase your Morality by +6*

***Sycophant** – Gain a +5 Modifier on a politics Contest when attempting to be peaceful.*

***Bonus Core Stats:** +3 Politics, +1 Perception*

Merchant

"Praise be to the glory of commerce. Good tidings to those who taste the decadency that life has to offer. Name the trade; I have supported it. Pray, young fellow, answer me with your insights. How many have not heard of me? My famed establishments were echoed over Nexus, my wealth amassed through the moil I sewed, and my connections with various members of the high aristocracy in proper courts. You answer not...? Well, I suppose that is life's cruel joke... I was the leader of a mercantile empire. The purveyor of newfound entrepreneurial proclivities; the guide of entrepreneurs! I owned my very own tavern with a fucking goat that danced! My fortune and hard work hath been taken from me! Don't you dare look upon me with pity, boy! I once rose from nothing and claimed a seat of power untouched by the masses. My connections are still breathing, as is my fucking future, and I will venture out of this pit and rise back to the potential I deserve. Praise be to fucking commerce!"

{Gain all Bonuses}

***The Goat** –It is unclear whether all the tales are true, but this goat sure is! Your Wayfarer gains one goat pet at the beginning of the Tale.*

> ***Goat**: The goat can sate itself while over grass. and has a THP of 10.*

***Bargaining** - Gain a 25% discount for items bought from any shop; excluding Glyphs.*

Crucible

You were forged within the fires of adversity and born anew from the blood of your enemies. Murder is your sermon, and each mark is a rite of worship. A beast upon the Coil, deemed for destruction and an omen of violence. Some say, murderer, you'd say, a job well done. What would your presence usher unto this Coil Wayfarer? ***{Select a subcategory: Fiend/Murderer/Saint/Warden}***

Crucible Modifiers: *All Wayfarers under Crucible start with +5 Weapon Proficiency*

Pit Fiend

"A cage was my life, with meager food and labored breath. My bonds were forced upon me for reasons I've long forgotten, be it from mounting debt or punishments from grave choices.
Yet, I still breathe, which is more than I can say for those sorry bastards they threw at me. I will gouge out the eyes of the next piece of meat who looks down upon me. If these many years have not provided clarity, I am not a dreg ill-chosen to live in this world; I am a force of nature, unkept by those who wished to entrap me; a mangled few who now lie mauled at my feet. My freedom shall be paved with blood, this I know, but it shall not be mine."

{Gain all Bonuses}

Brawler: *Deal an extra +5 Damage per strike during pugilistic fighting.*

Second Wind: *Once per day, 20 Temporary Health is gained when reaching 50% THP.*

Didn't Hear no Knell: *Once per day, the Wayfarer may jump back from Death's Door, with No Contest, sustaining no Injuries.*

Bonus Core Stats: *+7 GRT, +4 BRN, -2 SNT, -4 ALR, -4 DIS*

Sword Saint

"The Tale is always the same: "There was once a legend of one who tamed fortune, reaping benefits nigh incomprehensible. One who would venture and claim that which was theirs; their name hoisted high next to the name of Deus' for skill and duty performed in the name of country and king." A blood perhaps from a noble line, or maybe the hero we all must rely on from the ever-encroaching omen. Were these Tales true, I wouldn't have killed them so easily. Mayhap out there I will find a challenge."

{Gain all Bonuses}

- ***Perfect Form***: *When attacking with a blade, all close enemies take 20% Bypass Damage, regardless of success or failure.*

- ***Bladed Omen***: *Human enemies roll a 1d4 at the start of an encounter. If they roll a 4, they shall recognize you from descriptions they have heard and will keep a 10ft distance at minimum from you. Enemies that recognize you as an omen will not attack unless attacked first.*

Bonus Core Stats: +7 DEX, + 1 BRN

Murderer

"What drove you to the brink of this madness; the lives you have sundered in myriad; collected like playthings. Even now your clothes are coated with dreams and silenced melodies. Were you forced? Did you savor it? Tell me of the reason; why a murderous beast needed to ravage this Coil."

{Gain all Bonuses}

Dark Urge: Once a day, if you murder an NPC, you gain a +1 to all rolls for the duration of the day.

Serial: Gain an extra Main Action after killing a target.

Bonus Core Stats: *+7 GRT, +6 INT, -2 SNT, -4 ALR, -4 DIS*

Fellhollow Warden

"I was there among the filth; at least, that's what I once considered them to be. It was my job to manage, to collect, to feed... and to cull. After enough swaths die before you, you tend to forget yourself and fall numb to the pain. Few are able to leave this life, and most who do are carried within a box. Those who remain are drunkards lining these streets. I must believe there is something more out there; perhaps I shall find it. And if the truth bares fangs, just as my people once did, I shall take up the mantle again; a Warden, to cull the filth."

{Gain all Bonuses}

Resilient Mind: Immunity to Fear. Gain +5 Mind Resistance and a +2 Modifier when contesting SNT.

Purge Heresy: Once per combat, mark an enemy for death. Gain +2 Bypass Damage/rank on this creature until the end of combat.

Bonus Core Stats: *+8 GRT, 4 SNT*

Astral

Vast oddities emerge upon this Mortal Coil, in ways most might believe weird, but of the many forms of beginnings, it would be the most primordial. Those manifested with such an unnatural birth may only recognize the Astral Sea as their mother.
{Select a subcategory: The Egg, From the Sea It Came, Sky Child, Painted}

Astral Modifiers: *All Astral Wayfarers begin the Tale with +20 Aether Reserve*

The Egg

When you were born you saw naught but dream. A vast knowledge which poured into your mind, consuming the void of ignorance. For what might be perceived as eons, you sat as a scholar, to unknowable truths and cartographic designs of the world which lie before you; all whilst at the mercy of nature, confined within a shell encapsulating darkness and potential. Crack, Crack, Crack…

{Gain all Bonuses}

Ravens Blessing *- The flesh of your elbows and back are lined with blackened feathers; your fingers are taloned. Gain +4 Slashing Damage when fighting with bare hands. Additionally, you take 1 less damage when falling.*

Shell Fragment *- Begin the Tale with an* ***Eggshell Fragment***

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Bonus Core Stats: +1 DIS, + 5 INT

From the Sea It Came

"From the unfathomable depths, it arose, bleeding the ears of those who listened with its wisdom. A call akin to a thousand chitters. A bellow which reached over miles. With all its madness, it imparted a black box that drifted upon the sea; one to reach our shore with a silence, which consumed all question and wise individual. One should wonder, be this parcel a blessing or an omen?"

{Gain all Bonuses}

Inky Black Lungs *- You can breathe underwater and can see twice the distance while underwater.*

Webbed Appendages *– You succeed at swimming contests with No Contest.*

Bonus Core Stats: +5 DIS, + 1 INT

Sky Child

Many tell Tales of myth, of objects falling from the sky. And so it is, that it shall happen yet again. A small form drifted down atop our Mortal Coil, indistinct to our kind outside of its weightless quality. A floating being waits ignorantly while maintaining an air of marvel—a Child of the Sky.

{Gain all Bonuses}

Ascended *- You levitate an inch above the ground and drift towards locations. You will still suffer the effects of stamina usage but will not suffer the effects of rugged terrain. When above a fluid, you are incapable of moving beneath it as you will float atop it.*

Bonus Core Stats: +3 DIS, + 4 INT

Painted

You awaken in a lightless chamber of obsidian gloss, conjured inside a counterfeit husk—a facsimile formed from a brush stroke. Shards of appropriated flesh flake away and hover like ash in stagnant air. Each step weeps a slick shadow that stains the floor, and with every convulsive tremor, the walls sag and run, reality itself unraveling in slow ribbons of tar. You know nothing of the hidden hand that birthed you, nor of any ordained purpose—yet the raw palette of existence has already claimed you as its own. You now lay beholden to the land of color before you.

{Gain all Bonuses}

Chiaroscuro *- Hostile Physical attacks briefly melt into black acrylic when targeting you in darkness. While you are under Dim/Dark/Pitch Black Light Levels, gain the* ***Hex Nullification Virtue****.*

Sub Surface *- Your steps stain the floor with feint glowing paint.*

Painted Worlds *- You can step into paintings for 1 minute/Rank before being ripped out. Any canvas you leave will be stained black; unable to be entered again.*

Bonus Core Stats: +3 DIS, + 1 INT, +1 SNT

Laboring Class

Salt of the earth and unassuming in nature. You hail from a noble people, downtrodden and ill-appreciated. How shall your social tribulations affect you Wayfarer? {***Select a subcategory: Lumber Tender, Digger, Miner, Soil Collector, Dreg, or Blacksmith***}

Laborer Modifiers: *All Wayfarers under Laborer start with +2 BRN*

Lumber Tender

"Hear me; dare not sully my ears with your stones weighing heavy with empty threats. We are not what you fear, yet you hate us for doing what we provide. We venture out within that corrupted land to provide heat, tools, and structure. All that we have built, and collected, lays the foundation of your tower; one that you seek to cast down ill gaze from. Well, mayhap I speak with the Purveyor, of they who thinks that we, good woodsmen, are corrupted by the wood; That we are the issues for your ails through non-proven curses. We'll see how long you last without fire this coming winter; that you feed yourself with those words which spill forth like a prattling child."

{Gain all Bonuses}

- ***Woodsmen Axe***: *A Two-Handed axe of specialized make; capable of 10 Slashing Damage. Gain +60 BRK when chopping wood with this tool.*

- ***Woodsmen's Resistance:*** *You are immune to corruption while within the wood; and immune from ill effects caused by burning wood.*

Bonus Core Stats: +2 DEX, + 4 BRN

Miner

"Honest work these hands, with glints of gold in the heart. Our lot drives this world; just look at your pockets, ha-ha."

{Gain all Bonuses}

All That Glitters *- Gain an additional 3 ore when mining and a +1 to mining-based Contests.*

Ancestral Pickaxe *- A Two-Handed pickaxe; capable of 6 Piercing Damage. Gain +50 BRK when digging with this tool.*

Bonus Core Stats: +2 DEX, + 4 BRN

Night Soil Collector

Night soil collectors collect human waste from chamber pots and latrines during the early morning hours for fertilizers. This occupation is considered one of the most undesirable and degrading tasks in society, and it often faces social stigma and isolation. It requires immense resilience and humility, as well as enduring the foul odors and unsanitary conditions associated with the task.

{Gain all Bonuses}

Shitty Luck *- The smell of human waste coats your clothes and your body; gain a +1 Modifier to contests against human enemies when within close range; but you suffer -4 ALR. Additionally, gain immunity to vomiting and +20 Disease Resistance.*

Bonus Core Stats: +6 VIG

Grave Digger

"I'll break your limbs, lad! Do not gaze upon me with pity or disdain! I hail from a long lineage of hardy folk; those who cradled your dearly departed like babes and delivered them from this Mortal Coil. We were guides, merchants, and the unseen; our toil was ceaseless, especially in such times. You may cast your scornful eye my way, but heed my words, for it's only a matter of time. Whether it be the fiends that lurk in the wood or the pestilence which ails ya, I'll be casting my gaze upon you ere long. Pray I don't hasten that process!"

{Gain all Bonuses}

Reparations to the Living *- Begin with 1d20 crown*

Ancestral Shovel *- A Two-Handed shovel passed through generations; capable of 8 Piercing Damage. Gain +50 Break when digging Earth with this tool. You may wield the Ancestral Shovel as a weapon without the Unorthodox Virtue.*

Covetous Locket *- A relic of an old age ere the Epoch; one taken from a corpse and passed on through generations. When you hold this cursed object; you gain Blood Money.*

> **Blood Money**: *When you kill an enemy, by dealing the final blow, you may carve into their body. Roll a Normal Contest adding no Modifiers. If you succeed, you find 1 crown hidden in its entrails. You may use charmed dice* with this contest.

Raven Ward *- Gain Immunity to Corpse Rot and Instant Death.*

Bonus Core Stats: +7 DEX, + 1 BRN

Blacksmith

"We are a proud people, though many might find us abrasive. It matters not the blade; all can be tempered. In time, once many realize the value of our trade, they shall be rendered in kind. I know not what I might find once I venture out there, that which might await me as I drift beyond the pale. Perhaps kindred spirits, or just more resilient blades needing to be tempered."

{Gain all Bonuses}

White Smithing Book *- Gain a +10% discount at the smithy*

Bonus Core Stats: +2 DEX, + 4 BRN

Underwell Dreg

"Let not the blade fall upon me, Let not the blade fall upon me, Let n-... Let not the blade fall upon me..."

{Gain all Bonuses}

Aura of Desperation - When Below 50% THP gain +20 Base attack.

Arelyan Scholar

You were taken and brought before the Observatory; a privilege undeserved by many; and one unlikely due to political restrictions. Whether by the discovery of Prima, a roaming Homeopathy Scholar, or grace of the Owl herself, you have been permitted to study within the bounds of the Arelyan Capitol. What did you do with your time there Wayfarer?
{Select a subcategory: Homeopathy Major, Metallurgy Major, or Assurance Minor}

Scholar Modifiers: *All Scholars start with the Literacy Virtue and +10 Privy. If you have the Literacy Virtue, learn an additional language*

Homeopathy Major

"While Idling away the hours, trailing within thought, I found the most favorable of insights were those concerning the natural form of humanity and all how we might be able to promote a healthier life. Who would say that the enemy of life is not our vulnerable predisposition? The professor focuses on crafting panaceas, but I seek to focus on fortifying what remains within our grasp: the tools we have at our disposal, which sit upon the selves. They are created, yes, but who is to say that we have concluded its application or it's potency? Mayhap, I can venture into the world one day and produce all manner of aid to help my fellow species; a better form of aid to fortify our illset disposition."

{Gain all Bonuses}

Medicinal Fluency - *Gain a +5 Modifier when identifying plants.*

Curative Curation – *Modify herbs meant for consumption. You can perform a Cure Contest on herbs that have healing qualities. If you succeed, add +1Health/Rank to the health it grants.*

Homeopathy Scholar – *Begin the Tale with +10 Cure.*

Bonus Core Stats: *+4 INT, +2 DIS, +5 Survival*

Metallurgy Major

"While it does annoy me, to the highest extent, to be mired with the barking of miners and their crude jests and childish logic, they produce us what we need. If this process wouldn't consume most of my days, err the evenings, I would be able to return to my studies. A more stimulating task outside of sourcing veins, answering questions, and middle-manning blacksmiths. I seek to inquire about the latent properties developing in rare forms of ore emerging post Epoch; and its applications to be used for manners beyond our current comprehension. But I mire all the same; perhaps I shall get tired and seek to steal away from this room, which bores me, and venture beyond that water. I do wonder what I might find..."

{Gain all Bonuses}

Earthly Keepsake - *Begin the Tale with 1 Aetherium Ingot*

Node Seeker – *Gain advantage and a +3 Modifier when attempting to Trailfind a vein.*

Smith's Aid – *Blacksmiths will waive the crafting service fee when you commission.*

Bonus Core Stats: *+4 INT, +2 DIS, +3 Survival, +4 Perception*

Assurance Minor

"I wish the Scholarship was not as secretive regarding their liaisons with the Lotus. It was always a pleasant pastime, hearing of their adventures and escapades. We hold a conjoined breadth of knowledge, as vast as the pine, and information as lush as oak, ash, and thorn. I am only permitted to hear some information. Mayhap the other sections are libel to change in the coming year... I should have been a member of the Lotus; maybe then I'd have stories to tell of my own, outside of wallowing and reading vicarious murmurs about the world. I feel as a caged bird; albeit in a golden cage, but a cage nonetheless.... Now that's an idea..."

{Gain all Bonuses}

Nonfiction Fiction - *You automatically know 1 Main Action, or passive, from any creature you encounter. Ask the Arbiter for this information. Additionally, you know one weakness.*

Informed Strategist - *Gain a +5 Modifier when rolling an Identify Contest.*

Bonus Core Stats: *+5 INT, +3 DIS, +4 Perception*

Alchemicum Abomination

"I was one of many; my head was filled with dreams and ideals ere knowledge; all before I was confined to a cage! One of their subjects, used for Mortal Trials... Foul Bastion, that wretched Observatory! I was hidden away by those damned scholars; one of the many within the suspended cages; one of the few that clung to life through the experiments. I know not how long the Alchemicum held me; nor do I remember how I escaped; but I was the only one who survived. I am now on my own, left with no home within this loathsome Coil. Mayhap, these augmentations might prove useful; a horrid boon to this land unkind."

{Gain all Bonuses}

Mortal Attunement - You were Alchemically spliced. *You may define how you look from this Transformation. Remove up to 2 Racial Traits and swap them out for up to 2 Racial Traits from another Race.*

Natural Adornments – *Gain +6 Base Damage on all Natural Attacks, or abilities sourced directly from Racial Traits.*

Bonus Core Stats: *+1 INT, +2 DIS, +5 Survival, +5 Perception*

Occultist

"The endless whorl, of this Mortal Coil, yearns for the blood and submission of the innocent. Upon the ushering of our master, a new age shall beckon; and its works will blacken the sun and scorch the very plane itself." ***{Select a subcategory: Vitaric, Myscatonic, Entropic, or Paganic}***

***Occultist Modifiers**: All Occultists begin the Tale with 5 Unholy, Holy, Fire, Poison, or Cold Resistance .*

Vitaric

[Each patron is reflected by a token the Wayfarer carries. The completion of a Vitaric Task grants a bonus once per day; which does not stack. The bonus goes away, upon the following day, if unutilized]

***Vitaric Occultists**: All Vitaric Occultists below start with 1 Patron Token, Begin at -5 Moral; and gain 5 Fire Resistance*

{Choose one Patron and gain its bonuses}

Avarice

The Vitarii of Avarice requires the promotion of mortal greed and ambition.

***Kleptomania** – Steal something you like to Gain 1 Charmed Dice, or Kill for something you truly desire to receive 2.*

Lust

The Vitarii of Lust requires the promotion of mortal hedonistic desire.

***Lascivious** – Make the brothel your Town Vice. Release your desire at a brothel. (Gain +4 ALR for the day*

Sloth

The Vitarii of Sloth desires the slaughtering of influential advocates and the spread of complacent propaganda.

***Psychological Warfare** – Once a day, silence any mouthpiece of proactive change by any means necessary. Gain a single use of {The Weight of Words} Free Action.*

> **The Weight of Words** – All enemies around you are forced to the ground with a crippling weight reducing their movement to 5ft per round for 3 rounds. Lastly, during this weight, they are unable to release reactions.

Wrath

The Vitarii of Wrath requires rites of slaughter, embracing force, and overextension during disputes.

***Serial Rage** – Kill 10 things. Gain {Shared Torment}*

> **Shared Torment** – Grip your token and look upon your enemies with rage. Identify 5 targets. For the next 2 rounds, the damage you deal to any living creature is replicated amongst those targets

Pride

The Vitarii of Pride fosters nationalistic sentimentality amongst the kingdoms and countries within Nexus.

***Nationalistic Pride** – Pass a normal ALR Contest 5 times to spur excitement amongst locals for their nation. Gain: {Narcissus} if the Wayfarer succeeds.*

> **Narcissus** – Touch your token and look at one Mortal. That person becomes transfixed with the thought of themselves. They are considered prone, and blind for an hour.

Envy

Envy has no spawn and turns to man to sew divide, destabilize governmental structures, and create caste systems through structured political deceit.

***Provocateur** – Once a day, incite anger or violence through brewed envy: Eat food in front of a homeless vagrant; gloat about something to someone who does not have it; turn the lower class against a ruling structure; etc. While inciting, Contest ALR to forge envy. You may attempt this only 5 times/day. Completing this will gain you {Robbed Satisfaction}, starting at a total of 4 after your first incite. Doing this multiple times a day will reduce the number of rounds needed to use the effect from Robbed Satisfaction, Subtracting 1 round per successful ALR Contest. Robbed Satisfaction can go down to a minimum of 0, allowing for instant activation.*

> **Robbed Satisfaction** – At any point, after 3 rounds, from the start of combat, reduce the damage of any enemy attack to 0; or cause an effect to fail.

Gluttony

The Vitarii of Gluttony yearns for satiety and overindulgence.

***The Hunger**- At a random point in time in the day, your Arbiter activates a moment when The Hunger starts. You must eat a handful of something edible in the next round. If you do not, you suffer a penalty that grants all contests for the day a -1 Modifier. If you successfully consume something, then you may have a fourth Meal Benefit from food buffs on this day; 5 if you consume Mortal flesh.*

Occultist

Myscatonic Scholar

"We mean to bring the drums to an end. A cacophonous, maddening melody. It dreams with sound. Speaks its stories through colors. It's spawn, we know well. All is an Illusion. We shall awaken it from its chains. Usher forth the end."

{Gain all Bonuses}

+1 Glyph Slot: This slot is filled by the Sleeping Sultan Glyph

- ***Warding Glyph of the Sleeping Sultan***: Gain +6 SNT

- ***Herald of Evil***: Begin the Tale at -10 Morality

- ***6th Sense***: Visit Page {278}

- ***Crackers***: You are immune to Hysteria.

Bonus Core Stats: *Increase your DL Cap from 25 to 40.*

Entropic

"The deterministic laws and patterns which comprise Nexus are predisposed to be the framework for a base of seemingly random conditions. A collective of irregularities which suppose disorder. Insignificance which occludes a cynosure. The effective sub-outcomes do not intrigue us as much as the only thing that should truly matter. That which we, as a northern people, conceive to be The Alpha. There is no puppeteer, calculation can point to, but there is truth. It breeds treachery amongst our ranks. We bring forth the answer and purpose to those who have not defected towards the pitfall of existential nihilism or misleading absurdist dogmatism. We are the flap of the dragonfly's wing and will usher in the necessary conclusion to this Mortal Coil. The answer, my fellow scholars, is Entropy."

{Choose one of the two paths below; Gain its bonuses}

Path of the Defector

Existential Defector:

Self-Proclaimed Meaning – Once per day, you can gain Righteous on command.

Path of the Doomsayer

Entropic Scholar:

Philippic – You can weaponize your nihilistic doomsaying, as a Free Action, while in combat. Close intelligent enemies, within earshot, have a -1 Modifier to their attacks against you for one round.

Bonus Core Stats: All Entropic Occultists gain +1 ALR, +3 DIS, +4 INT

Paganic

"Impure are the infidels; unmoved by the mutterings, scribbled on the wall and whispered amidst the trees. Brothers, and sisters, the truth which lies in their wake; you know the teachings well. Outsiders marked you for zealotry; as their "pious" leaders sent their Inquisitors to root out your unions. Our brothers were brutalized for "disturbing the of collective peace". You merely sought to enlighten; and yet your efforts hath been deemed both heretical and occult. We are the ushers of forbidden knowledge; and will not be stunted by a hypocritical un-permissive lot."

{Choose one Paganic path below; Claim its Bonuses}

Animistic Path – *"Our Gods permeate through the forest, the earth and the air; are you blind?"*

Nature Bound- *Choose an element. When using Elementalism, increase your hex CD by +1 for the chosen element.*

Sylphic Path – *"The Fey Realm bleeds into ours; we do not ignore this, nor should you. Praise the Zenith."*

Fey Sight – *Gain Fey Sight*

Vitaric Path- *"The Demons of the Abyss open their arms to us!"*

Demonic Servant – Vitarii will not attack you unless provoked.

Myscatonic Path- *"The Eternal Dream is an illusion, heed this."*

Horror: *Once per day you can peer into an enemy's eyes. When their gaze meets yours, a vision tears through their mind of a minor horrific colorful mass of eyes and feelers. They then must roll a 1d4. Creatures above 9 SNT are unaffected by this ability*

1. *The enemy is staggered for 1 round.*
2. *The enemy gains Fear.*
3. *The enemy gains Prone and stagger for 1 round.*
4. *An enemy blinds itself by gouging/stabbing out its eyes*

Entropic Path – *"The answer lies at the precipice; the world yearns for the solution."*

Philippic – *In combat, you can weaponize your nihilistic doomsaying as a Free Action. Close intelligent enemies around you have a -1 Modifier to their attacks against you for one round.*

Compelling Nihilist – *Gain +2 ALR when using Philippic*

Bonus Core Stats: All Paganic Occultists gain 1 Patron Token, +5 Survival, +5 Privy, +5 Tame Beast

Other

Other Modifiers: *All Others can take a maximum of 3 points, from a Single Core Attribute, and move them to another Attribute of their choice.* ***{Select a subcategory: Heir, Scholar, Crucible, Occultist, Laborer, or Custom}***

Heir

"My past is my own. I sought to advance my station, and yet due to... less fortunate outcomes, I admit... have been left wanting. But my past does not define me; nor does this barrier before me. I shall travel across Nexus; and rise again."

{Gain all Bonuses}

Icarus: Gain 10 Crown *and start with either a (Crested Cloak), (Family Ring), or (Golden Spoon). {Visit* ***Page 193****}.*

Other Heirs Gain: *+3 to three different core stats: ALR, BRN, DIS, GRT, INT, or VIG*

Crucible

"My exploits are my own, and I need not shower them upon your ears. If you quarrel, you may attempt to fight me; but as many others before you have learned, this action would not be wise. I must venture if you won't delay me; I seek my future; my prosperity."

{Gain all Bonuses}

Other Crucibles Start With: *+10 Armylla and +5 Weapon Proficiency.*

Other Crucibles Gain: *Gain +4 to three different core stats: BRN, GRT, DEX or VIG.*

Laborer

"I don't need your fucking pity! Dare not look upon me so; I am but one of the many "downtrodden" who service just fine. I scrape out my meager life, just as all, and shall continue to do so without being coddled by the likes of you. I will go out there one day, and whatever I find will be worth more than what this squaller can grant me. I know not what lies out there, but these bones have been run ragged and sustained on molded loaves long enough. One of these days..."

{Gain all Bonuses}

Other Laborers Start With: *+1 Sygnum and +2 BRN*

Other Laborers Gain: *Gain +5 to two different core stats: BRN, GRT, or VIG*

Scholar

"I bore of the meanderings of old scholars; their minds full of clocks, and ears stuffed with cotton. I may be of the Arelyan Scholarship, but I want a different life; one that's chosen by me. I don't seek to be relegated to a curriculum; ushered around like a clergy of knowledge on behalf of this nation. Besides, with all the hot air in these halls, I feel as if the tomes themselves will come alight. They don't need me; there's enough "prestige" cultivating history. I don't care what happens; I'm leaving this place."

{Gain all Bonuses}

Other Scholars Start With: Literacy Virtue.

Other Scholars Gain: Gain +10 to a single core stat: ALR, BRN, DIS, GRT, INT, or VIG.

Occultist

"My passions lie within the pursuit of knowledge, and there is naught else I should crave, but to travel along its path to understanding. In this respect, you may call me pilgrim."

{Gain all Bonuses}

Other Occultists Start With: "Independent Thinker" - Choose an Occult Path to serve as a basis for your history; gain a +10 when Contesting Privy against knowledge, and history, concerning that specific Cult.

Wayward Blessing: *Begin the Tale with 5 Unholy, Holy, Fire, Poison, or Cold Resistance.*

Other Occultists Gain: *A 20% discount when visiting an Occultist.*

Custom

"Upon this road, I tread; my past is known to me, and a future still uncertain..."

{Gain all Bonuses}

Other Customs Gain: Gain 10 Core Attribute Points; and slot them as you wish. You may sacrifice up to 5 Core Attribute points, and convert them into Aptitude points.

Trade Vocations

chapter4

Trades of the Acolyte

Rare are these devoted seekers of knowledge and spiritual insight. The Acolyte is a conduit betwixt the mortal realm and the sacred mysteries beyond, dedicating their lives to the pursuit of divine or occult wisdom in the attempts to harness the applications of Hex through grounded means.

Blood Emissary

{Hex Caster}

I hear the call; a sanguine chant with loosened lips. Each viscous movement conveys scripture. A kindred friend; one which I serve gallantly. Even now, its hunger draws; speaking its thirst in myriad. A need to flay upon bodies and spill forth the taint of man. I must heed this call as I herald its yearning for cleansing, "Purify the Ill Blood."

Trade Bonuses

Aether Reserve: +100

Stamina Bonus: +5/Rank

Core Attribute Bonus: +8 VIG, +4 GRT, +3 INT

Mastery Rank Table

MR 1	+5 Health	+1 Virtue	Hex Tier Unlock: I		Sanguine Pools, Glyph of the Red King	
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve			Blood Art
MR 3	+5 Health	+1 Virtue	Hex Tier Unlock: II			
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve			Blood Art
MR 5	+5 Health	+1 Virtue	Hex Tier Unlock: III		Smith Upgrade	
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve			Blood Art
MR 7	+5 Health	+1 Virtue	Hex Tier Unlock: IV			
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve			Blood Art
MR 9	+5 Health	+1 Virtue	Hex Tier Unlock: V			
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex	Smith Upgrade	Blood Art
MR 11	+5 Health	+1 Virtue				
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		Blood Art
MR 13	+5 Health	+1 Virtue	Hex Tier Unlock: VI			
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		Blood Art
MR 15	+5 Health	+1 Virtue	Hex Tier Unlock: VII		Smith Upgrade	
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		Blood Art
MR 17	+5 Health	+1 Virtue				
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		Blood Art
MR 19	+5 Health	+1 Virtue	Hex Tier Unlock: VIII			
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex	Smith Upgrade	Blood Art

Glyph of the Red King

Unlock the Unholy Hex Tree and gain access to 1 {Hex} Blood Art. Gain an additional Blood art at ranks 2, 4, 6, 8, 10, 12, 14, 16, 18, and 20. All Blood Arts are considered Hexes.

Blood Art: Sanguine Pools

Some of your abilities leave behind pools of blood atop of units. When standing upon these pools, your body heals 1 Health/Rank; soaking up the blood on that unit. Sanguine Pools shall activate passively and will remove pools as you move over them.

Blood Art: Exsanguinating Aura

Aether Cost: 5/hr

As a reaction, force all nearby bleeding creatures to bleed for an additional +5 damage and an additional +2 damage at ranks 10, 15, and 20. Bleeding enemies, affected by an exsanguinating aura, coat their units with blood.

Blood Art: Rubedo

Aether Cost: 150

Pop the blood vessels within the eyes of an enemy, granting it bloodied vision. Enemies gain a permanent -4 on sight-based contests.

Blood Art: Bloated Flesh

Aether Cost: 20

Create a high-pressure gradient under the flesh of an enemy. This pocket will expand over the course of 3 rounds before erupting, dealing 10 Impact Damage to all close creatures and 20 damage to the main creature. The blood coats the creature's unit and all other close units upon its eruption.

You may upcast for an additional 30 aether to force an eruption.

Blood Art: Corpse Explosion

Aether Cost: 40 + 20/additional corpse

As a Full Round Action, fresh corpses around you violently explode, sending forth bone arrays to eviscerate nearby targets. Corpse Explosion deals 40 Piercing Damage to all nearby creatures. Additionally, nearby creatures are coated in viscera, becoming soaked and their weapons wet. If the corpse had any afflictions, such as disease or poison, these conditions shall be transferred to soaked creatures.

Upon its eruption, each corpse coats a 20ft radius in blood.

Blood Art: Osteopurge

Aether Cost: 1500 - 20/Rank

Force the Skeleton out of a Non-Archfiend target creature, granting Instant Death.

Blood Art: Hemocognition

Aether Cost: 5/hr

Passively detect creatures by listening for the blood within their bodies. You no longer have a disadvantage against nearby creatures when blind; Ghasts, Natura, and Eidolons are exempt. Additionally, you gain a +9 Modifier when detecting a feigning/nervous creature.

At Rank 20, you can use this to indicate when an enemy is about to attack, granting you an advantage against attacks when in and out of combat.

Blood Art: Prune

Aether Cost: 200

Drain an enemy of blood, dealing 200 damage; creating a 20ft radius of blood.

Blood Art: Heart Attack

Aether Cost: 600

Grant a creature around you a heart attack with No Contest. You may upcast this ability to afflict other far enemies, consuming 100 additional Aether/Enemy.

Blood Art: Sanguine Round

Health Cost: 10/upcast

Send forth a stream of blood to pierce through 10 units in front of you, dealing 10 Piercing Damage and 4 BRK. Enemies must surpass a DEX Context {CD 5} to avoid the attack. Gain an additional 10 Damage and 4 Break/upcast.

Blood Art: Eruption

Health Cost: 40

Bleed yourself to release an explosion of lacerating fluids, dealing 80 Slashing Damage to all close creatures. Defending creatures must perform a DEX Contest {CD 5} to avoid this Eruption.

Blood Art: Blood Puppet

Aether Cost: 100

As a Full Round Action, take control over a Non-Archfiend target creature and render it staggered for 1 round. You may upcast Blood Puppet for +50 Aether to gain an additional round while also converting staggered to Bevvitched. At Rank 20, you may increase the initial Aether Cost to 200, allowing you to control two target creatures.

Blood Art: Slick Feet

Move over blood-covered units without expending any movement speed. You may move over a maximum of 1 unit/rank before Slick Feet wares off.

Blood Art: Red Edged

Health Cost: 100

Augment your weapons with hardened blood. Add +10 Piercing Damage to your weapons. You may upcast Red Edged for an additional 100 Health to summon weapons of your choice. These weapons must always be held, dealing base weapon damage for the selected weapon. Blood weapons may not be taken to the smith and gain all the properties of normal weapons outside of materials.

Your blood strengthens at ranks 5, 10, 15, and 20, adding +5 Piercing Damage.

Blood Art: Craven Defense

Aether Cost: 100

Violently burst forth a wall of blood from a nearby creature, creating a 5x10 barrier that can provide Total Cover. The wall has a base hardness of 1d20 armor. You may upcast Craven Defense with 50 Aether to double its defense.

Blood Art: Siphon

Aether Cost: 50/Hour

Physical attacks deal +5 Life Siphon.

Blood Art: Pins and Needles

Aether Cost: 1 Health/upcast

Crystallize 1d6 nearby blood-covered units for 1 round. Creatures that walk/stand over these units sustain 1 Piercing Damage and 1 Break per unit. Sacrifice additional Health to upcast damage and break by +1/+1 per Health sacrificed.

Blood Art: Transfusion

Health Cost: 1/HP
Aether Cost: 1/HP

Transfer your Health to an ally, healing them for the amount of health sacrificed.

Blood Art: Subdermal Coat

Aether Cost: 100
Health Cost: 60

Harden the blood lining the interior of your body, granting 20 Armor.

Blood Art: Aneurysm

Aether Cost: 700 Aether

Grant a target creature an Aneurysm.

Corpse Puppeteer

{Hex Caster}

A pale figure walks through the door, adorned with ritualistic cloths and jewelry made from bones. Each step is followed by many as the shambling horde drifts behind them; their many eyes unfocused, but their hands bloodied; telling wounds, which speak to the carnage they sowed. Within moments, the room is filled with a palpable fetid odor of offal. Wandering eyes trace the army of living death as they wonder if this will be their last drink, a calm before a malignant storm.

Trade Bonuses

Aether Reserve: +80

Stamina Bonus: +5/Rank

Core Attribute Bonus: +6 VIG, +4 GRT, +2 INT, +3 DIS

Mastery Rank Table

MR 1	+5 Health	+1 Virtue	Hex Tier Unlock: I	Necropotence I, Glyph of Reanimation, Dead Omen		
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		Command Undeath
MR 3	+5 Health	+1 Virtue	Hex Tier Unlock: II			Restoration Glyph
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 5	+5 Health	+1 Virtue	Hex Tier Unlock: III	Necropotence II,	Smith Upgrade	Mend the Tear
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		Death Deterred
MR 7	+5 Health	+1 Virtue	Hex Tier Unlock: IV			
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		Macabre Macinations
MR 9	+5 Health	+1 Virtue	Hex Tier Unlock: V			Perpetua
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex	Smith Upgrade	Gore Chaimera
MR 11	+5 Health	+1 Virtue				Frenzy
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		Death Caster
MR 13	+5 Health	+1 Virtue	Hex Tier Unlock: VI	Necropotence III		
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 15	+5 Health	+1 Virtue	Hex Tier Unlock: VII		Smith Upgrade	Soul Well
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 17	+5 Health	+1 Virtue		Necropotence IV		
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 19	+5 Health	+1 Virtue	Hex Tier Unlock: VIII	Necropotence V		
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 2 Hex	Smith Upgrade	Puppetmaster

Necropotence

Unlock the Unholy Hex Tree. Begin your Tale with 1 Unholy Hex and gain an additional Unholy hex of your choice at Ranks 5, 13, 17, and 19.

Glyph of Reanimation

It is uncertain how you once came across the ancient texts of the Noctifera, but your mind hath survived its mental assault. Murmurings and depictions of a glyph burned itself onto your mind—one which allows the tethering and reconstitution of an Engram. You can now etch this symbol into dead flesh and link foreign bodies to your own. Gain the Hex: Raise Undeath and the Etch Reaction.

Etch: Glyph of Reanimation

{Reaction}

Teather a close corpse. You may only etch upon Small, Normal, Large, and Huge Corpses.

Command Undeath

{Full Round Action}

Aether Cost/Round: +50 Aether/size above Small.

Hostile Undead and Ghasts bow to your will. Target an non-intelligent Undead/Ghast with a DIS Contest {CD 5}; and possess them for 1 round. Increase the CD by +1/creature rank above you. Target up to 1 target per 4 ranks.

Hex: Raise Undeath

{Reaction}

Aether Cost: 50 Aether

Bring corpses, marked with your Glyph of Reanimation, to life. Each size larger than normal requires an upcast of +40 Aether/size increase. Upon raising a Corpse, gain access to Puppeteer. Visit Undead Management on **Page {88}***—resurrections last 1hr/Rank, leaving the corpse behind to be reanimated.*

Puppeteer

{Full Round Action}

Control up to 4 tethered corpses, granting each tethered corpse a Movement Action, Main Action, and Reaction. When out of combat, you may expend a Secondary Action perpetually to grant your corpses movement. You must see targets/locations you wish your corpses to interact with.

Dead Omen

Craven enemies won't attack your undead, and must overcome a GRT Contest {CD 4} to attack you. At MR 20, enemy creatures which gain Dread around you sustain Cardiac Arrest.

Restoration Glyph

Deconstruct your memory of the Glyph of Reanimation and theorize a new composition of the Glyph. With a few extra markings overlayed atop your Glyph of Reanimation, your corpses gain +2 Life Siphon/hit.

Mend the Tear

Decrease the upcast cost of Raise Undeath to 20.

Death Deterred

{Reaction}

Send 50% of the damage you sustain to a corpse, should it die, transfer the remaining amount to another corpse, and so on.

Macabre Machinations

"My puppets could be so much more."

Contrive new ways to create deadly undead

{Select One Augment/Corpse}:

Bone Blades: Strip muscle and flesh and convert the arms of the corpse to sharpened blades. Every attack inflicts +6 Bleed Damage for one round.

Burning Horde: Pump your corpse with a strange liquid devised by your dreams, allowing you to light your Corpse on fire. Your corpse now deals 10 Fire Damage/hit. Your undead will lose 10 Health/round that it's burning. It takes a free action to light a corpse on fire and 3 Full Round Actions to extinguish. When around other creatures, treat your undead as "burning units."

Intelligent Undead: Preserve the shattered mind of your thrall. Your Undead can fully act on command without you needing to see a target/location. Additionally, it retains a lingering memory of its former life and can gain Access to 1d4 of its native Actions. Lastly, your undead has a 1d2 chance of gaining the ability to speak Aklothyean in addition to its native known languages.

Thorned: Impale a corpse with a series of nails and sharpened tools, Reducing its THP by 30. Anytime an enemy attacks your undead with a close physical attack, it suffers 5 Bypass Damage.

Toxic Bile: Change the composition of the internal fluids within a corpse. Your corpses attack with a ranged spew {5ft x 10ft}, dealing 15 Acid Damage to all enemies caught in the line. Enemies may perform a DEX Contest {CD 5} to avoid the Toxic Bile.

Sickened Horde: Grant a corpse +5 Disease Damage. If an enemy is struck 10 times within combat, they shall treat all sources of Disease Damage as if they have Weakness. At MR 20; your Sickened Horde bypass Disease Immunity.

Skeletal: Slice off all remnants of flesh and imbue bone to animate the skeleton of your corpses. Skeletons gain +20 Speed, (10 +1/Rank) Physical Damage Resistance and gain an additional +2 AL.

Spirit: Discard all physical remnants of your corpse and strengthen its soul. Reduce all of its Physical Damage by 50% and convert it to Mind/Unholy Damage. Lastly, Spirits gain 100% Bypass, Flight, Incorporeal, and have a 1d4 chance on inflicting Fear upon attack. Every Spirit counts as 2 corpses and shall be destroyed completley if it is reduced to 0 without Perpetua.

Volatile: Create an unstable phylactery. When struck, your corpses explode for 100% of their THP; dealing wet, soaked, and (1d100 +1d100/Size increase above normal) Impact Damage to all close creatures. The Corpse is destroyed and unusable after Volatile, even as a corpse slot.

Withering: You may only posess one Withering corpse. A Withering corpse counts as 4 corpses. Upon strike, reduce a target's AL by 50% and remove all of the targets immunities for 1 round. Lastly grant the target Weakness to Unholy.

Gore Chimera

You dream of a gore chimera and devise plans to stitch together corpses in a horrific sculpture of necrotic beauty. This skill grants Army of One.

Army of One: Sew your reanimated corpses into an undead horror, increasing its lethality. For each corpse sewn, add its THP, BRN, Immunities, Resistances, and Weaknesses to the main corpse *{Undead Management}*. You may sew a maximum of 10 Corpses onto one Corpse.

When resurrecting/puppeteering a Gore Chimera, it shall be considered a single Corpse, but it shall require the Aether consumption of the corpse's total amount of connected corpses. A chimera may only hold 1 machination after/during construction.

When using a Main Action, or Reaction, multiply the gore Chimera's damage by the amount of Corpses Sewn. Additionally, a Gore Chimera has no maximum BRN limit and gains +5 Impact Damage on Rip, Bite and Bone Blades per BRN Modifier past +6.

A Gore Chimera can attack with No Contest.

Perpetua

Alter the factsimili of your corpses to self-sustain themselves. Any Aether spent to resurrect corpses will be permanently reduced from your maximum Aether Reserves, locking off stores of Aether. Your corpses may wander indefinitely. If any corpse should be killed, they shall resurrect after 1 hour. Your Corpses will heal for 5 THP/Hour. You may untether a corpse as a reaction, freeing any lost/blocked Aether Reserves.

Death Caster

Embrace the power of Death Itself. Increase your Unholy Damage by +1 Damage Dice/Corpse when owning under 3 Corpses; another +1 when under 2, and +1 when under 1.

Frenzy

Your skill with puppeteering improves, as does your concentration in the heat of battle. You can manipulate your dead at double the speed. Corpses sprint instead of jog, granting them +30ft additional movement during combat. Corpses also gain a second Main Action that strikes with No Contest. Additionally, Puppeteer is now considered a Main Action.

Soul Well

Your Engram grows unstable and shall attempt to mend itself with nearby souls. Gain a permanent 30ft aura, holding 10 souls, and an additional +1, each Rank past 15. Enemies within your aura will suffer 10 Mind Damage/soul within your soul well.

Puppet Master

Control up to 8 Corpses, and double their existing THP. Corpses also gain +4 AL and 20ft extra speed. Additionally, Puppeteer is now considered a Secondary Action.

Undead Management

Base Avoidance Level: 4 AL

Base Health: Each corpse you summon starts with 50 health. +50/size increase above normal.

> ***Normal Health***: 50
> ***Large Health***: 100
> ***Huge Health***: 150

Base Immunities: Sensory, Asphyxiation
Base Sight: 60ft Blind
Base Speed: 30ft speed

Stat Modifiers: A reanimated creature keeps its BRN Modifier, Immunities, Resistances, and Weaknesses, but loses all other Core Attributes, Actions, Passives, and Stats. The creature may use its new BRN stat Modifier on Combative Contests against AL. The creature's Rip Damage increases per additional BRN Modifier (4 to 6 to 10 to 12 to 20, to 25, to a maximum of 30).

*{**Restriction**: Undead may only be forged from creatures with corporeal flesh and may not wield weapons.}*

Main Action

Rip: Heavy strikes cascade towards a target creature. Perform a BRN Contest against the target creature's AL. Succeeding the contest deals (4) Impact Damage.

Undead Reactions

Cover: You may use an animated corpse as Total Cover, allowing it to take full damage. If a corpse has yet to move during the combat round and is close to you, you may have it swap places with your unit to absorb the damage of a potential attack, so long as that attack is aimed at you. This action consumes the reaction for your upcoming round.

Phalanx: Enter a guarded stance. When near 4 or more phalanxed undead, Gain a free Reaction if an enemy creature gets close.

Bite: Perform a BRN Contest against the target creature's AL. Succeeding the contest deals (10) Impact Damage. Gain No Contest if Biting with a phalanxed action.

When your corpses have a size larger than normal, they shall gain more space. Normal corpses begin with a space of 5x5. For each size increase above normal, increase this space by an additional +5x5.

Huge Undead you control can only reach a height of 10ft.

Your undead do not gain size benefits listed on **Page 26**.

Shade

{Hex Caster}

Some look towards the dark as an enemy. An enigmatic void that corrodes the brave; one which feasts upon the weak. It is, however, that which resides within the dark that you should fear. A creeping omen, beckoning death; a shade of the inevitable. Be one with the dark Wayfarer; it hungers as you do.

Trade Bonuses

Aether Reserve: +80

Stamina Bonus: +5/Rank

Core Attribute Bonus: +8 DIS, +6 GRT, +1 DEX

Mastery Rank Table

MR 1	+5 Health	+1 Virtue	Hex Tier Unlock: I	Shaded Glyph of Lydica	Art
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve		Art
MR 3	+5 Health	+1 Virtue	Hex Tier Unlock: II		
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve		Art
MR 5	+5 Health	+1 Virtue	Hex Tier Unlock: III	Smith Upgrade	
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve		Art
MR 7	+5 Health	+1 Virtue	Hex Tier Unlock: IV		
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve		Art
MR 9	+5 Health	+1 Virtue	Hex Tier Unlock: V		
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve	Smith Upgrade	Art
MR 11	+5 Health	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve		Art
MR 13	+5 Health	+1 Virtue	Hex Tier Unlock: VI		
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve		Art
MR 15	+5 Health	+1 Virtue	Hex Tier Unlock: VII	Smith Upgrade	
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve		Art
MR 17	+5 Health	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve		Art
MR 19	+5 Health	+1 Virtue	Hex Tier Unlock: VIII		
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve	Smith Upgrade	Art

Shaded Glyph of Lydica

Gain strength as light wains. Unlock 1 Shadow Art and gain another at rank 2, 4, 6, 8, 10, 12, 14, 16, 18, and 20.

Areas, with a light level under normal, are considered "in shadow". All Shadow Arts are considered Hexes.

Shadow Art: Sight Unseen

Gain Immunity to Blind and gain Dark Sight.

Shadow Art: Umbral Blight

Each round, when standing in shadow, affect all chosen creatures located within connected shadow units; passively dealing 10 Unholy Damage to all chosen creatures around you within shadow. Gain an additional 5 Unholy Damage/ light level below normal.

Shadow Art: Hungering Dark

Creatures damaged by Shadow Arts sustain an additional 5 Unholy Damage. Increase this by +5 at ranks 5, 10 and 15

Shadow Art: Blades in the Dark

Enemies in shadow will sustain 2 Unholy Damage/shadow unit they move through. Increase this damage by +3 at rank 10.

Shadow Art: Hidden

Aether Cost: 20/ round

As a Full Round Action, you may turn yourself invisible.

Shadow Art: Dark Force

Aether Cost: 50

Deal 5 unit knockback to a target creature in shadow; decreasing by 1 unit/size above normal.

Shadow Art: Dark Feast

Aether Cost: 100

Bleed one creature within shadow, dealing 10 Bleed Damage and 80 Unholy Damage.

Shadow Art: Under Cloak of Dark

Aether Cost: 80

Transport yourself through shadow. You can move from one shadow unit, to any unit connected to the shadow area. If a creature is located within the same shadow area, you may appear, gaining advantage on you next attack, with a +30 Unholy Damage.

Shadow Art: Pareidolian Figure

Gain +2 AL When in shadow

Shadow Art: Shades

Aether Cost: 80/clone

Create clones of yourself, drifting around areas of shadow. You may control which units these shadows drift towards. When these shades reside on units near enemies, they bestow a -1 to the AL of the target creature. You may create 1 shade; + an additional one at ranks 10 and 20.

Shadow Art: Dark Fate

Once per combat encounter, If you enter Death's Door while within shadow, you may continue fighting, as normal, until you have fully died. You will be unable to move during Dark Fate.

Shadow Art: Nyctophobia

Aether Cost: 300

Grant fear to 1 target enemy in shadow and +1 additional creature at ranks 10 and 20. Fear lasts for 1 round. Enemy creatures under the effects of Hysteria or Insanity will suffer a cardiac arrest. Gain 50 Health/enemy affected this way.

Shadow Art: Nimble Dark

Gain +20 speed while in shadow.

Shadow Art: Well of Darkness

Aether Cost: 200

Create a 20ft zone of Pitch Black for 1d20 rounds. Natural light sources are instantly snuffed out within the AoE.

Shadow Art: Echo of the Void

When sustaining +40 Physical Damage within a single round; let forth a burst of dark energy; dealing 50 Unholy Damage to all close creatures.

Shadow Art: Unveil

Aether Cost: 200

Remove physical immunity from 1 creature in shadow. This shall remain until the creature passes through normal lighting or higher.

Shadow Art: Through the Trees

Aether Cost: 200

Gain immunity to the "Hungering Void" within Deep Wood locations.

Shadow Art: Our Echo, Your Shadow, and Me

Aether Cost: 100/hr

You may dive into a target's shadow and become one with it, traveling alongside the target. While in their shadow, any damage they sustain has a 1d2 chance of forcing you out, granting you 1d2 rounds of stagger. While inside their shadow, you are considered invisible.

You may upcast this by an additional +200 to bind the target creature, granting 1 round of Possession or Stagger per upcast.

Shadow Art: Shadowing

Aether Cost: 200 + 10/Creature Rank
Health Cost: 80

Harken to the dark forces beyond your understanding and mirror the foe before you into a blackened construct of shadow. This illusion persists until the end of its next action. It occupies the same amount of space as its mirrored counterpart and can teleport to any unit connected in shadow. If a light source illuminates the unit this illusion is on, it shall be trapped upon its unit, until the light recedes.

Copy an Action from the target creature that you have seen within the last or current round, and have its mirrored counterpart replicate it perfectly, maintaining its same effects. This action may be used as you wish.

Shadow Art: Perfect Clone

Aether Cost: 1000

Once per Combat, you can declare that you have always been a perfect clone, deceiving even the Arbiter to cheat death itself. Appear within 100 ft of a connected shadow. Reset all of your non-Aether stats to how you were before a combat had commenced, and enter the combat on your chosen connected unit.

Trade of the Berzerkeer

There is a legend born upon the field of battle; one which harkens to the rage of man and its nature to descend within its wrath. An ungodly hound of war, which carves flesh by the hundreds and does not sunder before the pain. Some say that these killers are soulless and incapable of feeling; that they have submerged their humanity and transformed themselves into monsters. By all accounts, this statement is true.

Bone

Your body is encased in fearsome armor crafted from the spines and skulls of your fallen adversaries. This armor is a gruesome display of your conquests and stands as formidable protection against your foes. The intricately stacked remains of the fallen are expertly fastened to your form, forming a grisly shield that wards off attacks from all angles.

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +5 VIG, +2 SNT, +4 GRT, +4 BRN

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Bone Facade, Unorthodox Coating	
MR 2	+5 Health	+1 Aptitude	+20 Stamina			
MR 3	+5 Health	+1 Aptitude	+1 Virtue			
MR 4	+5 Health	+1 Aptitude	+20 Stamina			Grind the Form
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	
MR 6	+5 Health	+1 Aptitude	+20 Stamina			Bone Splinters
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Stamina			Shirk
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: II	Smith Upgrade	Bone Collision
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Stamina			
MR 13	+5 Health	+1 Aptitude	+1 Virtue			Mental Fort
MR 14	+5 Health	+1 Aptitude	+20 Stamina			
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Iron Bones
MR 16	+5 Health	+1 Aptitude	+20 Stamina			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Stamina			Massive Prick
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Stamina		Smith Upgrade	Death Grip

Bone Facade

Gain access to the "Unorthodox I" Virtue.

Unorthodox Coating

Adorn your form with the bones of your enemies, gaining 20 Armor. Creating a façade takes 1 corpse and takes 1 hour. Gain an additional +2 Armor/Rank. When enemies enter a space within 5ft of you, they take 1 Bypass Damage with No Contest; and an additional 1 Bypass Damage when they attempt to strike you within 5ft of your façade. Bone Facade cannot damage enemies with armor and deals no Break. The Façade will break apart when its durability reaches 0. Your façade can be used over Apparel.

If you do not wear apparel with a bone façade, you have a 50% chance of taking damage each time you deal damage with bones.

You may additionally adorn your weapon with bone, utilizing the same method, gaining +10 Base Physical Damage.

Grind the Form

Take 1 hour to sharpen new Façades. Increase the damage from bone facade by 1. gain an additonal +1/Rank past 4.

Bone Splinters

Intentionally create fragile bones within your work; without compromising the structural integrity of the façade. When an enemy is damaged by bone, from entering your unit, a fragment of bone is left behind within their body dealing 5 Bypass Damage/unit of movement. This ability can stack up to 5 times.

Increase the damage of bone splinters by +5 at ranks 10, 15 and 20. To remove splinters, a creature must take 1 Full Round Action per 2 splinters

Unorthadox Coated weapons bestow 1 stack/strike.

Shirk

Once per combat encounter, ignore all physical damage from an attack. Gain an additional use of Shirk at ranks 10, 15, and 20.

Bone Collision

Stamina Cost: 30

As a reaction, charge into a nearby enemy with No Contest, removing 25% of your Facade Armor. Upon impact, you deal {Bone Splinter Damage x 5} Bypass Damage; bestowing 5 Bone fragment stacks after.

Mental Fort

When protected by Armor, reduce incoming Daunted Levels by 2.

Iron Bones

Travel to the blacksmith and pay one crown to double the Armor of your Façade. Additionally, Bones deal an additional 5 damage and an additional 1 BRK/5 Bypass Damage.

Massive Prick

The size of your Bone Splinters are increased. Double all damage from Bone Splinters.

Death Grip

When grappling creatures, deal an additional +50 Bypass-Damage with your bones on the initial grapple; bestowing +1 Splinter Stack. Death Gripped creatures will sustain 20 Bleed Damage/Bone Splinter Stack each round. If the creature is smaller than you, deal an additional +50 damage/size reduction. Creatures attempting to escape your grapple will sustain an additional +100 Bypass Damage, and +1 Splinter stack, from your bones with each failed attempt.

Butcher

The scent of Death clings to you like the dried blood which coats your worn clothes; chucks of rotten meat embedded in the seams as if impasto. Let the field become your abattoir; each strike and dismemberment, emitting fear toward your adversaries.

"Rip and tear, Wayfarer."

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +5 VIG, +2 SNT, +4 GRT, +4 BRN

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I		Wrath, Vengence
MR 2	+5 Health	+1 Aptitude	+20 Stamina			
MR 3	+5 Health	+1 Aptitude	+1 Virtue			Tis but a Chop
MR 4	+5 Health	+1 Aptitude	+20 Stamina			
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	
MR 6	+5 Health	+1 Aptitude	+20 Stamina			Blood for Blood
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Stamina			
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: II	Smith Upgrade	Bloodied
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Stamina			Massacre
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Stamina			
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Crime of Passion
MR 16	+5 Health	+1 Aptitude	+20 Stamina			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Stamina			
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Stamina		Smith Upgrade	Abattoir

Wrath

Your rage lay uncontained when contested; let your enemy feel your wrath as they draw your ire. When Reaching Wound Thresholds, you fortify yourself against adversity. Let none stand betwixt you and retribution

{Gain Bonuses upon reaching Thresholds:}

> ***75% Health Total***: Once per combat: Multiply your existing health and stamina by 2, and convert it into TH and adrenaline; and gain +2 GRT and +2 SNT for this encounter.
>
> ***50% Health Total***: Once per combat, Heal back to Full Health with Temporary Health.
>
> ***25% Health Total***: Gain two additional Damage Die and 10 Damage Resistance while at/under 25% THP.
>
> ***10% Health Total***: Your attacks deal 100% Bypass while at/under 10%.

Lastly, for the duration of comabt, Increase your BC by 12.5/ Threshhold reached below 100%.

Vengeance

If an ally should die, multiply your physical damage by 2 for the duration of combat. If any other allies should die, increase this integer by an additional +1 to a maximum of +3. It is at the Arbiter's Discretion what is deemed an ally (*Wayfarers, Seekers, Summons, Pets, etc.*)

Blood for Blood

Gain 10% Damage Reduction. Additionally, if you are attacked and strike the creature back before the end of the next round, you shall recover 10% of your lost THP/attack as TH. The strike must be with a melee weapon.

Tis but a Chop

Creatures, severed by you, sustain fear for 1d4 rounds

Bloodied

Take a Full Round Action to bathe in the blood of a fallen enemy. Bloodied lasts for a day. Craven enemies gain frightened when close to you, and other enemies gain a -1 Modifier to their attack contests against you.

Massacre

Each enemy you kill grants you +5 Physical Damage, and grants -1 AL to all enemies. The effects of Massacre ends after the encounter.

Crime of Passion

Reduce your DL by 1/kill within combat.

Abattoir

When 5 or more bodies lay dead around you, treat all creature AL as 0. Once per encounter during Abbatoir, you may guarantee criticals for 1d4 round.

Executioner

"What perverse tune draws your spirits aloft? Now is not a time for merriment… I can see from that bloodied tool that you have been busy. To what should I say to one such as you, killing your kin like flies; and for what reason? Coin… curiosity… a twisted pleasure…? Well, speak executioner; or has the tongue fallen from your skull, like those which now stain the square? Are you that removed from your deeds?"

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +5 GRT, +10 BRN

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Heavy be the Axe, Ensured Mortality	
MR 2	+5 Health	+1 Aptitude	+20 Stamina			
MR 3	+5 Health	+1 Aptitude	+1 Virtue			
MR 4	+5 Health	+1 Aptitude	+20 Stamina			Black Ticket
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	
MR 6	+5 Health	+1 Aptitude	+20 Stamina			
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Stamina			Short Stop
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: II	Smith Upgrade	Guillotine
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Stamina			
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Stamina			
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Judge and Jury
MR 16	+5 Health	+1 Aptitude	+20 Stamina			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Stamina			
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Stamina		Smith Upgrade	

Heavy be the Axe

If, within an attack, you have dealt less than 500 Physical Damage, gain +50 Physical Damage when using a Two-Hander/Slayer; and an additional +50 at ranks 10 and 20.

Ensured Mortality

Once per day, you can force your next attack to be a critical hit. Gain This is an additional use of Ensured Mortality at ranks 4, 8, 12, 16, and 20. If a creature is Prone, multiply your total Physical Damage by x2.

Black Ticket

As a Free Action, perform an Identify Contest {CD 5} at the beginning of Combat. Gain 1 Damage Dice for the duration of combat if you succeed. Gain an additional use of Black Ticket at ranks 8, 12, 16, and 20.

Short Stop

Once per combat, you can force an action to deal 50% THP damage to a severable part. At rank 18, Short Stop severs 100% THP with No Contest.

Guillotine

Deal double physical damage when targeting a severable part. At rank 12, deal 3x the damage, and x4 at 18. If a creature is prone, increase this damage by an additional x1. Guillotine can do a maximum of 3000 Damage + 100/Rank past 10.

Judge and Jury

When severing a part of a creature, reduce your DL by 1d6 and your allies DL by 2.

Trade of the Brigand

In the murky recesses of alleys, the fringes of forests, and the hidden underbelly of civilization emerges a breed of pariahs—the persona non grata of Nexus, known as Brigands. Rarely does a glimpse reveal a soul untainted among them; this ensemble of miscreants and lawless wanderers. They are clandestine killers, sell-swords, and murderers on the prowl for their next lucrative venture. Brigands shape their futures with blades, tactical cunning, and the lethal precision of ranged weaponry. As a Wayfarer, you may strive to escape your tainted past, but the haunting question remains: Will you embrace the shadows or endeavor to carve a new future?

Nightshade

You will never hear their name lacing the lips of the common folk; and yet, it resonates around the dark corners of alleyways and noble aristocratic chambers. The title draws its moniker from the infamous plant known for its silent lethality. Masters of stealth and subterfuge. Nightshades are expert infiltrators and silent executioners. Armed with a deadly repertoire of poisons, concealed weapons, and a keen knowledge of anatomy, Nightshades strike swiftly and lethally. They are skilled in the art of assassination and proficient in the art of misdirection, often leaving no trace of their presence until it is too late. Cunning, their humble friend, offers a bounty of proficiency in the realm of disguise, allowing them to seamlessly blend into any environment, adopting personas that allow them to move unnoticed among their unsuspecting targets.

"You are a whisper on the wind, Wayfarer; a venomous wraith of the night."

Trade Bonuses

Aether Reserve: +50

Stamina Bonus: +50

Core Attribute Bonus: +6 DEX, +6 VIG, +3 INT

Aptitude Bonus: +5 Identify, +10 Stealth

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Lethal Repertoire,	Lethal Precision
MR 2	+5 Health	+1 Aptitude	+20 Stamina			Lethal Art
MR 3	+5 Health	+1 Aptitude	+1 Virtue			Lethal Art
MR 4	+5 Health	+1 Aptitude	+20 Stamina			
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Lethal Art
MR 6	+5 Health	+1 Aptitude	+20 Stamina			Lethal Art
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Stamina			Lethal Art
MR 9	+5 Health	+1 Aptitude	+1 Virtue			Lethal Art
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: II	Smith Upgrade	
MR 11	+5 Health	+1 Aptitude	+1 Virtue			Lethal Art
MR 12	+5 Health	+1 Aptitude	+20 Stamina			Lethal Art
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Stamina			Lethal Art
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Lethal Art
MR 16	+5 Health	+1 Aptitude	+20 Stamina			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Stamina			Lethal Art
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Stamina		Smith Upgrade	

Lethal Repertoire

You gain +1 Lethal Art at ranks 2, 3, 5, 6, 8, 9, 11, 12, 14, 15, and 18. These actions are considered reactions unless specified otherwise. Some Lethal Arts require the Wayfarer to have a minimum amount of movement speed and adrenaline to perform; each is consumed upon use.

Lethal Precision

Gain +2 Base Damage when using One-Handed weapons. Striking with these weapons grants you 5 adrenaline points per successive hit to the same target. Adrenaline accumulation drains at the end of each encounter.

Lethal Art: Tear at the Wounds

Gain +2 damage/Rank when attacking against bleeding targets.

Lethal Art: Assassin's Mark

{Secondary Action}

Mark a target creature. This target grants 5 extra points of adrenaline on hit. At MR 10, this becomes a free action. Gain an additional 5 points at MR 5, 10, 15 and 20.

Lethal Art: Offensive Defense

Adrenaline Cost: 20
Speed: 50

{Reaction}

Raise your AL by +1. You may perform this action up to 3 times/combat encounter. Offensive Defense remains for the duration of the encounter.

Lethal Art: Lust of Battle

When an enemy dies, within an encounter, gain +20 adrenaline. Allies that die reduce adrenaline by 50.

Lethal Art: Hidden Lacerations

Speed: 50

When you attack from stealth, you gain double the adrenaline from your next attack.

Lethal Art: Elminium Dust

When going to a City Smith to forge a Metal Weapon, you may provide the smith with a special powder held by all Nightshades. Elminium Dust: a synthesized fine grain which has properties similar to the ore of the same name. Each amount of dust costs 1 crown to produce. This item is considered a Filigree Plating, granting a weapon +4 Poison Damage.

Lethal Art: Attack Surge

Adrenaline Cost: 50
Speed: 40

Gain an additional Main Action. You can gain a maximum of (+1 Action/DEX Mod upt to a max of +5) Actions per round.

Lethal Art: Assassinate

Adrenaline Cost: 200
Speed: 40

{Reaction}

With inhumane haste and acrobatic prowess, dispatch a powerful strike into the neck of a close target (dealing 200 Physical Damage + Weapon Damage) on a target creature with 100% bypass. Assassinate strikes with No Contest.

Lethal Art: Hush

Adrenaline Cost: 10

{Free Action}

Your weapon attacks make no sound. If the target dies, the collapse of its body will also make no sound.

Lethal Art: Critical Focus

Adrenaline Cost: 10

{Reaction}

Guarantee a critical on your following Main Action.

Lethal Art: Ghost

Adrenaline Cost: 20
Speed: 50

{Reaction}

Vanish from sight, gaining stealth, with No Contest, against all creatures within a 30ft radius. You are considered invisible until the end of your next turn.

Lethal Art: Crippling Strike

Adrenaline Cost: 50
Speed: 50

Lacertate the legs of a creature to prevent high-functioning movement, reducing their speed to 1d4 units/round. Crippling Strike may only be used against Mortals.

Lethal Art: High Evasion

Adrenaline Cost: 50

{Reaction}

Avoid a Physical attack with No Contest.

Lethal Art: Garrote

Adrenaline Cost: 10/round

{Secondary Action}

When grappling an enemy of normal/small size, you may wrap a wire around the neck, dealing asphyxiation with each passing round. During Garrote, the creature will be unable to speak.

Lethal Art: Tempered Exploit

Punish sloppy behaviors. Gain +5 Base Damage when fighting enraged creatures.

Lethal Art: Celerity

Adrenaline Cost: 60

Restore all of your movement speed for this round.

Lethal Art: Of Many Faces

You may slice off the faces of the creatures you kill and dawn their clothes. Adorning yourself with this facade gives you a double advantage when attempting to pass as another creature.

Nearby creatures that perceive you, in normal light, will see through your disguise with No Contest.

Lethal Art: Ventriloquist

Alter your voice to sound like another. You must have studied a voice for 10 Full Round Actions. You may only hold 3 voices at a time. When used alongside "Of Many Faces," Gain an additional Advantage when attempting to deceive a target creature.

If attempting to use a voice that is outside of your sex, consume 2 Aether/sentence.

Lethal Art: Dire Gouge

Once per bleeding enemy, Gain +1 Damage Dice. Gain an additional Damage Dice at MR 10, and 20.

Lethal Art: Where Dost Thou Flee

Close enemies attempting to move shall trigger an attack of opportunity. Gain 1 Secondary Action upon their turn, and reduce their movement by 1d4 units should the attack land.

Highwaymen

"Traitorous wretch your lot; craven bastards, and traitors, feasting on dregs as flies on shit. Musings of a better life while you cull and thieve. Filling your pockets with hopes and dreams as the owner's carrion lies stained within the leather of your boots. Don't sully mine ears and feign apology and kindred attachment, for your hands are as red as your blade. That crude rusty iron stinking with festering hypocrisy... Here you stand, as do I. Clandestine foul savages: Here are my belongings, and here is my Sovereign... Have you reason to trouble me longer, or will you fall upon your petty excuses to indulge in your sin? Are you to filch my life too? Well... have at me then, "Highwaymen," allow me to be another mark on your boots!" ~ A Lowborn Traveler

Highwaymen are roguish pariahs who frequent dark corners of humanity. They survive off the rewards they claim from ambushes, among other illicit activities. They are an adaptable sort tailored to the lacerations of war. Most of these brigands find themselves mercenaries, but a small few escape their past to forge a new future.

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +5 DEX, +5 BRN, +5 GRT

Aptitude Bonus: +5 Privy, +5 Perception

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Stance Shift, Tested History	
MR 2	+5 Health	+1 Aptitude	+20 Stamina			Skill
MR 3	+5 Health	+1 Aptitude	+1 Virtue			Skill
MR 4	+5 Health	+1 Aptitude	+20 Stamina			
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Skill
MR 6	+5 Health	+1 Aptitude	+20 Stamina			Skill
MR 7	+5 Health	+1 Aptitude	+1 Virtue		Cheap Shot	
MR 8	+5 Health	+1 Aptitude	+20 Stamina			Skill
MR 9	+5 Health	+1 Aptitude	+1 Virtue			Skill
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: II	Smith Upgrade	
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Stamina			Skill
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Stamina			
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Skill
MR 16	+5 Health	+1 Aptitude	+20 Stamina		Salt in the Wound	
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Stamina			
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Stamina		Smith Upgrade	Dedication

Tested History

You gain access to one Highway Skill at ranks 2, 3, 5, 6, 8, 9, 12, 15.

Skill: Ambusher

Gain +1 on your Stealth CD and an additional 20 Physical Damage on stealth attacks.

Skill: Skirmisher

Hit-and-run tactics come naturally to you. When you make a melee attack against a target, gain +1 Physical Damage on your next melee attack/unit traveled. Upon Reaching MR 12, increase this integer to +2.

Skill: Highway Robber

You hold a keen sense from your years of studying marks, how one carries oneself, and the secrets hidden within caches and purses. You may roll a Privy Contest to sense the value of nearby containers, objects, and people. Additionally, gain advantage when using Sleight of Hand.

Stance Shift

Shift your fighting style to gain advantage against a target; however, gain disadvantage against all other weapons while maintaining a stance. Shifting your stance consumes a reaction.

Stances

Neutral Stance: Fight as normal with no disadvantage.

Closed Quarters: Gain Advantage against Single-Handed Weapons.

Aegis Posture: Gain Advantage against Whips.

Encroacher: Gain Advantage against Polearms.

Rapid Reprisal: Gain Advantage against Dual Wielding; and immunity to Second Strike.

Mountain Ward: Gain Advantage against Slayer Weapons.

Hunter's Gambit: Gain Advantage against Beasts.

Lastly, at MR 10, you may dive into the nature of animalistic fighting styles; however, it will require you to permanently unlearn much of what you have learned to react out of instinct.

Sacrifice (1d4 + 2) Stances to learn a new Stance:

Natural Predator: Gain Advantage against Natural Weapons.

Skill: Midst the Trees

While on the road, you may Trailfind for your party; gaining a +2 Modifier when navigating Woods. Additionally, once per day you may elimiate one potential encounter by finding a safe area; with No Contest.

Skill: Fighting Dirty

Gain a +10 in Dirty Trick.

Skill: Slippery Bastard

Gain a +2 Modifier when attempting to escape restraints or confinement. Gain a +6 Modifier at level 15.

Skill: Quick Draw

At the beginning of combat, you gain one extra Main Action; and another Main Action at Rank 10 and 15.

Skill: Stand and Deliver

You can demand a toll, or tribute, from travelers on the road. Roll an ALR Contest, and add your intimidate and politics Modifier. Stand and Deliver yields items, Sovereign, and/or information at the Arbiter's Discretion.

Skill: Plunder

After a combat encounter, you have a chance of finding additional loot when searching through belongings. If a mortal creature carries Crown, find a Rich Coin Purse holding (1d100 - 20) Crown to a minimum of 1. This event can only happen once every 5 Encounters. Lastly, if you open up a Medium/Strongbox/Legendary Coffer, increase its yield by +25%.

Dedication

Your fixation on mastery has led you to strike with precision: your attacks gain 100% Bypass, +20% Physical Damage, and No Contest on attack contests.

Cheap Shot

Ignore defenses by fighting dirty. Deal +1 Physical Damage and +1 Bypass Damage for each point in Dirty Trick and Dexterity.

Salt in the Wound

Roll a 1d20 against a creature you struck last round when making another attack. If the creature's THP is at 50%, roll a 2d20. Add the result as extra damage to the attack.

Greedy Mongrel

Upon killing an enemy, gain an additional Main Action, this action will consume double its Stamina.

Marksman

Your fingers are as skillful as any duelist, but none have matched your eyes. A pull and shallow breath; let them know death before that which has claimed them, Marksmen.

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +6 DEX, +5 BRN, +4 DIS

Aptitude Bonus: +10 Perception, +10 Agility

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Huntsman, Animal Companion	
MR 2	+5 Health	+1 Aptitude	+20 Stamina			Skill
MR 3	+5 Health	+1 Aptitude	+1 Virtue			Skill
MR 4	+5 Health	+1 Aptitude	+20 Stamina			Skill
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Skill
MR 6	+5 Health	+1 Aptitude	+20 Stamina			
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Stamina			
MR 9	+5 Health	+1 Aptitude	+1 Virtue			Skill
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: II	Smith Upgrade	Archer's Paradox
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Stamina			Skill
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Stamina			
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Skill
MR 16	+5 Health	+1 Aptitude	+20 Stamina			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Stamina			Skill
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Stamina		Smith Upgrade	Master Marksmen

Huntsman

Begin your Tale with one Huntsman/Huntsman Bow Skill, and gain another at ranks 2, 3, 4, 5, 9, 12, 15, and 18.

Huntsman Bow Skill: Bowmen

Begin your Tale with a +10 Weapon Proficiency when wielding a bow/crossbow. You have a permanent Disadvantage when using melee Weapons.

Huntsman Skill: Gunmen

Begin your Tale with a +10 Weapon Proficiency when wielding a Wayfarer's Arm. You have a permanent Disadvantage when using melee Weapons.

Huntsman Bow Skill: Ends

Stamina Cost: 6/arrow

Your mastery of archery is distinct. Consume additional arrows to fire within a single moment. You may fire up to two arrows within a single Main Action. Gain an additional arrow at ranks 8, 12, and 16. Each extra Arrow strikes in succession with No Contest and deals +20% less damage than the last.

Example:

	Piercing Damage					
	1st	2nd	3rd	4th	5th	
	100,	80,	60,	40,	20	= 300 Damage

Archer's Paradox

Your aim is true. Gain a +1 Modifier when attempting to fire an arrow at a target within 30ft. Increase this range to 60ft at Rank 10.

Huntsman Skill: Knick

Stamina Cost: 50

Your next shot will deal 50% less damage but reduce the damage of your target's next attack by 50%.

Huntsman Bow Skill: Scale

When attempting to climb, you may use/dig your arrows in non-metallic surfaces, granting you a +3 Modifier.

Huntsman Skill: Rain from on High

While above an enemy, gain +10 Physical Damage/5ft a shot travels before it strikes its target up to a maximum of +50 Physical Damage.

Animal Companion

You begin the Tale with an Animal Companion, which follows your commands. You gain Command as a Reaction skill. Your damage is reduced by 50% on rounds where you command. Gain a Rank 1 Animal Companion as a companion, and have it progress alongside you with the Enemy Ranks Table. The Arbiter must approve deadly and Special Effects. If your animal dies, along the Tale, you may find another one and attempt to Tame it, replacing your fallen comrade. Visit Page {406}.

Command

Pet: Comfort your companion during combat, granting it an advantage on kill commands for the duration of combat. Pet will also reduce Command Stamina cost by 50%, with a minimum of 1. Stamina reduction will last for five rounds.

Fetch: Pick up items around you, or grapple the foot of an enemy, granting you an advantage on your next shot. Your companion grapples Normal Creatures with No Contest, and may hold on to the target, expending 10 stamina/round. Attacks made against your animal have an advantage during fetch.

Kill: Order an attack and grant the attack one additional Damage Dice Visit Page {406}.

Exploit: Mark a bleeding Target. That target takes +10 AB from the Kill Command for the duration of combat. You can only have one mark active during combat. When your animal attacks an enemy with Exploit, it will expend 4 additional Stamina/Kill Command. You can unmark targets at no cost.

Distract: Send your animal behind your enemy, commanding it to distract; lower the enemy's AL by (6 - Target's DIS Mod).

Guard: Your animal will be close to you. When an enemy strikes you, your animal will jump before the attack, taking the damage.

If your health reaches 25% THP, your animal will not listen to commands and will come close, using the Guard Command until your health is restored above 50%. This action will not consume one of your reactions.

Huntsman Skill: Quick Draw

Gain the ability to fire ranged weapons in close range without disadvantage.

Huntsman Skill: Natural Cover

You can seamlessly blend into your environment during combat. Once you successfully become stealthed, your passive Stealth CD cannot Drop below 5. Firing will lower your passive Stealth CD by 4 for 1 round.

Master Marksmen

Gain +60 Range when shooting ranged weapons; and gain No

Huntsman Skill: Precise Shot

Stamina Cost: 30 + 5/charge

You may take a Full Round Action to charge your Wayfaring Arm/Bow shots; each charge granting you an advantage on your next attack, +20 Bypass Damage, and +10 Break.

Precise shots punch through the target, dealing 50% of its damage to the unit behind the target.

Huntsman Bow Skill: Volley

Stamina Cost: 6

Fire an exploding arrow into the air, dispersing and raining down volatile shards of metal and glass, coating a 10ft radius. Volley leaves behind shards on the floor, which bypass Armor. Creatures, which walk upon units with shards, burrow them deep in their feet, cleaning the unit as they walk past it. Each unit deals 1 point of Bypass Damage per unit the creature walks on until they take a Full Round Action to pull the shards out of their feet. Creatures compound this damage with any additional units they step on, to a maximum of 5 damage per unit moved.

Huntsman Skill: Far-Flung

When charging your shots, add 10ft to your range/charge.

Huntsman Skill: Cover Fire

{Reaction}

Provide suppressing fire, granting an enemy a disadvantage when they attempt to strike an ally.

Huntsman Skill: Ricochet

{Reaction}

Stamina Cost: 10/enemy

Look at your surroundings and perform a unique and unpredictable shot. Perform a DEX Contest {CD 6}. Add your Perception Modifier to your next attack and roll a 1d4. If your next shot succeeds, it will ricochet off the surrounding environment to hit (1d4) enemies for half damage.

Huntsman Bow Skill: Pin

{Reaction}

Shoot at an enemy's feet, pinning them to the ground, reducing their movement to 0. This attack will only pin normal-large creatures. A tiny creature may remove the arrow by taking a Full Round Action; a Main Action is Small; A Secondary Action if Normal; A Reaction if Large; A Reaction if Huge. Any larger creature shall ignore the effects of Pin.

Trade of the Minstrel

A master of melodies, tales, and graces, serving to numb those burdened by life's troubles. They are often adorned with highly saturated attire to sap the attention of weary or distracted patrons. They are the heart of bustling taverns, the voice of reason and comedic irony, and the inspiration through Bevvitched dancing under a starlit sky. They speak with lyrical finesse and a sharpened silvery tongue; one which, most often, reflects that of the people. Some even carry instruments, the extension of their soul.

The minstrel can manipulate emotions, beguile foes; uplift allies, or beckon peculiar events. No matter where, these travelers take to the stage; becoming a performer of unbridled manipulation, and captivation.

Minstrel's Impedimenta

Minstrels keep their accessories light and cannot wear Metal Apparel or Apparel pieces exceeding 5 Grav.

Blade Balladeer

"I see you hosting a performance, Wayfarer, one to drop thine enemy low with each flourish. A northwestern trade beguiling the eye, enrapturing focus with glimmer and steel. One which adorns blade to clothing in myriad, dancing in sharp cadence only matched by its bite. Every motion lies intricate with a flowing cleave akin to an executioner. Mine eyes have yet to see a deathly display entwined with a bounty of allure. A beauty harkening the death knell. A dancer of death; a Blade Balladeer."

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +10 DEX, +5 ALR

Aptitude Bonus: +10 Agility

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Clothes of the Trade, Hidden Blades, Deadly Rotation		
MR 2	+5 Health	+1 Aptitude	+20 Stamina			Dance Floor
MR 3	+5 Health	+1 Aptitude	+1 Virtue			Chain Strike
MR 4	+5 Health	+1 Aptitude	+20 Stamina	Blade		
MR 5	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Smith Upgrade	
MR 6	+5 Health	+1 Aptitude	+20 Stamina			Symphony of Blades
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Stamina	Blade II		Sun Dance
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: II	Smith Upgrade	Deep Cuts
MR 11	+5 Health	+1 Aptitude	+1 Virtue			Breakthrough
MR 12	+5 Health	+1 Aptitude	+20 Stamina	Blade III		Rugged Traveler
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Stamina			Close Proximity Dervish
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Close Shave
MR 16	+5 Health	+1 Aptitude	+20 Stamina	Blade IV		Primed Exposure
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Stamina			Hammer the Gape
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Stamina		Smith Upgrade	Tis But A Scratch

Clothes of the Trade

When crafting apparel, you adorn your clothes with Hidden Blades: +1 Blade per Rank. When striking a target within close range, all Blades strike alongside the attack, dealing an additional +2 BRK, +5 Slashing Damage, and a 1-round debuff of –1 AL per Blade. Weapon attacks made by you are compared to a vicious dance; this movement reduces the damage of all melee weapons by 50%; this does not include Hidden Blades.

At MR 20, when visiting a smith, you may alloy your Hidden Blades — granting your Weapon's Ingot bonus to all Blades — in exchange for 1 Crown/Blade.

Lastly, if a Hidden Blade breaks, it may be replaced at a smith for 1 Crown. All Hidden Blade Damage is Addative.

Hidden Blades

When striking a creature that has 0 AL, multiply all Slashing and BRK sourced from your clothes by 2.

Dance Floor

Enthrall and slaughter. Your dance is captivating and shall grant an additional +5 Slashing Damage, per ALR Mod, to each Hidden Blade.

Lastly, as a Reaction, you may spend 20 Stamina to convert your movement into a captivating dance, granting you +5 AL.

Deadly Rotation

Enemies that strike you trigger a passive attack from your clothes, dealing 25% of your Blades' damage with No Contest.

Chain Strike

Hidden Blades strike the same spot, punching through defensive barriers. When striking the same creature in succession, increase the base BRK of your Blades with a stacking +1 per Blade that applies after each attack. This effect vanishes at the end of each round. Attacking a new target shall break the chain, relinquishing all benefits of Chain Strike.

Symphony of Blades

Your Blades emit a frequency when striking — an uncanny sound that taps into the Noosphere. This strange noise shall neutralize any auditory-based Sensory effects around you; granting all creatures within, Immunity.

Sun Dance

When dancing during the day, light is reflected into the eyes of close creatures, reducing their AL by +2.

Deep Cuts

All Blades gain +2 Bleed Damage per Blade.

Breakthrough

If your BRK matches or exceeds half of a target's Armor Score within a single strike, Sever it with No Contest, dropping its durability to 0. Lastly, when targeting a severable limb, creature, organ, or similar part, gain a ×2 multiplier to all Hidden Blade integers (BRK, Damage, etc.) targeting that part.

Rugged Traveler

You are not affected by rugged landscapes when traversing. Additionally, you do not lose 20 Stamina at the end of each day.

Close Proximity Dervish

As a Reaction, you may target a fleeing enemy. All enemies attempting to leave you while close shall grant you a free Main Action on their turn. This will not affect creatures utilizing teleporting/phase-like abilities to disengage.

Close Shave

Slashing and Piercing attacks have a 1d2 chance of missing you with No Contest.

Primed Exposure

Your Blades count as individual strikes for the purposes of Primed Exposure. When you land 100 hits within a single Combat, you create a window of opportunity for yourself and allies within close proximity to the target enemy: all Physical attacks land as No Contest Critical strikes for that round, before reducing the hit counter to 0.

At MR 20, increase this to 1d2 rounds.

Hammer the Gape

If a creature has been Severed, your Blades gain a ×2 damage multiplier.

Tis but a Scratch

Reduce all incoming Physical Damage by 50%.

Illustration By: Eryk Szczygieł

Musician

Within the Warmth of a Minstrel Hall, a man of elder age begs a Minstrel, "Oi, Minstrel! Aye, go on and play a tune, the one which set the world's eye upon ye like a mother to her babe. Thou wilt caress our ears with majesty or dirge? Cut and discard, our ignorance musician... Grant honey to our reasoning; that these old bones might, just once, feel something again!"

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +8 ALR, +4 INT, +3 DIS

Aptitude Bonus: +10 Privy

Main Action: Musician's Tool

{Start your Tale with an instrument of your choice.}

{Playing an instrument Consumes 2 Stamina/Round}

Instrument Choices:

Lyre: Grant a +4 Modifier against SNT Contests to all allies when playing.

Jaw Harp: Grant Allies a +4 Modifier to Identify Contests when playing.

Bagpipes: Temporarily remove one disadvantage on each ally so long as you play.

Carnyx: When playing, grant all allies +8 Damage Resistance .

Clarion: When playing, the clarion grants enemies that hear the clarion 1 stack/round of Clarion Call. After 3 stacks, enemies will gain frightened for 1 round, resetting the clarion counter to 0. Clarion-frightened enemies take 50% more damage. Clarion will not work on enemies that outrank you.

Lute: Five times a day, you can take one round to play a tune that soothes the soul, decreasing ally DL by 1/tune. You may perform this during or outside combat, affecting all allies around the Lute. This functions independently from the Heart of the Company.

Violin: +10 speed and +2 Bypass Damage/ALR Mod to your allies.

Hurdy Gurdy: Roll 1d6 at the start of combat. Perform a song throughout those turns, granting your allies +(1d6) AL. Once these rounds end, you must pause for 1d4 rounds before you begin playing again.

Drum: At the start of combat, roll 1d10. The number rolled is your tempo for the duration of the fight. Allies that hear your music gain an advantage and +2 Bypass Damage on attacks if they keep tempo, moving exactly (1d10) units on their turn before an attack. Each round, this must be maintained by the ally; a movement proceeded by an attack on tempo. The creature does not gain the drums bonus if the movement tempo is not performed before an attack. If the tempo is surpassed/unreached, the ally loses the bonus. Tempo will only grant advantage and extra damage on the first attack performed at the end of tempo.

> *{Example: Tempo 4. The ally moves 4 units close to/around the enemy and then performs two attacks. The first attack gains Advantage and +2 Bypass Damage.}*

Voice: Gain access to 4 buffs. Select one when performing a song—songs last (1d4) rounds.

> ***Song of Inspiration***: Grant allies a +1 Modifier to contests while you sing.
>
> ***Song of Clarity***: Grant allies a +4 DIS and +4 SNT while you sing.
>
> ***Throat Chant of Omens***: Grant allies +3 Damage Resistance while you sing.
>
> ***Dirge Singer***: Enemies around you, that can hear your song sustain 2 Mind Damage/Rank.

Chords, Notes, and Songs work in tandem with the selected instrument, allowing allies to gain benefits from both.

If unspecified, an instrument shall project sound that can be heard by enemies "around" it (60ft).

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Flourish, Musicians Tool
MR 2	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: II	Song: Heart of the Company
MR 3	+5 Health	+1 Aptitude	+1 Virtue		Note: Brown
MR 4	+5 Health	+1 Aptitude	+20 Stamina		Song: Harmony In Major
MR 5	+5 Health	+1 Aptitude	+1 Virtue	Smith Upgrade	Special Request
MR 6	+5 Health	+1 Aptitude	+20 Stamina		
MR 7	+5 Health	+1 Aptitude	+1 Virtue		
MR 8	+5 Health	+1 Aptitude	+20 Stamina		Note: Minor
MR 9	+5 Health	+1 Aptitude	+1 Virtue		
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Smith Upgrade	Street Performer, Special Request
MR 11	+5 Health	+1 Aptitude	+1 Virtue		
MR 12	+5 Health	+1 Aptitude	+20 Stamina		Limelight
MR 13	+5 Health	+1 Aptitude	+1 Virtue		
MR 14	+5 Health	+1 Aptitude	+20 Stamina		
MR 15	+5 Health	+1 Aptitude	+1 Virtue	Smith Upgrade	Encore Special Request
MR 16	+5 Health	+1 Aptitude	+20 Stamina		Moving Arrangement
MR 17	+5 Health	+1 Aptitude	+1 Virtue		
MR 18	+5 Health	+1 Aptitude	+20 Stamina		Song: Lullaby
MR 19	+5 Health	+1 Aptitude	+1 Virtue		
MR 20	+5 Health	+1 Aptitude	+20 Stamina	Smith Upgrade	Notes: Dies Irae, Special Request

Note: Brown

Stamina Cost: +7

All creatures within 30ft violently expel feces, granting dehydration, -5 ALR, and a -3 to their next roll. Maintaining a Brown note will consume 8 stamina/round. Creature affected more than once shall begin to expel blood, sustaining 10 Bleed Damage/round.

Song: Heart of the Company

Stamina Cost: +10

You may perform a Musical Rally once per day, which can reduce the party's DL by 2. Musical Rally does not consume your normal Rally.

At Rank 10, your rally can reduce DL by 3 stacks.

Song: Harmony In Major

Stamina Cost: +5 + (+5/refinement)

Performing this on a round where allies suffer a GRT and SNT contest grants allies a +1 Modifier against the contest. You can compound this effect by refining the song; adding +1 Modifier per +5 extra stamina to a maximum of a +10 Modifier.

Special Request

Visit the Smith at Ranks 5, 10, 15, and 20, and request a specific adjustment to your instrument only heard of in Legends. After paying one crown, the Blacksmith will attempt to decipher a codex labeled "Strattivariei's Great Works." After one day, return to the Smith; and you will find a fuller sound, granting you -1 stamina cost/request when performing. In addition, you gain +1ALR/requested upgrade when performing.

Limelight

Enemy creatures around you are permanently distracted, gaining -5 AB. Increase this to -10 AB upon reaching Rank 18.

Encore

Stamina Cost: +50

{Full Round Action}

Refresh all actions of a target ally within sight.

Moving Arrangement

You may reduce the cost of any Stamina Ability by (ALR Mod) once per Combat. Gain an additional use at Rank 18 and 20.

Note: Minor

Stamina Cost: +8

Cause a creature to grieve, staggering it for 1 round. Maintaining a somber note will consume +8 stamina/additional creature during a round. Each creature must perform a GRT Contest against your Somber Note, with an increase of +1 CD per 5 stamina you expend. The end round of the note grants a Temporary +1 to SNT to all allies, which lasts for 1 round.

Song: Lullaby

Stamina Cost: +50

Perform a song that grants all nearby creatures a VIT Contest {CD 5}. Creatures that fail gain Torpor.

Continue the song for a second round, consuming an additional 10 stamina/additional round, adding a +1 CD to the contest/round. If a creature with Topor fails, they fall asleep for three rounds and are considered prone. This stacking effect is reset if the enemy is struck.

Notes: Dies Irae

Stamina Cost: +120

Play a forbidden sequence of four notes for one round, killing all close creatures at least 2 Ranks beneath you and granting a heart attack to all other nearby creatures. Playing this note grants you a temporary -4 SNT. You may add +20 Stamina cost to increase the range by 10ft; and may continue to do so until you run out of stamina.

Street Performer

Stamina Cost: +10

Perform music in the street once per day. You may crowd-source based on your MR.

Crowd Sourcing

MR 10-15: Attract (1d4) people

MR 16-19: Attract (1d10) people and (1d4) Nobles

MR 20: Attract (1d20) people, (1d10) Nobles, and 1 Royal

Sovereign:

{Within Towns/Cities}}

People: 5 Sygnum per person + 5/Rank

{Within Cities}}

Noble: 1 Corona per aristocrat +1/Rank

Royalty: +1000 Corona (Once per City)

Flourish

You may expend up to 20 stamina/round upon Flourish. Flourish may be used at any point to alter the flow of battle during a round, regardless of initiative. Flourish will stack but shall vanish upon the round's conclusion. Flourish shall target individual creatures/attacks around you. Increase your Flourish allotment/round by +5 at ranks 4, 8, 12, 16, 18, and 20.

Stamina Cost	*Effect*
8	*Grant +5 speed to a creature.*
9	*Grant an attack +1 Damage Dice.*
9	*Allow 1 creature to reroll 1d2 Modifiers.*
9	*Grant a +1 Modifier against a GRT Contest.*
9	*Grant an attack +5 BRK.*
10	*Increase a creature's AL by +1.*
15	*Decrease an enemy attack by 1AB/Rank.*
25	*Reduce an attack's damage by 50%.*
40	*Grant non-damaging system shock.*
50	*Interupt/cancel a Hex from being cast.*
50	*Grant a -10 mod to all close enemy Actions.*

Plague Charmer

Envy be your Mother; Desperation, your father. Long have you sullied civilization's dregs, feeding within the alleys upon scraps. Humanity hath discarded you, child, as has your allies, but dare not fret, for your isolation is consoled by that which you have tamed. A plague which man doth fear, compelling them to tear at walls with craven eyes. Beckon forth your swarm and introduce a throng akin to a tempest; a vermin tide, which shall spread its pestilence amongst the land in myriad. Charm the plague, Wayfarer...

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +6 ALR, +4 GRT, +5 VIG

Aptitude Bonus: +5 Privy

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I		Child of the Swarm
MR 2	+5 Health	+1 Aptitude	+20 Stamina			Rat Trick
MR 3	+5 Health	+1 Aptitude	+1 Virtue			Rats of Ruin
MR 4	+5 Health	+1 Aptitude	+20 Stamina			
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Furry Blanket
MR 6	+5 Health	+1 Aptitude	+20 Stamina			
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Stamina			Combative System
MR 9	+5 Health	+1 Aptitude	+1 Virtue			Rabid
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: II	Smith Upgrade	Vermintide
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Stamina			Ravenous
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Stamina			
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	
MR 16	+5 Health	+1 Aptitude	+20 Stamina			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Stamina			Foreign Call
MR 19	+5 Health	+1 Aptitude	+1 Virtue			Crawling Mist
MR 20	+5 Health	+1 Aptitude	+20 Stamina		Smith Upgrade	Rat King

Child of the Swarm

You are kindred to the beasts within the streets of every city, one who has learned their ways. Emit sequences of chitter to cull and direct a swarm of rats to follow your command. Each one of your rats is considered tiny and deals 1 Piercing Damage with No Contest. Enemies may not target your rats. Controlling the swarm is a Main Action. Rats have 40ft of speed and Normal/Dark Sight.

The Child gains two rats at MR 1 and gains an additional 2/rank. Rats may be guided to targets individually or in groups.

Each rat has 1 THP and is susceptible to AoEs or Environmental Damage. If your rats die, you may call 1d10 rats/day up to your maximum.

Rats of Ruin

Each Rat you obtain can be gathered into your horde as a specific rat {Plague Touched, Hungry, Soft Footed, Large, or Alluring}. Select which rat is called to your swarm when obtaining a new rat. You can discard held rats from your swarm.

Furry Blanket

Use 10 rats to warm you, or your allies, during cold nights; granting 30 Cold Resistance.

Rabid

One of your rats is rabid. You may direct this rat toward a single enemy to spread an advanced form of rabies. This rat will attach itself to that single enemy for the duration of combat or until the enemy dies. The use of rabid reduces your damage potential by 1 rat; due to the rat being affixed to the target enemy. The enemy must succeed in a normal VIG Contest to resist rabies each round, or else it becomes rabid.

> ***Rabid***: A rabid enemy attempts to fight the nearest creature, showing no regard to its allies.

Vermintide

Once per combat, as a Full Round Action, send your rats into a frenzy, compelling them to swarm an enemy with a series of crazed bites that deals x3 their normal Piercing Damage. At rank 15, this ability deals x5 the damage.

Ravenous

When your rats attack an enemy with Armor, representing thick hide, they deal 1/5th (rounded up) of their collective damage as Break.

At MR 20, grant rats an additional +1 Piercing Damage.

Foreign Call

Your rats follow a language unknown to that of the wild. Over your journeys, you have deciphered aspects of a new tongue. You can now communicate with foreign rats to decipher intention and vague secrets: Danger, shiny goods, fresh blood, food, etc. At the beginning of combat, you may also call 5 additional {foreign} rats to your aid, which depart from your total rat limit after the encounter.

Gain an additional 5 rats if your ALR is 10 or above.

Crawling Mist

Your rats emit a sickening gas unknown to this Coil. When close to other creatures, deal 1 Unholy Damage per rat.

Combative System

Gain +40 Poison Resistance and immunity to disease and The Black Death.

Rat Trick

> ***Gather***: Command your rats to collect nearby items. Each rat can carry .5 Grav and pull 2 Grav worth of weight. You may have them gather collectively to increase their BC.
>
> ***Alarm***: Have your rats scan the area, keeping an eye out for ambushes. When rolling a Perception Con test, grant a +1 Modifier /rat within 30ft of an am busher.
>
> ***Flood***: Have your rats aid in intimidation contests, granting a +4 Modifier.
>
> ***Direct***: Give very simple instructions to your rats in the form of directional travel, distraction, etc.

Rat King

{Secondary Action}

Perform a DEX Contest against a target creature's AL. Unleash a flurry of swipes on a close creature, dealing 25 Slashing Damage. Increase this damage by +10/5 rats that are occupying your unit. If this creature is bleeding or blind, multiply the damage you deal by 2. Performing this action consumes 20 Stamina.

Rats of Ruin Table

Alluring Rats

Each round, these alluring rats will sap the attention of the creatures they attack. For each successful attack, an alluring rat will reduce the creature's AL by -1 for that round. This effect can stack.

Hungry Rats

Each Hungry rat gains +1 Physical Damage and 50% Bypass on attacks. When a creature is bleeding, your hungry rats gain +an additional +4 Physical Damage, but will ignore all commands so long as a creature around it remains bleeding. Hungry rats will be compelled to attack bleeding enemies each round, and they cannot divert their focus.

Soft Footed Rats

Each soft footed rat has x2 movement and has 100% Bypass.

Large Rats

Each Large rat counts for 5 normal rats. This normal-sized rat can now be targeted; It has an AL of 8, and can deal 40 Physical Damage and 10 BRK with No Contest. You may only have 3 Large Rats + (1/ALR Mod) up to a maximum of 5.

At Rank 15 you may summon a Rat Tyrant, which counts as 20 Rats. This large rat deals 120 Physical Damage, 30 BRK and has an AL of 2. You may only have 1 Rat Tyrant. This rat can be ridden as a mount, and has a BC of 120 with a BRN Mod of 4 for the purposes of Grav interaction.

Plague Touched Rats

Your Plague Touched rats gain fear when near a Light Level above Dim. Each Touched rat grants 1 plague stack to bitten enemies. When a plague stack reaches 10; a creature will violently vomit blood, dealing 60 Disease Damage and resetting all stacks after the damage has been dealt. At Rank 15, increase the damage dealt by +40. At Rank 15, Plagued rats gain Black Pox.

Black Pox

If a creature reaches 10 Stacks of Plague Touched, they gain the Black Pox Illness; sustaining 100 Disease Damage/round until cured. At Rank 20, Black Pox additionally grants The Black Plague.

Trade of the Monk

The Monk stands as an icon of disciplined mastery and spiritual enlightenment. All Monks must embark on the path of self-discovery, a journey strewn with mental and physical refinement. The monk sculpts their body into a sacred vessel through unyielding training and introspective meditation to align with the cosmic rhythms, allowing them to channel latent energies.

Instinct

"Rest your full mind and direct your focus towards yourself. Shy away from your desires to cling to what you see. It is an illusion, trapping your spirit and weakening your mind. To reach liberation, you must let go of impermanence and allow yourself to disappear while remaining present. Only then shall you master this technique. Repeat after me, "I release my attachments to the ephemeral; I embrace the eternal stillness within. My mind is a mirror, reflecting all but holding onto none. In this tranquility, I find my strength. In this insight, I uncover the truth. I am one with the breath of the universe, boundless and free." - ***Hajeb Akra***

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +4 DEX, +6 DIS, +3 GRT

Aptitude Bonus: +5 Privy

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue		Instinct, Samatha Vipassana, Multifold Strike	
MR 2	+5 Health	+1 Aptitude	+20 Stamina			
MR 3	+5 Health	+1 Aptitude	+1 Virtue			
MR 4	+5 Health	+1 Aptitude	+20 Stamina			
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Inner Peace
MR 6	+5 Health	+1 Aptitude	+20 Stamina			
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Stamina			
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: I	Smith Upgrade	Krodha
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Stamina			
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Stamina			
MR 15	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: II	Smith Upgrade	
MR 16	+5 Health	+1 Aptitude	+20 Stamina			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Stamina			
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: III	Smith Upgrade	

Samatha Vipassana

Find clarity through the means of constant mediation. Activate and turn off Samatha Vipassana as a Reaction. Your body, during this, may still move but is incapable of using Main/Secondary Actions or exerting itself beyond standard movement. Using a Main/Secondary Action during your meditation removes the effects of Samatha Vipassana for 4 rounds, preventing you from meditating until the 5th round. While under Samatha Vipassana, If a nearby enemy attempts to strike you, gain +1 AL against the contest. Gain an additional +1 AL at ranks 5, 10, 15, and 20 and an advantage against attackers at Rank 15.

Reactions and Multifold Strikes performed during Samatha Vipassana gain +3 base damage and an additional +1 at Ranks 5, 10, 15, and 20. Reactions will not interrupt Samatha Vipassana.

Multifold Strike

While under Samatha Vipassana, gain a passive called Multifold Strike. When attacked, you may use Multifold Strike with No Contest, dealing (+5) Impact Damage + your Weapons Base Damage. Multiply the (+X) Impact Damage total by (2). Upon Ranks 5, 10, 15, and 20, increase the multiplicative integer by +2.

Inner Peace

Gain a passive +3 Modifier against DIS Contests. Additionally, wait for 1 less round after breaking Samatha Vipassana and an additional -1 at Ranks 10 and 15.

Krodha

When an ally is struck, one of the six internal enemies beseeches your mind and attempts to cloud your judgment. Roll a DIS Contest/Ally struck. The Contest Difficulty gains +1CD/ally struck within the encounter, with a maximum of +8CD. This counter will reset (2) rounds after Krodha begins.

If Krodha wins, you shall surrender to your rage, granting you a +(10 + 1/Rank) base attack. Samatha Vipassana will be broken and unavailable for (3) guaranteed rounds. During Krodha, gain a +3 AL Negation when striking your target and an additional +2 at Ranks 15 and 20. Krodha will cloud your judgment, reducing your AL by (6), crippling your evasion until the end of Krodha.

You may willingly drop into Khroda for (1d2 rounds) as a Reaction, gaining (10) base attack and -3 AL.

Instinct

You may expend 25 stamina to perform an Instinct at any point during combat.

Instinct of the Protector: Protect a close ally, taking their damage for them. If the ally is beyond your reach and movement speed, expend (4) stamina and 2 health per unit moved to reach a unit close to them.

Instinct of Avoidance: Avoid a physical attack with No Contest.

Instinct of the Aggressor: Gain an additional Main Attack Action. Maximum of (+1/5 Ranks).

Meridian

Upon a rainy autumn, a man resides under a tree, his eyes locked in focus; a storm rages forth just past his view. As it bellowed and clawed upon the Coil, its presence remained unnoticed, unheard, while he kept to his thoughts. As the wind closed in, the man releases a calmed breath, laced with a whisper of a mantra, denoting a mind of tranquility; one unburdened by any such threat. The storm grows in ferocity as its anger upheaves nearby earth; the limbs of trees whisked unto the heavens. In but a moment, the man is struck with the intense ferocity of several thick logs; yet still, he lies unburdened, and the logs severed in half upon collision. The man remains unphased, clam seas within a raging storm.

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +5 INT, +5 GRT, +5 DIS

Precision Strike

Your Main Actions strike pressure points along the body.

Chi

Main Actions you perform, which deal damage, grant you an accumulation of Chi upon successful strikes; a metaphysical form of energy similar to Aether. Practitioners of this form of combat can harness stores of Chi; and utilize them to empower and perform actions of legend.

Strikes against enemies grant 1 Chi, with each subsequent strike against the same enemy granting 1 more than the last (1,2,3,4...). Chi stores will diminish at the end of an encounter. Switching enemies resets your building counter to 1.

Upon reaching MR 5, you may permanently store up to 10 chi, gaining a pool of points from which you may draw after an encounter. Your Chi Pool increases by +10 upon reaching Ranks 10, 15, and 20; and +1 at Ranks 6, 7, 8, 9, 11, 12, 13, 14, 16, 17, 18, and 19.

When Performing a Precision Strike, consume Chi to apply an additional effect from harnessed Chi.

Harnessed Chi: Lock

Chi Cost: 30

Immobilize a corporeal opponent by locking their limbs or joints with precise strikes. Striking one leg reduces the creature's speed by 50%. Striking their arm grants a disadvantage; additionally, dropping a weapon if it is holding one.

The opponent must be Mortal to perform Lock unless you critically succeed in an Identify Contest against a non-Mortal creature type.

Harnessed Chi: Condensed Chi

Chi Cost: 1-100

Create a barrier around yourself with a defense equating to 1 Armor/Chi expended to a maximum of 100 Armor. This shield will disperse at the end of an encounter. While a barrier is active, you are immune to bypass, stagger, and knockback.

Restful Meditation

Chi Cost: 1+

Take from your Chi Pools while you rest, healing an additional +1 Health/Chi point leeched from your Pools.

Be Water

Chi Cost: 60/hr

Freely move across fluid surfaces.

Acupressure Healing

Chi Cost: 20

Upon an ally's meridian line, strike various points, restoring 50% of the Health lost within the last (1d6) rounds. Additionally, reduce any Deep Wounds by 25%.

Tranquil Mind

Chi Cost: 50

Expend Chi to clear your mind, granting immunity to Fear and Mind Damage while providing a passive +4 to GRT and SNT. Tranquil Mind ends upon death, or the end of an encounter, and will persist during Death Knell.

Harnessed Chi: Chi Infusion

Chi Cost: 20

Empower your next strike with Chi, gaining +1 Damage Dice and 1 unit knockback.

Harnessed Chi: Sever the Flow

Chi Cost: 50

Strike along the body's meridian lines to disrupt energy flow/connection. Struck targets have their Aether Reserves and Chi temporarily reduced to 0 for 3 rounds, sustaining 5 Mind Damage/10 integers lost. After 3 rounds, the creature becomes unblocked, regaining all reduced points.

Harnessed Chi: Dim Mak

Chi Cost: 100

You strike a close enemy five times before pausing. At the end of the next round, its heart will explode, dealing 100% of its THP as Physical Damage. Creatures struck by the Dim Mak must be within 1 Rank of you to be affected. When using the Dim Mak against an Archfiend, the creature will suffer a minor heart attack, Forcing it to receive 10% THP as Physical Damage.

Harnessed Chi: Soul Sever

Chi Cost: 150

Strike a Non-Archfiend, destroying the bonds holding its metaphysical consciousness to its corporeal vessel. The Creature must roll a 1d100 to not receive Instant Death. Should the creature survive, deal a Deep Wound. Any Creature which survives this punch cannot use their Aether for 1d10 rounds.

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue		Precision Strike, Chi	
MR 2	+5 Health	+1 Aptitude	+20 Stamina		Be Water	
MR 3	+5 Health	+1 Aptitude	+1 Virtue			
MR 4	+5 Health	+1 Aptitude	+20 Stamina			
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	+10 Chi Pool
MR 6	+5 Health	+1 Aptitude	+20 Stamina		Acupressure Healing	+1 Chi Pool
MR 7	+5 Health	+1 Aptitude	+1 Virtue	Condensed Chi	Restful Meditation	+1 Chi Pool
MR 8	+5 Health	+1 Aptitude	+20 Stamina		Lock	+1 Chi Pool
MR 9	+5 Health	+1 Aptitude	+1 Virtue		Chi Disruption	+1 Chi Pool
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: I	Smith Upgrade	+10 Chi Pool
MR 11	+5 Health	+1 Aptitude	+1 Virtue			+1 Chi Pool
MR 12	+5 Health	+1 Aptitude	+20 Stamina		Chi Infusion	+1 Chi Pool
MR 13	+5 Health	+1 Aptitude	+1 Virtue			+1 Chi Pool
MR 14	+5 Health	+1 Aptitude	+20 Stamina		Tranquil Mind	+1 Chi Pool
MR 15	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: II	Smith Upgrade	+10 Chi Pool
MR 16	+5 Health	+1 Aptitude	+20 Stamina			+1 Chi Pool
MR 17	+5 Health	+1 Aptitude	+1 Virtue			+1 Chi Pool
MR 18	+5 Health	+1 Aptitude	+20 Stamina		Sever the Flow	+1 Chi Pool
MR 19	+5 Health	+1 Aptitude	+1 Virtue			+1 Chi Pool
MR 20	+5 Health	+1 Aptitude	+20 Stamina	Dim Mak, Soul Sever	Smith Upgrade	+10 Chi Pool

Shadowbearer

"There is no I; this is a fabrication. There is not "that which is"; it lies a perpetual trap for the blind. When we lie within the dark recesses of this world, we might escape The Truth; and become one with everything."

These monks are known under the Iveran tongues as Harsh-ini Maunko, or "Those who are awake." Within the fringe snow wastes of Bekkharr are darkened, wide caves buried deep under snow. Some of these caves have been converted into monasteries, and they are rarely found, except by those who know that they exist.

The Harsh-ini Maunko meditate and live in complete darkness and often complete silence; many are bonded by vows. Some reach a level of esoteric understanding akin to higher enlightenment, which allows them to realize the unimportance of the human form. A small few remove their eyes so that they might better see the truth, a testament to their understanding.

Slip within the shadows of Nexus and become nigh invisible to most. Strike with precision and vanish without a trace.

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +80

Core Attribute Bonus: +15 DIS

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Sahasrara, Umbral Mantra, The Cave, Lotus Insight		
MR 2	+5 Health	+1 Aptitude	+20 Stamina			
MR 3	+5 Health	+1 Aptitude	+1 Virtue			
MR 4	+5 Health	+1 Aptitude	+20 Stamina			
MR 5	+5 Health	+1 Aptitude	+1 Virtue	Offensive Contemplation	Smith Upgrade	
MR 6	+5 Health	+1 Aptitude	+20 Stamina			
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Stamina			
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude	+20 Stamina	Hex Tier Unlock: I	Smith Upgrade	Death Permeates
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Stamina			
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Stamina			
MR 15	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: II	Smith Upgrade	
MR 16	+5 Health	+1 Aptitude	+20 Stamina			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Stamina			
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Stamina	Oneness	Smith Upgrade	

Sahasrara

Find clarity through constant mediation within Dark and Pitch-Black light levels. Entering a Dark, or Pitch Black, light level grants Sahasrara. Leaving a Dark or Pitch-Black setting removes the effects of Sahasrara for 4 rounds, preventing you from re-entering Sahasrara until the 5th round.

While Sahasrara is active, your AL is reduced by 50%, and you gain +10 physical Resistance . Gain an additional +10 at Ranks 5, 10, 15, and 20 and an advantage against attackers while under Sahasrara at Rank 15.

Umbral Mantra

Begin combat with 100 petals. Gain an additional 100 petals at ranks 10, 15, and 20.

At any point in the Tale, you may carve out your eyes, blinding yourself for the duration of the Tale. If this practice has been performed, grant yourself an additional +200 petals at the start of an encounter.

The Cave

You are not affected by disadvantages caused by Blind and Pitch Black. If you are blind, your detection radius increases by 10ft.

Lotus Insight

Gain a passive accumulation of 1 petal/round. Gain Access to all Lotus Abilities. Petals are expended upon reaching the end of combat or when used. At Rank 15, gain an additional 9 petals/round. At MR 20, gain access to the Lotus ability Oneness.

Offensive Contemplation

Hits with your weapon grant +10 petals. And an additional 10 at ranks 5, 10, 15, and 20.

Death Permeates

Gain +100 petals when a creature dies within an encounter. Gain the benefits of Death Permeates when an ally reaches Death's Door at MR 15.

Lotus: Shadow Step

Petal Cost: 100

Move from shadow to shadow within 60ft.

Lotus: Shadow Veil

Petal Cost: 100

Gain invisibility while in dim or darker settings for 2 rounds.

Lotus: Shadow Double

Petal Cost: 50

When struck, you can expend 50 petals to avoid all damage.

Lotus: Oneness

Petal Cost: 100

"In the darkness, I discover the truth. In oneness, the self dissolves, and I am but a fragment of the greater dance at play."

For 3 rounds, you are immune to all Physical Damage; and can move between shadows at will. While in darkness, all creatures cannot detect you, granting you guaranteed critical hits.

During Oneness, you know the location of every creature; and may strike them while ignoring any disadvantages. You do not obtain petals while under the effect of Oneness.

Trade of the Pagan

Be it by tradition, philosophy, or another means, you have drunk from the well of knowledge; and, due to your insightful curiosity, now host an understanding of the mechanisms which surround your very being. Draw upon the forces beyond mortal comprehension to supersede the powers that be. Alter the wheel of probability to cast forth majicks deemed both heretical and unnatural.

Elemental Archon

{Hex Caster}

Hear the plea of deliverance ere mercy Wayfarer; from those who doth hear the earthquake and the waters rise. Bellowing storms of ice amidst a tempest. There are those who look to you for guidance steeped with reverence; a worship ensnared with feigned admiration. Their lies, as palpable as the shit beneath their feet; a facetious ritual only surpassed by their ignorance. Heretical Archon; a title bestowed upon you reflecting a pariah. Few understand your true nature, and your innate draw to that which is; The Celestial Farmwork. Conquer the elements and bend them to your will and become something greater; something elemental. Are you to become a deliverer Wayfarer...or something darker?

Trade Bonuses

Aether Reserve: 100

Stamina Bonus: +5/Rank

Core Attribute Bonus: +15 INT

Mastery Rank Table

MR 1	+5 Health	+1 Virtue	Hex Tier Unlock: I	Elemental Aspect, Elemental Pulse, Gaeian Suffused		
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex	Elemental Caster	
MR 3	+5 Health	+1 Virtue	Hex Tier Unlock: II		Aspect Affinity	
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 5	+5 Health	+1 Virtue	Hex Tier Unlock: III		Smith Upgrade	Elemental Pulse
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 7	+5 Health	+1 Virtue	Hex Tier Unlock: IV			
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex	Sight of the Ephemeral	
MR 9	+5 Health	+1 Virtue	Hex Tier Unlock: V			
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex	Smith Upgrade	Elemental Conduit
MR 11	+5 Health	+1 Virtue				
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 13	+5 Health	+1 Virtue	Hex Tier Unlock: VI			
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex	Aspect Absorption	
MR 15	+5 Health	+1 Virtue	Hex Tier Unlock: VII		Smith Upgrade	
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex	Elemental Transmutation	
MR 17	+5 Health	+1 Virtue				
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 19	+5 Health	+1 Virtue				
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 3 Hex	Smith Upgrade	Elemental Mastery

Elemental Aspect

Your abilities manifest through an innate connection to the surrounding Framework. A shift in your will unleashes a volatile shell cascade. Select which Aspect you acquire.

Elementalism Aspects:

1. ***Fire Aspect***: Gain Access to the Fire Elementalism Hex Tree
2. ***Water Aspect***: Gain Access to the Water Elementalism Hex Tree
3. ***Earth Aspect***: Gain Access to the Earth Elementalism Hex Tree
4. ***Air Aspect***: Gain Access to the Air Elementalism Hex Tree

Hex: Elemental Caster

{Reaction}

Aether Cost: 1/Rank

You can hex cast a burst of elemental energy at a single close target, dealing 1 point of (Fire=Fire/Water=Cold/Earth=Impact/Air=Slashing) Damage. Damage increases by 1 point/Rank.

Aspect Affinity

Gain Access to the Affinity Hex/es under your Hex Tree.

Gaeian Suffused

Once per day, you can take an hour to open yourself up to the surrounding landscape as an act of meditation. If your Aspect is present, you can draw, and absorb, its essence gaining 50 Aether.

Hex: Elemental Pulse

{Main Action}

Aether Cost: 40

Once per day, you can expend Aether to transmute your surroundings, unleashing a pulse of your given Aspect. This attack is summoned as a 20ft AoE radius, dealing 20 damage to all near creatures. Gain an additional 10 points of damage at levels 10, 15 and 20. (Fire=Fire/Water=Cold/Earth=Impact/Air=Slashing)

Sight of the Elemental

You are now able to sense elemental aspect aligned Natura within 120ft.

Elemental Conduit

While standing in/on your Aspect, you deal an additional +5 damage with Archon Hexes.

Aspect Absorption

You heal 1 temporary health/round when standing in your Aspect. You may do so up to a maximum of 100 TH/day.

Elemental Mastery

{Main Action}

Aether Cost: 1

Fire Aspect: Ignite pockets of air within 60ft of you. All enemies will spontaneously combust at the start of combat burning for 5 Fire Damage/round for 10 rounds.

Water Aspect: Water flees from your presence. Liquids cannot come close to you, unless you will it to do so.

Earth Aspect: Earth coats your flesh while you sleep. After each rest, while in the wilds, rise with +50 points of Armor; to a maximum of +100.

Air Aspect: Energize the air with every movement. Gain an additional +20 speed. Additionally, your attacks have a No Contest knockback of 30ft. Lastly you may convert all air Elemental Aspect Damage into Lightning Damage.

Additionally, all Elemental Masters may reduce Hex cost by 50 Aether once a day

Misfit

{Hex Caster}

"Sea of trees, o' this I know;
From within the leaves I roam.
Hollow and frail, sticks and bones;
O'er the wood, I lie alone.
Fee oh fee, Dra he la vi;
O'er the Sea, The Sea of Leaves.
To me, I see, a misfit indeed;
Alone in the leaves; alone in the leaves"

Trade Bonuses

Aether Reserve: 100

Stamina Bonus: +5/Rank

Core Attribute Bonus: +6 SNT, +6 DIS, +3 DEX

Sight Bonus: Fey

Creature Type: You gain the Fey Affix

Mastery Rank Table

MR 1	+5 Health	+1 Virtue	Hex Tier Unlock: I	Bag o' Tricks, Whimsey, Whimsical Aura		
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 3	+5 Health	+1 Virtue	Hex Tier Unlock: II	Fortunate Footing		
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 5	+5 Health	+1 Virtue	Hex Tier Unlock: III	Learn 1 Fey Hex,	Smith Upgrade	Misfit Hex
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve	Outcome Opportunity		
MR 7	+5 Health	+1 Virtue	Hex Tier Unlock: IV			
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 9	+5 Health	+1 Virtue	Hex Tier Unlock: V			
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Fey Hex,	Smith Upgrade	Misfit Hex
MR 11	+5 Health	+1 Virtue				
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex	Word of Leaves	
MR 13	+5 Health	+1 Virtue	Hex Tier Unlock: VI			
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 15	+5 Health	+1 Virtue	Hex Tier Unlock: VII	Learn 1 Fey Hex,	Smith Upgrade	Misfit Hex
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 17	+5 Health	+1 Virtue				
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex	Cover of Summer Nights	
MR 19	+5 Health	+1 Virtue	Hex Tier Unlock: VIII			
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 3 Hex	Smith Upgrade	Misfit Hex

Bag o' Tricks

Unlock the Fey Hex Tree, and begin the Tale knowing the hexes: {Calamity, Charm, Trick, and Glamour}. Learn an additional Fey Hex at ranks 5, 10, and 15.

At Ranks 5, 10, 15, and 20, You may select 1 Misfit Hex.

Whimsey

You have an unnatural connection to the fey, and misfortune taints the air around you. Add +2 to your AL.

Fortunate Footing

You are immune to being knocked prone.

Outcome Opportunity

Once a day, activate an effect from Whimsical Aura on command. Gain an additional Outcome at 20.

Word of the Leaves

You begin to hear a more profound meaning within nature, a vast range of minutiae, which consumes your focus. Gain +30 Mind Resistance when within dense Nature.

Cover of Summer Nights

When sleeping under a tree or beside a log, your form fades from The Mortal Coil, but you are still aware of the presence of nearby creatures. Gain immunity to being Ambushed while sleeping. Cover of summer nights does not work while within a Whimsey-Touched Convergence.

Whimsical Aura

Roll a 1d20 at the start of each round, during a combat encounter; and add +1 for each Morality point you have below 0. The effects of your Aura will persist for that round before fading.

1.------ 200% of your sustained damage is sent to an ally.
2.------ Take +20 AB from enemy attacks.
3.------ Take +40 AB from enemy attacks.
4.------ Decrease your AL to 0.
5.------ An ally attack becomes critical.
6.------ The next attack against you misses; granting you an advantage in your next action.
7.------ The next enemy that attempts to strike you trips, becoming prone and staggered, for 1 round.
8.------ Take +40 damage from the next attack against you.
9.------ Nullify all damage to your closest ally this round.
10.----- Your next Hex will have a 50% cost reduction.
11.----- Teleport 10ft in a random direction.
12.----- Your next attack will sunder your target enemy.
13.----- Gain 30 Resistance against the next attack that targets you.
14.----- Reveal invisible enemies within 30ft.
15.----- All enemies fall under the effects of Tier II Charm.
16.----- Gain a +3 Modifier on your next Contest.
17.----- Your next Contest is reduced to a normal Contest.
18.----- All enemies, within 30ft, have 50% less AL.
19.----- Gain 100% bypass
20.----- Negate all forms of damage to yourself and your nearby allies

Misfit Hex: Thistle Bound

Aether Cost: 100

Thick vines or roots within 20ft will emerge from the environment to bind a target creature. This creature is considered grappled. Each unit a creature moves, the wrap will tighten, dealing 10 (Impact Damage + 20/unit moved). Upon the dealing of 100 Impact Damage, the wrap will begin to asphyxiate the target creature. The tistle will grow until broken; and has a Thick Hide armor of 20.

Misfit Hex: Feast of the Earth

Aether Cost: 100

Target a creature and have it perform a DIS Contest against your ALR. Should they fail, they will spend a Full Round Action, feeding upon the ground, dealing 1 round of asphyxiation and (1d20 x 3) Damage. If the creature consumes something dangerous: poison, lava, burning wood, etc, apply the effects and damage of that item atop the Feast of the Earth.

Misfit Hex: Grinning Wound

Aether Cost: 60

Target a creature cut this round with Slashing Damage, and target its wound; allowing its flesh to part and flap like a moving mouth. The wound will tell a joke dealing (1d20 Bleed Damage) from each spoken word. Have the target Creature Perform a DIS Contest Against your ALR Modifier; if they fail, their wound will burst out laughing, dealing 100 Bleed Damage.

Misfit Hex: Feed the Ground

Aether Cost: 100

{Reaction}

If you are standing upon vegetation, you can force vegetation to leech life from all creatures that remain upon the same greenery, dealing 5 Bleed Damage. At ranks 8, 12, 16, and 20, increase the damage dealt by +5. At Rank 15, this damage is converted into Life Siphon, granting you its damage as temporary health.

Misfit Hex: Shimmering Glade

Aether Cost: 30

Summon a 20ft radius, which alters the Mortal Coil; creatures that enter the zone must perform a 1d2.

1. Suffer 1d20 Mind Damage
2. Heal 1d20 Health

Misfit Hex: Pleasure

Aether Cost: 10/hr

The temperature around you is acclimated to your preferences. You can freely increase or decrease the temperature within a 30ft radius. Pleasure acts as an aura.

Misfit Hex: Light Fey

During Normal Light levels, you can bend light around you as a free action for 40 Aether/round, granting yourself invisibility.

Misfit Hex: Dark Fey

During Dark Light levels, you may spend 10 Aether to teleport through shadows up to a range of 100ft. Shadows, used in this way, must be connected.

Misfit Hex: Wake the Roots

When attacked near a tree, Your attacker will gain brief horrific visions of offal coating the surrounding trees with draped intestines starring them from branches. Your attacker will move one unit closer to the nearest tree and suffer 1d20 Mind Damage. If an enemy dies from Wake the Roots, their body will be slowly sucked into the earth under the tree.

Vvitch

{Hex Caster}

"Foul tainted heathens, they call you. Is it true? Hath you consorted with the likes of Fey and Demon? Hath you placed stake amongst the inhuman? Wert thou rightfully labelled a traitor to thine own kind? Whatever thy remark, it cannot be disputed, Vvitch; the origins of thy Black Majick..."

~ Martyr Primus Philus

Trade Bonuses

Aether Reserve: 100

Stamina Bonus: +5/Rank

Core Attribute Bonus: +8 ALR, +5 SNT, +2 DIS

Virtue: Literacy

Hex: Removal

Aether Cost: 100

Remove all Hex-Based debilitations attached to a target creature/object, including "unnatural" Core stat reductions, and Curses.

Petrification Curse

You gain access to the Hex Petrify. It begins at Stage Four and is capable of reaching stage 5.

Hex Sight

Witness traces of Majick signatures drifting within the air. These currents connect to majick (Hex) based creatures, areas, and objects, drifting 100ft. Following these tethers will lead you to its source. Your Arbiter can hint at how potent/strong the source of the tether is on the other side. Gain Hex Sight.

Focus

Aether Cost: 20/reconstruction

To perform Black Majick, you must utilize a focus, a familiar that permeates around you and will be considered your Intention {Object}. "This creature cannot attack. If struck, it will disappear for (1d4) rounds before reconstructing itself. Your focus must be active to cast. Additionally, you may cast Hexes from your focus, using its placement as a point of origin for your Hexes to fire from. Choose the form of your Focus:

Raven: A wise and intelligent familiar capable of conversing with non-hostile animals. It can fly within 30ft of the VVitch at a speed of 60ft. The Raven has 10 Health with 6 AL.

Black Cat: An omen of unnatural misfortune. When within 30ft of an enemy, it bestows disadvantage. The cat has 20 Health, 30 speed, and 3 AL.

Toad: Hosts senses, beyond understanding, allowing for No Contest weather predictions. When walking by hidden traps, it triggers a Perception Contest and grants a +4 Modifier to reveal it. The Toad has 10 health, 5 speed, and 1 AL

Owl: A nocturnal stalker that allows the VVitch to peer through its eyes. When looking through the owl, the VVitch increases her light level by +1. The owl has 20 Health, 20 speed, and 1 AL.

Firefly: This light bearer brings forth a luminance which increases the light level by 1. This may be performed once per day for 1 RWH; and an additional time at Ranks 5, 10, 15, and 20. The firefly has 1 Health, 5 speed, and 9 AL.

Whispering Skull: A spectral skull that can convene with the dead to learn hidden knowledge. The skull has 40 Health, 10 speed, and 3 AL.

Cursed Doll: A haunted doll that floats beside the VVitch. It can manipulate small objects and create eerie sounds emanating from precise locations within 100ft. The doll has 100 Health and 9 AL.

Nightmare Moth: A blackened moth that feeds on the dreams of other creatures. When near other sleeping creatures, they will gain +2 DL in the morning. For each affected creature, you will recover +1 SNT to a maximum of 5/day. The moth has 2 Health, 5 speed, and 7 AL. You may influence the moth to give detailed dreams of your choice.

Tentacle Horror: Tentacle Horror: A writhing mass of tendrils and mouths. Neither you nor your allies can perceive this creature unless you have 10 DIS. Enemies must succeed an SNT Contest {CD 9} to notice its presence unless the perceiving creature is a horror. The Tentacle Horror grants the VVitch advantage against GRT and SNT Contests while in the presence of an enemy Horror. The horror has 1 Health and 10 AL.

Astral Jellyfish: A floating form, translucent as glass and adorned with iridescent dots permeating its flesh. Once per day, it can depict an illusion by manipulating the stars to guide the party to safety. Gain a +10 Trailfinder Modifier when leading your party using this ability. The jellyfish has 20 Health, 5 speed, and 2 AL.

Bloated Blood Leech: A giant wriggling white mass that feeds upon fresh corpses, gaining +1% THP/round to a maximum of 30% THP. Once per day, you can bite into its flesh and consume its insides to heal 30% of your THP, killing the Leech. The leech has 1+ (X% Siphoned THP) Health, 5 Speed, and 0 AL.

Mastery Rank Table

MR 1	+5 Health	+1 Virtue	Hex Tier Unlock: I	Black Majick I		Focus, Glamour
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 3	+5 Health	+1 Virtue	Hex Tier Unlock: II			Effigy
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 5	+5 Health	+1 Virtue	Hex Tier Unlock: III	Black Majick II	Smith Upgrade	Campfire Brew
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 7	+5 Health	+1 Virtue	Hex Tier Unlock: IV			
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve	Black Majick III		
MR 9	+5 Health	+1 Virtue	Hex Tier Unlock: V			
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve	Black Majick IV	Smith Upgrade	Coven
MR 11	+5 Health	+1 Virtue				Minds Over Matter
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		Candle Majick
MR 13	+5 Health	+1 Virtue	Hex Tier Unlock: VI	Black Majick V		
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve	Black Majick VI		
MR 15	+5 Health	+1 Virtue	Hex Tier Unlock: VII	Black Majick VII	Smith Upgrade	Removal
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 1 Hex		
MR 17	+5 Health	+1 Virtue				
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve	Black Majick VIII		Hex Sight
MR 19	+5 Health	+1 Virtue	Hex Tier Unlock: VIII			Petrification Curse
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve	Learn 3 Hex	Smith Upgrade	Child of Philianore

Black Majick

Unlock the Unholy and Fey Hex Tree. Begin your Tale with 1 Unholy or Fey Hex and learn an additional Unholy or Fey Hex of your choice at Ranks 5, 8, 10, 13, 14, 15, and 18.

Glamour

Begin the Tale with the Hex: “Glamour”.

Effigy

Collect the limbs of fallen enemies and construct a standing structure of severed limbs and heads. To build an Effigy, you will require six arms and three heads. An Effigy warps an area of 100ft for ten hours and creates a sanctuary that prevents SNT Contests, Effluvium, and Holy Damage to all allied Creatures. This process requires 30 min.

Coven

When within 30ft of an allied Hex Caster, you reduce your cast time by 50% and gain 10 Aether Cost Reduction.

Minds Over Matter

Collect the severed heads of your enemies to empower your Black Majick. Each Severed head collected will orbit around the Vvitch, granting -5 Aether Cost/head up to a maximum of 4 Heads. However, while the heads float, they will weaken the mind, granting the Vvitch -2 SNT/head.

Campfire Brew

Aether Cost: 30

Use your Majicks to add a single buff option to a campfire meal.

> ***Horror Ward***: Succeed the next 5 SNT Contests with No Contest.
>
> ***Foolish Courage***: Gain Immunity to GRT Contests for 2 RWH.
>
> ***Multitude***: The meal grants Triple Satiation but grants -5 SNT

Hex: Candle Majick

Aether Cost: 40

Take one hour to alter a candle with hex. You can now manipulate the flames to send messages into an individual's mind. The message can range between 1-20 words and reach the individual so long as they reside on the same plane of existence. You must have met the individual to send a message to them.

Child of Philianore

You have awoken a vvitched ancestry of Eld, and now passively float off the ground, twisting and curling within the air while moving. Gain Immunity to rugged, impossible terrain, and gain Flight. When casting a hex below 200 Aether Cost, reduce it by 100 to a minimum of 1 Aether Cost.

Pestylent

"Deep in the wood, it hungers, it hungers...
Gnaws on the bone and festers your brothers...
Upon there, you lie, within your safe home,
Inside your small church, frightened, alone...
So bodies by one, then two they come;
Falling like flies, by its will be done;
So run, children run; flee forth in number
Ere come the night, your flesh torn asunder."

Wayfaring Pox

Dare not to look upon it; its wretched form quivering within your wake. Hear not its pleas for kindred touch; its cries for salvation. Cursed is he who wanderers within that wood, accruing all manner of evil and damned penance for their transgressions. Let them rot; er their curse takes hold of you, like pox, to rot out your insides; birthing horrid effluvium. Death upon sight.

Trade Bonuses

Aether Reserve: 100

Stamina Bonus: +5/Rank

Core Attribute Bonus: +15 VIG

Creature Type: You gain the Pestylent Affix

Mastery Rank Table

MR 1	+1 Aptitude	+1 Virtue	Contagion, Volatile Form, Bloodied Flesh	
MR 2	+20 Stamina			
MR 3				
MR 4	+20 Stamina			
MR 5	+1 Aptitude	+1 Virtue	Outbreak	
MR 6	+20 Stamina			
MR 7			Sickly Bellow	
MR 8	+20 Stamina			
MR 9	+1 Aptitude	+1 Virtue		
MR 10	+20 Stamina		Mind Decay	Scourge of Myrila
MR 11				
MR 12	+20 Stamina			
MR 13	+1 Aptitude	+1 Virtue		
MR 14	+20 Stamina			
MR 15			Breathless	
MR 16	+20 Stamina			
MR 17	+1 Aptitude	+1 Virtue		
MR 18	+20 Stamina			
MR 19				
MR 20			Fevered Delirium	

Contagion

Your body is bloated and lined with abnormal growths and peeled flesh. When creatures have contact with some of your abilities, they gain stacks of Contagion, becoming Infected upon reaching 10 stacks. Infected creatures begin to drool a black fluid and suffer 10 Disease Damage per round until they are cured of disease. A Creature can have a maximum of 10 Stacks.

Your body prevents you from going close to water. This is also true for Infected Enemies. Additionally, you sustain double damage from Fire and Holy.

Volatile Form

When struck with physical damage, your body releases a bloody mist, dealing 3 stacks of Contagion to nearby creatures.

Bloodied Flesh

Sacs on your body continuously build and burst, coating your hide in a viscous red and black slime. Touching a creature grants 1d4 stacks of Contagion. At Rank 10, increase the roll to 1d10; and 1d20 at MR 20.

Scourge of Myrila

Once per day, multiply all Disease Damage sourced from you by +1/Rank, to a maximum of 1000 Damage/source. This buff lasts for 1 round. Increase this by +1 round at ranks 15 and 20.

Outbreak

Infected creatures grant 2 stacks/round to all close creatures. If within a group of 3+ infected creatures, increase the stacks granted by +3.

Sickly Bellow

{Free Action}

Let forth a harrowing call that forces all infected creatures around you to echo your bloodied cry, dealing 20 Bleed Damage to each screaming creature.

Mind Decay

Infected Creatures sustain 5 Mind Damage/Contagion stack.

Breathless

Creatures infected with contagion struggle to breathe after 6 rounds, suffering asphyxiation.

Fevered Delirium

Infected creatures suffer from high fevers and hallucinations. They must surpass a DIS Contest {CD 4} to function normally or be forced to waste a Full Round Action trapped within a mental fabrication. This is considered Bevvitched.

Wayfaring Swarm

A stagnant swamp sits within the Avraxian wood, heat-drenched and flushed with spawning insects. Amid the coiled vines and red-tinged vegetation lies a body; its eyes gouged as it gargles and writhes. With each motion, a snap is heard; a squelching resonance echoing from open orifices. When one looks within those hollowed sockets, one might find a presence gazing back, which one can only describe as a chittering swarm.

Trade Bonuses

Aether Reserve: 100

Stamina Bonus: +5/Rank

Core Attribute Bonus: +10 VIG, +5 SNT

Creature Type: You gain the Pestylent Affix

Mastery Rank Table

MR 1	+1 Aptitude	+1 Virtue	Living Swarm, Inhibitors, Pheromone, Chittering Brood
MR 2	+20 Stamina		Breeding Ground
MR 3			
MR 4	+20 Stamina		
MR 5	+1 Aptitude	+1 Virtue	Evolutions
MR 6	+20 Stamina		
MR 7			
MR 8	+20 Stamina		Evolution
MR 9	+1 Aptitude	+1 Virtue	
MR 10	+20 Stamina		Evolution
MR 11			
MR 12	+20 Stamina		Evolution
MR 13	+1 Aptitude	+1 Virtue	
MR 14	+20 Stamina		Evolution
MR 15			
MR 16	+20 Stamina		Evolution
MR 17	+1 Aptitude	+1 Virtue	
MR 18	+20 Stamina		Evolution
MR 19			
MR 20			Evolution

Living Swarm

An Avraxian Hive Queen has been nested within the tunneled caverns of your brain and has formed a symbiotic link within your mind. Your sense of self is diminished; however, a faint echo of autonomy remains. While not dead, you are not wholly alive either. The Queen is ever present, whispering her commands into your ear and bending her spawn to your will. She requires you to maintain your form for the brood and to keep her safe. If the Hive queen dies, so do you.

Your insects require 1 body/day to be sated. The queen keeps your body alive and reduces its hunger to 0. If the Hive cannot be sated at the end of the day, they shall feed upon your limbs, severing 1 limb/day they are not fed. If no limbs are available, they shall cannibalize themselves, killing the queen.

Sustaining 50+ Fire/Cold Damage within a single round will kill the queen. Reducing your THP to 0 will force the hive to disperse, killing the queen after 1 hour.

Death's Door is closed to you. You shall instantly die if the queen is slain or left to die.

Inhibitors

The queen has placed mental inhibitors within your mind, altering your behavior. Gain a permanent phobia to water and fire. Gain Weakness to Fire and Cold Damage.

Pheromone

The hive radiates various distinct pheromones while emitting high frequencies. All of which dictate vital information for the queen: smells, tastes, nutritional value, and direction. Gain Blind Sense.

Breeding Ground

Gain 5 insects each day. Increase this by +1 per 2 insects past 20 Insects.

Chittering Brood

Your body currently contains a Brood of 2d20 insects and can hold a maximum Brood of 30.

Each round, you may command up to 10 insects to part from your body, up to a maximum of 30. Each insect occupies a close unit and may be controlled within a 30ft radius, moving up to 10ft/round. Your Swam can only be targeted and struck by an AoE. Insect units occupying spaces on the grid may gain information from close units. You gain information from pheromone upon the swarm's return.

Each insect has 1 THP and can only receive damage when outside the body.

Creatures occupying a unit infested with insect/s will take Bypass Damage equal to the number of insects atop the unit.

Evolutions

Rapid breeding, mutation, and selective culling have allowed the queen to force change within her brood. Gain 1 Evolution; and an additional Evolution of your Brood at ranks 8, 10, 12, 14, 16, 18, and 20.

Evolution: Amplified Chitters

Gain relayed Pharamone information from up to 60ft away. Treat this as Blind Sight. loose this sight while deaf.

Evolution: Blood Weaver

Your brood crawls under the flesh, inflaming sections, resulting in bloated lumps filled with toxified blood and puss. When struck, these lumps expel toxified blood, dealing 10 Poison Damage to close creatures. Each burst causes you to bleed for 10 rounds for 1 Bleed Damage/round. You may take a Full Round Action to command your brood to close these wounds, sealing the breech with weblike adhesive formed from your blood.

Evolution: Chitinous Armor

The Brood forms a protective layer around your form, granting +10 Thick Hide Armor. This armor is repaired at the beginning of each day.

Evolution: Colony

Unite the brood and reduce infighting. Increase your maximum Brood Capacity to 50 and gain an additional +10 at ranks 10, 15, and 20.

Evolution: Creeping Carpet

Allow your entire Brood to occupy a single unit.

Evolution: Enemy of the Hive

Enemies touched by your insects are marked as an enemy of the hive, granting you an advantage on attacks against them.

Evolution: Fleeting Scourge

Grant each insect +30 speed.

Evolution: Kick the Hive

When you take damage, your hive becomes enraged for 1 round, increasing Brood damage by +1/insect.

Evolution: Mend the Hive

Gain +40 Temporary Health at the end of a Full Nights Rest.

Evolution: Resilient Pest

Grant each insect +10 Damage Resistance .

Evolution: Riddled Mass

Your Flesh is riddled with holes dug from the interior of your shambling form. If you are touched or grappled, your remaining brood will erupt from these holes, damaging the attacker for (3 x Brood #) Bypass Damage.

Evolution: Vacuum

Bites from your insects swell the throats of attacked creatures. Every 20th bite to a single target bestows 1 round of asphyxiation.

Evolution: Venomous Bite

50 Bites grants stagger for 1 round.

Evolution: Vespid

Grant wings to your Brood, granting them flight.

Evolution: Regent

If your Queen Dies, you have a 1d2 chance to survive if the hive has spawned/elected a replacement.

Wayfaring Wendigo

A poor soul who has suffered greatly before committing an unforgivable sin. Under most, these creatures are deemed heretics, fit for the pyre; for how else does one judge a traitor to one's kind? Most say monster; The Southern reaches know it simply: Wendigo.

Racial Stat Alterations

{Replace all listed Racial Stat Modifiers}

Starting Health: 200

Starting Thick Hide Armor: 50 { Restores 10/body consumed}

Starting Moral: -9

Aether Reserve: 0

Starting Stamina: 100

Core Attribute Bonus: -8 ALR, +10 GRT, +4 BRN, +4 DEX

Immunities: Hysteria, Disease, Cold

Weaknesses: Fire, Holy

Size Bonus: +1 Size

Languages: None

Movement Speed: 60

Hunger: 60

Trade Bonuses

Aether Reserve: 100

Stamina Bonus: +5/Rank

Core Attribute Bonus: +10 VIG, +5 SNT

Creature Type: You gain the Pestylent Affix

Mastery Rank Table

MR 1	+1 Aptitude	+1 Virtue	Wendigo's Blessing, Hunger Curse, Dark Sight
MR 2	+20 Stamina		
MR 3			
MR 4	+20 Stamina		
MR 5	+1 Aptitude	+1 Virtue	Uncanny Razor
MR 6	+20 Stamina		
MR 7			Harrowing Speed
MR 8	+20 Stamina		
MR 9	+1 Aptitude	+1 Virtue	
MR 10	+20 Stamina		Hungering Dark
MR 11			
MR 12	+20 Stamina		
MR 13	+1 Aptitude	+1 Virtue	
MR 14	+20 Stamina		
MR 15			Wail of the Wendigo
MR 16	+20 Stamina		
MR 17	+1 Aptitude	+1 Virtue	
MR 18	+20 Stamina		Savage Appearance
MR 19			
MR 20			Hide of the Wendigo, Backbone

Dark Sight

Gain Dark Sight

Wendigos Blessing

Your body grows extensive and malformed, anorexic yet lined with altered muscle. Your fingers grow sharpened, with razor talons, reaching 1ft in length. You may no longer utilize Wayfaring Arms or weapons outside your claws and bite. Additionally, your claws always count as dual-wielded, gaining Counter Catch/Sting and Joint Parry as a Reaction.

Your claws may not benefit from Affinities.

Healing through Items, Rest, and Hexes no longer affects you. When you consume a body, you heal 20% of your THP. Consuming a corpse takes 1 Full Round Action.

Your Maximum THP of 200 cannot be augmented by anything outside of general damage, including Vitality and glyphs, and will remain at 200 for the duration of the Tale.

You no longer need to sleep and gain no penalties upon staying awake.

You may now only benefit from a single Glyph.

Hunger Curse

Once per day, at the Arbiter's Discretion, the Wendigo must perform an SNT Contest {CD 4} against not taking a bite out of a person they see; if they are not yet sated. Allies are exempt.

Uncanny Razor

Your blades grow sharper for an unknown reason. Perhaps the curse thrives with each body consumed, or this is a greater form of hyper-evolution. At Ranks 5, 10, 15, and 20, gain an extra Damage Die for your claws.

Harrowing Speed

Gain +60 speed.

Hungering Dark

During the Night, Feral Claw increases to 20 base damage.At MR 20, this dice rises to 30

Wail of the Wendigo

{Full Round Action}

Emit a bloodied scream, fearing and staggering all nearby creatures that hear it, for 1 round. Doing so deals 20 Bleed Damage to your throat. Wail of the Wendigo can only be done once per day.

Creatures caught within must roll a DEX Contest; if they fail, they are deaf for the day.

Savage Appearance

Treat any creature with a lower MR as if its AL is reduced by 50%.

Hide of the Wendigo

Permanently gain +50 Armor; additionally, restore +20 Armor per body consumed.

Backbone

Stamina Cost: 100

Grapple onto a large-sized enemy, or lower, with No Contest, and hoist them to the sky. Plunge your claws into their intestines and rip out their spine through their chest, dealing instant death. This counts as physical damage. Backbone will not work against Archfiends.

Full Round Actions

Devour: Consume a creature and heal 40 Health; If the creature is Mortal, gain 10 Satiation.

Main Actions

Bite: Perform a BRN Contest against a target creature's AL and add your Weapon Proficiency. Masticate a creature dealing 20 Bypass damage. Bite consumes 10 stamina.

Feral Claw: Perfrom a BRN Contest against a target creatures AL; and add your Weapon Proficiency. Tear into the flesh of a creature dealing 12 Slashing Damage. Feral Claw consumes 5 stamina.

Secondary Actions

Feral Claw: Perform a BRN Contest against a target creature's AL and add your Weapon Proficiency. Tear into the flesh of a creature dealing 12 Slashing Damage. Feral Claw consumes 5 stamina.

Reactions

Counter-Strike: Roll an Offensive Contest against a target creature's attack result, and treat it as your CD. If you succeed, you may perform another Main Action this round against the target creature. You will still sustain the attack damage from the enemy if their attack surpasses your AL. Damage from your Counterstrike is reduced by 25%. This action consumes 2 stamina.If you fail, you are staggered for one round, and the enemy gains a second Main Action against you, without contest, as an attack of opportunity.

Counter Catch/Sting: Parry with one hand while Counterstriking with the other, reducing an enemy's attack by 50% while granting you an additional Main Action with No Contest. This reaction consumes 12 stamina.

Parry: Offensivly Contest the next physical attack against you, and treat the target creature's attack as your CD. If you succeed, This reaction reduces damage by 50% with a successful parry. This action consumes 2 stamina. Failing a parry results in you sustaining an additional +50% Damage from the enemy's attack.

Joint Parry: Offensivly Contest, the next incoming attack, and gain No Contest on a second parry. Succeeding both will reduce the incoming physical attack by 100%. Failing results in 50% reduction. This action consumes 20 stamina.

Trade of the Physic

A practitioner of the healing arts, set to mend physical and metaphysical wounds. This Trade is devoted to the intricate understanding of the body's vitality, the flow of life force, and the delicate balance that sustains existence. Physicks employ a combination of herbalism, ancient remedies, and mystical hexes to mend injuries, cure ailments, and bring solace to those in need.

Alchemic Siphoner

Through Alchemy, you can tap into the ambient stores of permeating Aether, altering the flow of your allies' reserves. Alchemic Scholars of the Observatory have found a name for your ilk: Siphoners.

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +50

Core Attribute Bonus: +8 DIS, +7 INT

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I		Aetheric Reservoir
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 3	+5 Health	+1 Aptitude	+1 Virtue			
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve			Siphoning Glyph
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve	Hex Tier Unlock: II	Smith Upgrade	Aetheric Conversion
MR 11	+5 Health	+1 Aptitude	+1 Virtue		Recycling the Cycle	
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve			Fringe Destabilization
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Aethereal Tempo
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 19	+5 Health	+1 Aptitude	+1 Virtue			Engram Disruption
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve	Staunch the Overflow	Smith Upgrade	

Aetheric Reservoir

Accelerate Aetheric flows back into your allies. Once per day, you can restore 25% of an ally's Aether Reserves. Gain an additional 25% at MR 15.

Siphoning Glyph

Etch Alchemic Siphoning Glyphs on your flesh, permanently filling 1 Glyph Slot, and passively siphon (1 + 1/MR) Aether/round from nearby enemies. To open the gateway of proper transference, you must carve the glyph onto an ally, dealing 50 Slashing Damage and granting them 1 filled Glyph Slot. At the end of a combat encounter, the Aether is dispersed and fades from the Alchemic Siphoner and the target. At any point, you can use a reaction to transfer stored Aether to a glyphed ally.

Your Aether Reservoirs begin at 0 but can siphon to a maximum of (MR # x 2) Aether. At MR 18, your maximum increases to (MR x 4).

Aetheric Conversion

Utilize the laws of equivalent exchange and attune Aether into Health.

Convert your Aether Reserves into Temporary Health. Converted health may be kept, or transferred, via Siphoning Glyphs.

Example: 1 Aether = 1 TH

Fringe Destabilization

Creatures that cast Hex near you suffer 20 Mind Damage and -1 SNT per cast.

Recycling the Cycle

Gain +2 Aether/creature damaged around you each round.

Aethereal Tempo

Enemies expend twice as much Aether when around you.

Engram Disruption

Realize an Engram's binding mechanisms, and pause its flow for 4 rounds. Once per day, you can target a creature (1d4) Ranks under yourself and focus on their soul. If struck, you must perform a DIS Contest to maintain focus; the disruption breaking upon failure. If all 4 rounds pass, the creature will die. If the Target is an Archfiend, they shall instead loose 50% THP. Engram Disruption functions with No Contest.

Staunch the Overflow

Once per day, you can temporarily block the flow of Aether in an enemy for 1d20 turns. The enemy that is affected will only be able to access 20% of their Aether

Plague Doctor

It remains the same, as it always has; the cold grip of death doth prevail over the realm of man. Few are those who attempt to stand as a bastion against the ebb of its riptide; yet here you are, ready to staunch the Death Knell; the sundering malady and malaise. Not everyone can be saved…mountains of bodies burned in pits echo this sentiment; though one can always try. Adapt, innovate, heal, and change. How will you make your mark, Plague Doctor?

Trade Bonuses

Aether Reserve: +50

Stamina Bonus: +50

Core Attribute Bonus: +5 DIS, +4 INT, +4 GRT, +2 ALR

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Staunch, Medicine Bag, Theriac Mask	
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 3	+5 Health	+1 Aptitude	+1 Virtue			Ptumorian Toxicron Agent
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve			Miasma Ward
MR 5	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve			Golluomvellian Ritual Tonic
MR 9	+5 Health	+1 Aptitude	+1 Virtue			Jar of Leeches
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve	Hex Tier Unlock: II	Smith Upgrade	Herbal Remedies
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve			Placebo
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Smith Upgrade	Laceration
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve			Grant Ills
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve	Alchemic Rebirth	Smith Upgrade	

Staunch

{Free Action}

Stop a creature from bleeding.

Medicine Bag

You carry around a bag hosting various forms of medicine to be used at your leisure. Upon obtaining this bag, you may create up to (5) flasks/day of healing elixirs capable of restoring 20% TH/elixir. You may refill a Wayfarers flask with your compound. Unused elixirs degrade at the end of the day. Flasks weigh 2 Grav each.

To refill your bag, you roll a 1d4 at the end of each day while in the wild. The amount on the die is how many flasks you source from scavenging. At MR 10, you may roll 2d4 at the end of each day.

Towns can source the materials you need for 1 crown/elixir; each assortment weighing 2 Grav.

Ptumorian Toxicron Agent

{Secondary Action}

Lace a weapon/projectile with a toxic agent that multiplies poison damage by 3. This agent lasts for 1d6 rounds.

Theriac Mask

Your Wayfarer can wear this mask indefinitely without impairment. The mask appears reminiscent of a bird with an elongated beak. The mask is compacted with a concoction of over 80 substances, ranging from drugs, herbs, and spices mixed with a sweet substance akin to honey. This mask grants the Wayfarer immunity to all air-based contagions like disease, poison, or fumes. Should the Wayfarer get poisoned or contract an Illness, this mask will cleanse the effects after one round. The Wayfarer must always keep this mask; and may not share it with other party members or creatures, as is against protocol. Any attempt to do so will cause the member/creature to sustain 50 Mind Damage and 1d6 days of blindness.

Miasma Ward

{Full Round Action}

Carve a ward into the earth to purify the air. Standing around this ward grants 40 Disease Resistance and temporarily reduces a creature's DL gauge by half so long as the ward remains. Additionally, it grants a passive +2 SNT.

Golluomvellian Ritual Tonic

Alter the mixture within an ally's flask. This process takes 6 hours and a clean environment. Upon completion, the flask will heal for Temporary Health, and shall restore 2% for each 1% (100% = 200%).

Herbal Remedies

Arelyan Homeopathy Scholars are not the only practitioners of medicine within Nexus. The Plague Doctor is familiar with the workings of herbs in a way unconceived by the Scholarship. Whether due to a pompous ego, or something more esoteric, the Plague Doctor can create herbal remedies that can soothe, heal, or empower. Roll a 1d4 to scrounge for resources; you may do this once per day.

1. ***Remedy*** – You source the needed materials to soothe afflictions ranging from burns, paralysis, slow, poison etc.
2. ***Adrenal Brew*** – Produce a drug which, upon consumption, grants: +4 BRN, +4 DIS, +20 speed, and +4 DEX.
3. ***False Panacea*** – Remove one permanent debilitation/Core stat reduction for the duration of a day; and heal for 50% TH.
4. ***Mind Easer*** – Cure a creature's Hysteria.

Placebo

Grant a creature a drug that dulls pain. Consuming this drug grants them an advantage in GRT contests for the day, but a disadvantage against DIS.

Laceration

{Secondary Action}

Carefully bleed a ally, removing 1 Affliction/40 health. You may cause a deep wound to remove an Illness.

Grant Ills

You carry with you a rusty syringe etched with alchemic symbols. You may fill this syringe with fluid from any healing flask, transmuting it into poison that ticks each round for 5 rounds. For every 20% that enters the syringe, gain 10 Poison Damage/tick. The Syringe can store a maximum of 100%. Treat attacks with this object as a One Handed Weapon with 10 Weapon Proficiency. Additionally, successful attacks have a 1d2 chance of granting Tetinus and weaken.

Grant Ills is passively affected by Ptumorian Toxicron Agent.

Alchemic Rebirth

{Full Round Action}

Once per body, should a creature die, a plague doctor can carve open their chest, filling it with a series of herbs and drugs before sewing the cadaver shut. They then draw an alchemic circle around the creature before echoing a few words. After the soul recomposites itself, the dead creature is brought back to life with a permanent -5 in all Core Attributes and blackened flesh. Creatures brought back this way are revived with an injury count of 3.

Jar of Leeches

You hold an ever-shifting jar, laced with pheromones, containing Avraxian Grey Leeches, highly resilient creatures found within the deep marshes of Avraxis. Gain No Contest when throwing these leeches onto nearby creatures. Each leech can be used to potentially remove a quality of a creature and store it for later.

Once your leeches leech, they shall fall upon the ground. Upon the next round, they will seek out the pheromone and travel to your jar. Avraxian Leeches ignore all sources of damage.

> ***Storing Leeches***: Each Leech that feeds is added to a list in the order you receive them. Number your list from 1-4, and upon MR 18, 1-8. When using a specific leech of your choice, perform an INT Contest {CD 6}. Upon success, you withdraw the leech you wanted.
>
> If you fail, roll a 1d4 or 1d8, depending on your MR. Select the numbered Leech from your crafted list, and throw it towards a target creature.
>
> Upon selecting a leech without an affliction, roll on the table below.

When throwing an afflictionless leech, roll a 1d4:

1. ***Blood Sucker*** – The leech lusts for blood and bites the thrower, dealing 40 Life Siphon and granting +1d6 DL, before returning to the jar.
2. ***Cleanse Ail*** –Absorb 1 Affliction with all of its stacks. The leech will grant this to the next creature it is thrown at.
3. ***Blood Sucker*** – The leech lusts for blood and deals 20 Life Siphon and grants +2 DL to the target creature.
4. ***Cleanse Ail*** – Absorb 1d2 Afflictions or conditional effects with all of their stacks. The leech will grant this to the next creature it is thrown at.

Over the course of time, you create a poisonous fluid that won't compete with the pheromone within your jar. Upon Reaching Rank 10, your Leeches are suffused with a poison. When a Leech performs Blood Sucker, they grant 20 Poison Damage/Round for 5 rounds.

Vicar

{Evoker}

Escorted amongst the people, a clean Maiden of the cloth drifts, unsullied by the shit-lined gutters and the blood-covered walls. As they pass through the thrown rotten food, she recedes behind her bootlicking clergy, with eyes drawn upon the masses. Her ears detect a slanderous tone in her passage, painting ill pictures of her with a distasteful tongue. In the crowd, the man raises his tone so that she might hear him, *"By the saints, mine eyes doth deceive me; what spectacle is this? Hath the heavens deigned to send forth a holy emissary?! A shepherd to guide and nurture? Nay, 'tis but another sanctimonious wretch, come to parade before us with platitudes and blessings while the world around crumbles and rots. What impels thee, priest, to venture forth from thy gilded sanctuary and tread upon the filth of our streets? Hast, thou grown weary of thy celestial dalliances? Hast, thou deigned to grace us with thine earthly presence? Well, if it be redemption, thou seeketh, then heed our cries and mend thy ways. The hour of reckoning is upon us, and 'tis time for thee to fulfill thy sacred duty; not with empty words, but with deeds wrought in righteous fury. Come, Vicar, and witness the suffering of thy flock, for 'tis high time thou didst bear the burden of thy calling."*

Trade Bonuses

Aether Reserve: +100

Stamina Bonus: +5/Rank

Core Attribute Bonus: +6 DIS, +1 SNT, +3 INT, +3 ALR, +2 GRT

Virtue: Literacy

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Holy Pact, Benediction, Martyr'es Lament, Penance	
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 3	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: II	Mender	
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 5	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: III	Smith Upgrade	
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 7	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: IV		
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 9	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: V		
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve		Smith Upgrade	
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve		Burden of Grace	
MR 13	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: VI		
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 15	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: VII	Smith Upgrade	Host of Stories
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve	Messiah	Smith Upgrade	

Holy Pact of the Vicar

Vicars are people of the cloth and do not sully their bodies with brutish adornments; as such, Vicars may not wear Metal Apparel.

Vicars must maintain a Light Morality to use Mender.

Begin the Tale with 1 Randomized Hallowed Manuscript. Visit Page {374}. You may not use a Charmed Dice.

Evocation: Benediction

Aether Cost: 40

Take a Full Round Action to pray to The Maker, granting nearby allies 1 Health/round for 20 rounds. Gain an additional +1 Health/round at Ranks 10 and 15.

Benedictions Aether Cost will reduce by -10 at Rank 15; and another -10 at Rank 20.

Mender

Gain access to the Heal Hex from the Holy Hex List. You may perform Heal (1) time/day with no penance. Gain an additional Heal at MR 5 and MR 10. You may cast Heal past your daily limit but will gain +10% penance/cast.

Penance

The Maker detests a follower who becomes reliant upon their grace and desires that their Lamb faces a trial to show their dedication:

Each Devout Lamb ability decreases and limits your Total Aether Reserve. Each reduction is temporarily permanent and can be cleansed by Martyr's Lament.

Limited Aether Reserve will lock off a section of your available Aether, effectively reducing your maximum Aether Reserve by that percentage. When this limitation is removed, you will lose any Aether that might have been accrued within the locked-off reserves. All Devout Lamb abilities are Evocations.

Example: 100 Aether Reserve with a 20% Penance = 80 Available Aether.

Messiah

You are divinely anointed by The Maker. You heal 5 Health per hour to a maximum of 100%; and gain an additional +2 Health per damage point from Martyr's Lament. Additionally, Martyr's Lament deals -50% damage to you.

Once a day for 3 rounds, you may reduce the Aether cost of all abilities by 75%.

The Maker will also grant you 1 Holy Hex of your choice, which you can learn. You may instantly cast this Hex once a day with No Contest and will consume no aether upon the cast. If the hex has a cast time, it shall be reduced to 0.

Martyr's Lament

{Main Action}

You carry a tool of service to the Maker; and must temper your body, and mind, to make room for their guidance.

Self-Flagellate yourself. Each Lash carves your flesh, dealing 10 Bypass Damage. You must perform this at least once a day to gain access to Devout Lamb Abilities. Non-human races must perform Martyr's Lament twice per day to gain access to Devout Lamb Abilities.

At Rank 10, each lash you deal to yourself transfers your damage, as health, to your allies. You may perform Martyr's Lament as often as your body allows. Each point of Health lost may be distributed to a single ally as you wish.

Martyrs Lament reduces Penance by 10%/lash. Performing the Lament within a church reduces Penance by 20%/lash and grants +1 Light Morality/day. You can only reduce your penance to a maximum of 0.

Host of Stories

Your service to the Maker has allowed you to hear forbidden whispers that echo within the recesses of your mind; abstract in meaning yet faithful as the ground beneath your feat. Gain 1 Randomized {Immaculate} Hallowed Manuscript. This Manuscript will have a minimum of 2 Passages. This Manuscript is memorized, and my never be lost.

Gain a second Randomized {Immaculate} Hallowed Manuscript at rank 20, with a minimum of 4 Passages.

Burden of Grace

Gain the ability to gain negative penance up to a maximum of -50. Every even rank past rank 12 extends this maximum by an additional -25.

Devout Lamb: Sanctuary

{Full Round Action}

Penance: +50%
Aether Cost: 150

Call upon the aid of The Maker to cleanse a 60ft radius, creating hallowed ground. The ground Removes 1 Injury/round, cleanses all Ailments/Illnesses, restores 50% THP to you and your allies per round, and will continue for two additional rounds. When fighting within The Maker's Hallowed Ground, all allies gain Holy Affinity and a +1 Modifier when striking against targets.

Hallowed Ground stops healing a creature once it reaches 100% THP.

Devout Lamb: Imbued Censer

Penance: +80%

If you wield a censer, convert its damage to Impact/Holy for the duration of combat. Holy Damage from the Censer is converted into Health and may be distributed among nearby allies. Left over healing shall vanish. Weapons are imbued for 1 hr/Rank.

Devout Lamb: Intervention

{Reaction}

Penance: +10%
Aether Cost: 30

Plead for mercy and deliverance from the Maker, granting 1d4 allies a holy shield, reducing enemy damage by 25% for 5 rounds. This value rises to 50% at Rank 15.

Devout Lamb: The Spoken Word

{Full Round Action}

Penance: -10%/Ally

Once per day, speak to your allies and quell their anguish; granting them Righteous for a round. Gain an additional Round at Ranks 10, 15 and 20.

Devout Lamb: Maker's Light

{Reaction}

Penance: +10%
Aether Cost: 40

Once per day, for 5 rounds, the Maker can bless an area with light, shining radiance from up on high, piercing through the darkness. Makers Light raises the existing light level to Normal. Enemies will perceive the area as Blinding.

Devout Lamb: Healing Succor

{Reaction}

Penance: +20%
Aether Cost: 80

Call upon aid from the Maker, Healing an ally to 75% THP, and granting them immunity to GRT Contests for 3 rounds.

Devout Lamb: Makers Smite

{Reaction}

Penance: +20%
Aether Cost: 80

Strike an enemy dealing 50 Holy Damage. If the enemy is an undead, this attack deals 3x the damage. Striking an enemy with Maker's Smite grants a +1 Modifier to contests against it to all allied creatures for the duration of combat; and may stack up to a maximum of +4.

Trade of the Scholar

The mystery lies painted within the sun, a palpable codex bolstering untold reaches of truths, where some only gleam but a fragment to sate a hunger for revelation. Scholars are those who attain forbidden truths through esoteric means, where they often expend pieces of themselves to attain inconceivable acts.

Celestial Mathematician

{Evoker}

"Verily, let us not cast our gaze upon the baser distractions; instead, let us marvel at the patterns which line our Coil. Perchance, we may educate ourselves upon secrets of the cosmos; not through telescopic instruments, but through the profound insights of the mind."

– Euclid, The Father of Celestial Mathematics

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +5/Rank

Core Attribute Bonus: +7 DIS, +8 INT

Immunities: Addle

Virtue: Literacy

Forbidden Knowledge: Vocation actions are "Weird" Evocations

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue		Pensive Focus, Divine Formulae	
MR 2	+5 Health	+1 Aptitude			Mathematical Genius	
MR 3	+5 Health	+1 Aptitude	+1 Virtue			
MR 4	+5 Health	+1 Aptitude			Musica Universalis	
MR 5	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Smith Upgrade	
MR 6	+5 Health	+1 Aptitude				
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude				
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude		Hex Tier Unlock: II	Smith Upgrade	
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude				
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude				
MR 15	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: III	Smith Upgrade	Gain +1 DIS
MR 16	+5 Health	+1 Aptitude				Gain +1 DIS
MR 17	+5 Health	+1 Aptitude	+1 Virtue			Gain +1 INT
MR 18	+5 Health	+1 Aptitude				Gain +1 INT
MR 19	+5 Health	+1 Aptitude	+1 Virtue			Gain +1 DIS and INT
MR 20	+5 Health	+1 Aptitude			Smith Upgrade	Wish Upon, Broaden Horizon

Divine Formulae

Gain access to 1 Divine Formula/rank. When you solve these equations, you must perform an INT Contest. If you fail any equation, you become confounded.

> ***Confounded***: Gain a non-permanent -1 to INT, suffer a GRT contest, and take 10 Mind Damage.

When your DIS is above 8, you gain a +1 to solving Equations and an additional +1 with 10 DIS.

Solving for equations is done as a free action unless stated otherwise.

Divine Formulae are Evocations.

Divine Formula: Golden Ratio

Equation Difficulty: CD 4

When you attack, your strikes adhere to a precise pattern replicated within all forms and concepts. This gives you a double advantage on your next attack.

Pensive Focus:

Roll a DIS Contest. If you fail, lose 1 INT. If you succeed, Lose 1 INT but gain a +6 Modifier on your next Equation.

Musica Universalis

When solving an equation, you shall hear a maddening melody. Gain 50% Damage Resistance against Enokyeans and Horror based attacks; and immunity to non-damage based passives from Horrors/Enokyeans.

Mathematical Genius

You may reroll an amount of Modifiers for a Divine Formula, equal to half your MR, to a minimum of 1.

Divine Formula: Astral Plane Mapping

Equation Difficulty: CD 3

Using sacred Geometry, the Mathematician can create intricate maps of the astral plane, granting a +5 Modifier to Trailfinding when navigating the land or sea.

Divine Formula: Infinite Summation

Equation Difficulty: CD 9

You can alter and empower hexes that persist over time. Hexes that deal damage/healing gain one extra Damage Dice per subsequent round. For each successive round, Roll a 1d100 and multiply its result by the damage of the Hex, then divide by 10. Increase the CD by 1 for each {+50 above 500 damage/healing}.

Should you fail, 20% of the hex/s healing/damage will be dealt to you as Mind Damage, and the remaining damage/healing shall then be reduced by 50%.

Divine Formula: Mathemajickal Primes

Equation Difficulty: CD 7

Influence the area around yourself in an eldritch sequence tailored to prime values to unleash spatial chaos. The player must perform a series of mathematical calculations involving prime numbers to determine the Bypass Damage dealt.

Mechanics:

1. The player selects a target.

2. The player rolls a 1d10 to initiate the attack. At MR 15, this die becomes a 1d20.

3. After rolling, the player must calculate the damage using prime numbers (2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, and 37). Multiply your roll by the nearest prime number.

4. The Bypass Damage dealt is the calculated result.

Damage Amplification:

Every 5 Ranks, the Mathematician gains a deeper understanding of Celestial primes, increasing the damage multiplier.

At Rank 5, you can multiply the roll by the nearest prime number, by adding +1 CD.

At Rank 10, you can multiply the roll by the second nearest prime number greater than your roll, by adding +2 CD.

At Rank 15, you can multiply the roll by the third nearest prime number greater than your roll, by adding +3 CD.

At Rank 20, you can multiply the roll by the fourth nearest prime number greater than your roll, by adding +4 CD.

Divine Formula: Tutor

Equation Difficulty: CD 5

{Reaction}

Solve a complex calculation to predict the potential outcomes of attacks made by you or your allies. Guide their ranged attacks so that they can hit their enemies with No Contest regardless of location. Tutor affects creatures within a maximum range of 100ft.

Example:

1: You Tutor a gunslinger whose target lies behind a turn and a wall. Their shot ricocheted off of adjacent walls and pierced the enemy from behind.

2: You Tutor a Hex Caster to strike an enemy they cannot see directly by warping the space around their attack and the location of their enemy.

Divine Formula: Pascal's Bulwark

Equation Difficulty: CD 5 + (MR ÷ 4)

Influence the space within 15ft of yourself and allies, distorting reality to manipulate depth perception and relative scale. Gain a pool of Charges — each Charge grants 5 Damage Resistance, consumed one at a time as damage is taken, lasting until the pool depletes or the round ends. Distribute Charges as you choose among yourself, allies, or a single target object/creature, stacking multiple Charges onto one recipient if you wish.

MR	1–4	5–9	10–14	15–19	20
Charges	4	8	16	32	64

Divine Formula: Collhats' Cascade

Equation Difficulty: CD 5 + (MR ÷ 4)

Solve for the esoteric theorems posited by a scholar of eld.
Roll 1d20+10 to determine n.

Base Hit: If n is even, deal Bypass Damage equal to n ÷ 2 (round down). If n is odd, deal Bypass Damage equal to n.

Cascade (odd rolls only): Take your odd n and calculate {(n+1)÷2}; dealing Bypass Damage equal to the result. Repeat this same operation on each new result, up to a number of additional times equal to (MR ÷ 5) rounded down.

Collapse: If the Cascade ever produces a result of exactly 1, stop immediately, and deal one final burst of Bypass Damage equal to your original 1d20+10 roll × 100.

Becoming Confounded while solving this equation grants you 1 round of Hysteria. Lastly, Charmed Dice cannot be used on this Equation.

Worked example: Roll n=17 (odd). Base Hit deals 17. Cascade: 9, then 5, then 3, then 2 (MR20's four extra iterations, none reaching 1 — no Collapse this time). Total: 36 Bypass Damage across five hits.

A luckier roll/MR combo that bottoms out at 1 adds a 1700+ burst on top.

Divine Formula: Topological Unraveling

Equation Difficulty: CD 9

Invert the flesh of a target, causing severe pain. The target loses 80 Health and suffers 50 Bleed Damage/round for the duration of the Unraveling. Additionally, the creature's movement speed reduces to 5ft/round and their AL by -5. You may increase the duration by +1 Round/+1 CD you with to add. Unraveling lasts for 2 turns +1 turn/ additional CD.

Divine Formula: Celestial Meta Mirror

Equation Difficulty: CD 10

Fold a segment of space 100ft above you, aligning its celestial configuration from another/multiple points in the cosmos; superimposing a display of it onto a 20ft x 20ft square. You must be outside to perform this action. Projections include constellations, solar positions, moon phases, eclipses, etc. Once created, this topology projection shall exist for 1d10 rounds.

Projections do not create a gateway for celestial interactions, preventing the leaking of solar radiation, heat, vacuums, etc.; however, light may still pass through. Creatures that look directly upon the Mirror must perform an SNT Contest {CD 5}. The Mirror will affect all creatures and objects within 300 ft of its location within the environment.

If the Mirror is used to summon *The Confluence*, increase your Celestial Meta Mirror Equation Difficulty by + **{***(30 - MR) - (DIS Mod ÷ 2)***}** CD.

Divine Formula: Topological Shift

Equation Difficulty: CD 10

Manipulate the Topological properties of the environment and distort the space around you within a higher dimension. All creatures within 10ft of you teleport to a known location. The desired location must be within the same plane of existence. Add +1 CD/20 Miles beyond 100.

Divine Formula: Harmonic Frequencies

Equation Difficulty: CD 8

Produce an array of high-resonant sounds following structured intervals to pacify nearby creatures. A creature within this radius must roll a GRT Contest {CD 9) to resist being pacified. Failed creatures become staggered for 1 round.

Divine Formula: Fated Probability

Equation Difficulty: CD 11

Grant any active contest roll a +(1d10) Modifier wth a minimum of +6 and force (1 + DIS Mod) Modifiers to be positive with No Contest.

Divine Formula: Poincare' Conjecture

Equation Difficulty: CD 10

Solve a celestial equation by manipulating the area around you in a seemingly inconsequential manner, granting you the ability to influence higher dimensions from your 3-dimensional plane of existence, consequently, affecting the 3-dimensional space around you by influencing those higher dimensions. Bend space and time to create closed loops, trapping opponents within three-dimensional space. Increase the CD by +1/enemy. If an enemy is larger than normal, add +1 CD. You can select which enemies have the potential to become affected by the conjecture.

Creatures locked within the conjecture will appear to exist simultaneously in multiple areas, which will be distorted, creating non-Euclidian angles and impossible shapes. If the Enemy attempts to move, they will experience a sensation of an infinite loop as they are re-confined to the same place, creating frustration, forcing a Contest of SNT {CD 4} to maintain their composure. This process will seem like 1d4 years have transpired to the enemy, causing them to gain -(1d4) DIS.

Roll a 1d4; each enemy trapped by the celestial conjecture is separated into (1d4) pieces and scattered around the battlefield onto nearby units. When an enemy is trapped, it cannot move from its origin unit and will remain there despite appearing in other locations. To attack the enemy, you must attack the scattered units of the fragmented enemy. If you are within range of an appendage/weapon capable of dealing damage, the appendage in question will have a 50% chance of attacking normally; otherwise, it shall miss.

This ability lasts for 3 rounds before reverting the enemy to normal, the enemy visually re-materializing on its origin unit.

Broaden Horizon

Equation Difficulty: CD 10

Target your mind. Unlock full access to all Modifiers under INT and gain an additional +2 Modifier when solving equations.

Wish Upon

Equation Difficulty: CD 12

You beseech the cosmos to interact with "**The Confluence**," a mythic alignment of 17 planets, 23 Moons, and 29 suns across multiple galaxies. This event only happens once every million years, lasting for a total of 6 rounds. This event must be present to use Wish Upon. If you solve the equation within these rounds, grant ***Confluence*** to yourself and all of your allies.

> ***Confluence***: Maximize all ability Integers and consider all contest rolls critical successes for the duration of a day. Lastly, you may select 1 outcome to be an improbable success during this day.

Failing Wish Upon will reduce all of your Core Attributes by -10 and grant 1d10 SNT Contests {CD 10}. Charmed Dice cannot be used with this Equation.

Chrono-Theorist

{Evoker}

"O' how the temporal threads spin; a centralized sequence of moments, echoed in a weave—unilinear spools within a flat circle, Intersecting and merging mid their whirling and turning. Time is an illusion. We fixate on its flow but never the ebb; a decaying grand finite conclusion few know as "The Great Unraveling." It lies within the book, weathered and new; bolstering its font of cryptic texts, akin to an undulating fabric. A record of second, minute ere eon; prognosticating in multitude through theorems while whispering of elusive strands; Eternity inscribed on its cover. Even now, as I shed my gaze from its bounds, I can see the distortions and aberrations of alternate realities, ethereal apparitions parallel to our own. Flickering shells hosting many a paradox... "

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +5/Rank

Core Attribute Bonus: +15 DIS

Immunities: Addle

Virtue: Literacy

Hidden Secrets: Vocation actions are "Weird" Evocations

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Eternity, Temporal Doppelgänger, Unilinear Clairvoyance		
MR 2	+5 Health	+1 Aptitude				
MR 3	+5 Health	+1 Aptitude	+1 Virtue			
MR 4	+5 Health	+1 Aptitude				
MR 5	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Smith Upgrade	Finite Temporal Travel
MR 6	+5 Health	+1 Aptitude				Superposition
MR 7	+5 Health	+1 Aptitude	+1 Virtue			
MR 8	+5 Health	+1 Aptitude				
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude		Hex Tier Unlock: II	Smith Upgrade	4th Dimensional Rift
MR 11	+5 Health	+1 Aptitude	+1 Virtue			Bottle
MR 12	+5 Health	+1 Aptitude				Temporal Stasis
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude				
MR 15	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: III	Smith Upgrade	Gain +2 DIS Echo
MR 16	+5 Health	+1 Aptitude				
MR 17	+5 Health	+1 Aptitude	+1 Virtue			Gain +2 SNT
MR 18	+5 Health	+1 Aptitude				Temporal Compression
MR 19	+5 Health	+1 Aptitude	+1 Virtue			Gain +2 DIS and SNT
MR 20	+5 Health	+1 Aptitude			Smith Upgrade	Retrospective Revival

Eternity

You own an ancient relic hosting innumerable equations and indecipherable script. While possessing the book, you may never break eye contact with its texts. This does not affect your ability to see the area around you or your ability to hear.

Gain a +8 to Privy, +5 to Perception, and a +1 to DIS

Eternity is a Secondary Action Item.

Eternity: Temporal Doppelgänger

Your exploration into Chrono-Theory has backfired paradoxically, granting you a permanent insight into an adjacent reality. You can see a Temporal Doppelgänger of yourself flickering in and out of existence. You may converse with this shade but may not glean any insights that you do not already know.

You may compound your thought process by bouncing ideas back and forth, granting you an advantage against DIS and Identify Contests.

Eternity: Unilinear Clairvoyance

Cost: -1 SNT {Non-Permanent}

{Full Round Action}

Once per day, you may look up from your book and perceive parallel realities in the form of three-dimensional branching threads, vines imperceptible to other creatures. You may then tell the Arbiter where you want to go or what you wish to find. These threads will converge in a direction reflecting the realities in which your party stumbles across the area/item in question. Your head will then fixate on your book after 3 rounds. You may point your party in the direction of where these timelines converge.

Your Arbiter may also grant you a vague description of an area to relay to your party.

Additionally, Unilinear Clairvoyance can be used to generate a vague tip about areas or creatures the party may reach if they venture in a certain direction for that day, granting a +5 to Trailfinding.

Eternity: Finite Temporal Travel

Cost: -1 DIS {Non-Permanent}

{Reaction}

Master the control of seconds and create a branch timeline. Once per day, you may force a reroll on a failed Contest. This limit increases by 1 at Rank 10, 15, and 20.

Eternity: Superposition

Cost: -1 DIS or -1 SNT {Non-Permanent}

{Reaction}

Create branch timelines of your exact instance within combat and trade places with a more favorable outcome; However, you risk having doppelgängers perform the same action to you. You may use this reaction when receiving damage; if you have yet to consume your reaction.

Roll a 1d4 if you take damage after your reaction. At MR 15, you roll a 1d6; and a 1d10 at MR 20.

1. Take Critical Damage from the attack.
2. You take 50% of the attack's damage.
3. You take 25% of the attack's damage.
4. The attack misses.
5. The attack misses.
6. The attack misses.
7. The attack misses.
8. The attack misses.
9. The attack misses.
10. The attack misses.
11-20. The attack misses.

Upcast: You may accrue a -2 SNT and +5 DL to use a 1d20; you may do this when using Paradoxical Phase Shift at any Rank.

Eternity: 4th Dimensional Rift

{Full Round Action}

You may open a rift, undetectable to most creatures, and transport to a place you have visited before. Additionally, you may use this space to store items. Within the Rift, food does not perish. You may not store anything living within the rift. The rift can store an infinite amount of weight.

Eternity: Bottle

Cost: -2/"round" DIS {Non-Permanent}

Halt time, creating a number of rounds where you may act outside of initiative. All Non-Horrors atop the Coil are frozen in time, unable to act. Any damage/effect sustained/released by any creature shall occur after time resumes. Gain a number of rounds (turns) relative to your DIS sacrifice. While within Bottle, all attacks are critical successes. Lastly, upon completion, roll a {1d6 - (1/stopped round)}. If your result is a 1, an MR 20 Weird shall hunt you in 1d2 RWH/s.

Eternity: Temporal Stasis

Cost: -2 DIS {Non-Permanent}

{Secondary Action}

Freeze 1d4 enemies in a Temporal Stasis, locking/staggering them in time for 1 round. All melee attacks strike with No Contest and count as a critical success.

Eternity: Echo

Once per day, diverge from the flat circle and breach forth a temporal harmonic manifold, structuring threads from adjacent timelines towards a converging instance, creating a singular recursive moment in time.

Any effect/damage targeting an enemy shall be echoed (1d10) times. This number result will be refered to as your "Recursive integer."

Creating an echo greatly disrupts the stability of the Celestial Framework, and will cause a backfiring feedback loop on the user, dealing (20 x Recursive Integer) Blast Damage with a 1d2 chance of granting a normal or permanent injury.

Eternity: Temporal Compression

Cost: -2 DIS {Non-Permanent}

{Full Round Action}

Accelerate the passage of time/rounds on a creature by 1d4 rounds, accelerating all active effects caused by abilities from or affecting the creature. This creature gains no additional Actions on its turn from this effect. Gain +1 rounds at ranks 10, 15, and 20 to a maximum of 6 rounds.

Eternity: Retrospective Revival

Cost: -2 DIS {Non-Permanent}

{Full Round Action}

Sacrifice your sanity and bend the laws of probability and temporal causality to your will as you merge ethereal threads. You gain -10 SNT,-10 DIS, +20 DL, and instantly gain Hysteria. Your party wakes up one day prior within their last safest location, having no recollection of any events that have transpired. All dead Wayfarers are resurrected, and all items consumed one day before Retrospective Renewal are restored. You must have at least 0 SNT and 4 DIS to use this ability.

Lastly, spawn a Mythic MR (21 + 1d4) Weird to hunt you and your party down in 1d20 RWHs.

Illustration By: Diana Tanamas

Great Old One

{Evoker}

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +5/Rank

Core Attribute Bonus: -1 ALR, +10 SNT, -1 VIG, +7 DIS

Immunities: Hysteria (Glyph)

Virtue: Literacy

Hidden Secrets: Vocation actions are “Weird” Evocations

(Place "Vocation Symbol" Art Here.)

Shatter Minds and Feed the Void

A Scholar, of apocryphal notes, bares no normal contract with the being they might stumble upon; a covenant formed betwixt the reader, and the eyes ever piercing from the veil. They do not utilize stores of Aether, but rather the purest knowledge they hold. A knowledge where the power of the word itself is enough to shatter minds and spew forth aberration in myriad. However, the cost of this knowledge is their humanity, ere their sanity. In the pursuit of understanding, the eldritch scholar willingly sacrifices fragments of their being, forever teetering on the precipice of enlightenment and irreversible madness. Each evocation acts as an assault on one’s psyche. One would be mad to consider the path of this Trade. Mind your mind, Wayfarer...

- In A Walnut -

Weaponize your madness to break foes; summoning forth the Corruption of Outer Dei to compel horrors from the Waking World. As you unlock secrets, release yourself to the Void as you become as The Great Old Ones.

(Place Tentacle Art Here.)

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Glyph of the Elder I		Gate, Touch of Insanity
MR 2	+5 Health	+1 Aptitude				Cosmic Joke
MR 3	+5 Health	+1 Aptitude	+1 Virtue	Glyph of the Elder II		Black Masses
MR 4	+5 Health	+1 Aptitude				Passage 2
MR 5	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Smith Upgrade	Astral Flame
MR 6	+5 Health	+1 Aptitude				
MR 7	+5 Health	+1 Aptitude	+1 Virtue			Passage 47
MR 8	+5 Health	+1 Aptitude		Glyph of the Elder III		Fit of Madness
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude		Hex Tier Unlock: II	Smith Upgrade	
MR 11	+5 Health	+1 Aptitude	+1 Virtue			Form of Purity
MR 12	+5 Health	+1 Aptitude		Hex Tier Unlock: III		Addendum
MR 13	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: IV		Eldritch Artist: Page 1937
MR 14	+5 Health	+1 Aptitude				Page 69
MR 15	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: V	Smith Upgrade	Apocryphal Scholar
MR 16	+5 Health	+1 Aptitude				
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude				Weird
MR 19	+5 Health	+1 Aptitude	+1 Virtue			Lost Passage
MR 20	+5 Health	+1 Aptitude		Hex Tier Unlock: VI	Smith Upgrade	Herald of the Endless Dream

Glyph of the Elder

It is unsure how, but you have stumbled upon an archaic Glyph, one only echoed in myth. It is uncertain whether this is destiny calling upon you or something much more harrowing. You inscribe this mark upon your flesh, allowing you to hear the echoes of dead and forgotten gods, all guiding you to the secrets hidden within your great work. Anyone who attempts to look closely at this glyph must make an SNT Contest. Even if they succeed, they only witness an ever-shifting form incomprehensible to their understanding. You are now immune to Hysteria and gain a +4 to GRT and +6 to SNT.

> ***Glyph +2***: At Rank 3, you gain an additional +2 to SNT and GRT.
>
> ***Glyph +3***: At Rank 8, You gain advantage on SNT and GRT contests; and can force 1 Modifier, to be successful during SNT contests.

Passage 2

SNT Contest {CD 5}

{Secondary Action}

As you pour over the texts before you, bloodied screams bellow from the skies above. For the next round, all enemies around you see an endless void of darkness and have disadvantage on all rolls.

Touch of Insanity

You may read through your Tome without succumbing to the full weight of its mental grip; however, you are still at its mercy if you wish to dive into the forbidden texts it holds. When you evoke from the book, it does not cost Aether but your potential sanity. After each Tome SNT Contest you perform, your book remains open to that section of the book. Any foreign creature who attempts to read this section must perform that Contest at double its natural Difficulty. Each failure grants the creature a non-permanent -1 to SNT. No Contest sections will act as No Contest.

Section Example: Passage 47 {CD 5} = Enemy's SNT CD {10}

Cosmic Joke

SNT Contest {CD 8}

If you fail, you gain Hysteria; overruling the effect "Glyph of the Elder" bestows. If you succeed, you gain a permanent +2 to Grit. This contest only happens once over the course of the Tale. After the Contest, you gain access to the Reaction, granted by Cosmic Joke. You may perform this reaction as a normal reaction without the need for an SNT Contest.

{Reaction}

You have poured over the texts the book offers, and though you understand little, you see a section of The Truth. You may reflect upon the knowledge, forcing you to cry uncontrollably as you scream towards the heavens. All enemies near you gain a -2 Modifier on all actions as your otherworldly cry breaches their thoughts.

Gate

Breed forth horrors from the minds of weaker mortals. Creatures who have failed an SNT Contest against you will perceive horrific visions, amplifying any Mind Damage sourced from failed SNT Contests by +2/Rank. If this creature becomes insane, its flesh will contort into a living non-euclidean spire, dealing -1 SNT to each nearby creature. This structure has 10 Armor and will vanish when it reaches 0.

At MR 10, you can choose which creatures can see these spires. Lastly, increase your Mind Damage Amplification to +3/Rank; +4/rank at MR 15 and +5 at MR 20.

Astral Flame

{Secondary Action}

Harken to the Astral Sea to immolate a nearby creature, dealing 20 Mind Damage. In turn, you sustain 1d10 Life Steal from an unknown presence. If your SNT is under 0, you will suffer an additional 1d10 per SNT point under 0. Lastly, you may permanently gain -2 SNT to increase Astral Flame's Base Damage by +20 Mind Damage for the Tale.

Passage 47

SNT Contest {CD 5}

{Full Round Action}

Read your Passage and perform an SNT Contest {CD 5}. If you fail, you gain a non-permanent -1SNT. Your allies hear nothing. If they look at your mouth, they must roll an SNT Contest. Failing results in them sustaining 10 Mind Damage. All enemies are compelled to hold their heads as they writhe in pain. Blood profusely expels out their ears and eyes, dealing 6 Bleed Damage/Round for 5 rounds. All affected enemy creatures are now deaf.

Fit of Madness

{Full Round Action}

A strange music can be found growing within the minds of those within 30ft of you. All hostile creatures within this radius are subject to a passive Sensory attack as their sanity erodes with each round of exposure; loosing -1 SNT/round.

Upon every fifth round of combat, all hostile creatures within range must succeed an SNT Contest {CD 8} or fail all Actions upon their next turn. Creatures immune to Sensory or Weird effects are unaffected.

Each fifth round in which Fit of Madness resolves, you must succeed a GRT Contest {CD 5} or gain a non-permanent –1d2 SNT as the music twines through your own thoughts alongside those of your enemies.

At MR 15: The SNT Contest Difficulty increases to {CD 10}, and Fit of Madness now affects creatures within 60ft.

At MR 20: The effects of Fit of Madness now bypasses immunity to Sensory and Weird effects. Mythic Archfiends are unaffected by this effect. Additionally, Fit of Madness' range extends to 90ft. Lastly, At the start of any encounter, all non mythic creatures within range gain 1 round of Insanity.

Form of Purity

Bones crack, and your posture slumps as your body embraces a metamorphosis. The form starts to alter, and your eyes fill with an opaque black while fleshy tendril growths protrude on your face. Your hair begins to fall out partly, and your fingernails grow sharpened. Something is different... you feel almost whole.

Gain +5 Swim, +10 Privy, +3 DIS, and +2 SNT

Any creatures that see you gain a -1 Modifier on rolls. You may hide your form and reveal it as a free action to enemies.

Black Masses

SNT Contest {CD 5}

{Full Round Action}

Your eyes begin to spiral in opposing directions as your bones start to crack, all whilst reading forth an unknown passage from your beloved tome. You reach towards the heavens as an inky black pool forms below your figure. Conjure forth the blackened tendrils of elder Dei, lined with gnashing teeth and multitudinous barbs. The number of tendrils summoned is equivalent to your accessible SNT Modifier. Each tendril reaches 15ft and deals 15 Piercing Damage and 5 BRK with No Contest. You may place each tendril upon a unit within 60ft. Tendrils cannot move.

Each unit a tendril occupies is considered rugged terrain and deals 1d4 Mind Damage per round to passing/occupying creatures. These Tentacles have a Health total of 5 THP/Rank with an AL of 5. Should a Tendril die, it shall slip into the inky void beneath it.

At MR 8, You may choose to gain a non-permanent -5 SNT during Black Masses to perform Hungering Abyss.

> ***Hungering Abyss***: The Abyss stares back. Sacrifice all your tendrils to pull a single enemy, under ***(+50/Tendril) THP***, down into the depths of The Abyss with No Contest. While slipping into the Abyss, the enemy's SNT drops to 0, and they become Insane upon nearing the Waking World. The moment this happens, the void closes behind them, and they are forever trapped within the Waking World, sustaining infinite Impact Damage and Asphyxiation upon arrival, alongside each passing round, so long as they remain within it.
>
> If the creature is immune to insanity, it shall instead be rejected by the Void and spewed atop their previous unit, sustaining damage equal to ***(+10/Tentril) Mind Damage*** to a max of 1000 Mind Damage.

Black Masses last for five rounds before vanishing.

Addendum

The more you delve, the more everything becomes clear, yet with each reading, its words sap your sanity. You seek to impose added protection against its maddening sermons. Over time, you obscure certain phrasings to obfuscate the truth while allowing for accurate comprehension.

Once per day, you may roll against the SNT Contest of one of your abilities. If you succeed, you will alter its cost, permanently reducing its Contest Difficulty by -1 to a maximum of -3. This must be done for each ability you wish to reduce. This does not affect abilities that deplete your sanity with No Contest.

Eldritch Artist: Page 1937

No Contest: -3 SNT {Non-Permanent}

{Full Round Action}

Allow the voices to guide you with a depiction. The symbols float off the page as quickly as you write them, vibrating pictures that break the atmosphere as if it were paper. These symbols tear through the minds of all who witness them, showing incomprehensible otherworldly patterns. Enemies, within sight, must beat an SNT Contest {CD 8} to not become Insane for 10 rounds. Allies do not see these symbols but will gain a No Contest against Insane enemies for 3 rounds. This action can only affect each creature once.

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No Contest: -3 SNT {Non-Permanent}

{Full Round Action}

A blackened page, lined with nice white text, ushers forth an image in your mind. It begs you to turn to a page that has eluded you, as if you did not have permission to turn to it previously. When you do, you witness a bounty of color, the likes of which you have never seen. All allies witness a soft magenta emanating from the book. Enemies must Roll an SNT Contest {CD 8} not to gouge out their eyes whilst witnessing the cosmic beauty before them. All enemies that fail are now blind, taking 40 Physical Damage/eye. Additionally, failing creatures lose 4 SNT and are staggered for 1 round.

(<-Place Tentacle Art Across Both Pages.->)

Apocryphal Scholar

You recite verse by memory and no longer need to pour over familiar texts. This mastery allows you to reduce the Contest Difficulty of passages and pages by -1. "No Contest SNT Contests" may also now be contested with a Difficulty of 9, and can now be reduced with the bonus from this ability and Addendum. Failing the contest shall still net the SNT reduction.

Weird

SNT Contest {CD 10}

{Full Round Action}

Roll against an SNT Contest of 10. If you succeed, you beckon upon the void to deliver you an avatar of its will. If you fail, you take a non-permanent -3 SNT reduction. If you succeed, you witness a blackened cut dissecting the heavens above you, and through the inky void slips in a Weird.

The Weird Lasts for 10 rounds before being ripped back within the Void. The Weird considers you an ally and will only show your enemies upon its flesh. Allies are unable to see the Weird.

Lost Passage

An endless expanse lies before you. In the center of the expanse, you see the massive corpse of a dead creature. After approaching, you reach within its black guts and rip out a page. Upon waking, you realize that you are holding a blackened note etched with white letters, an eerie glow pouring over the text. If you read from the text, you become immune to insanity. The text fades upon its reading.

Herald of the Endless Dream

You grow blackened wings, and your form contorts and converts into a proper Herald of the Dream. Every step you take bellows a grim clamoring drum, beating in harmony with the whispers that echo around you. Each time you read from your book, Black Masses will passively spawn and move existing tentacles to your current position. Gain a -1 in all SNT Contests and a -1 in SNT reductions from Contests. Additionally, Gain the ability to fly.

Trade of the Vanquisher

A formidable Trade, excelling in the art of combat, with a blend of martial mastery and strategic acumen. Whether leading from the front lines or orchestrating maneuvers from afar, the Vanquisher's adaptability and tactical insight make them a force to be reckoned with. Their resilience in the face of adversity, combined with a commitment to dispatching their foes, cements their role as a symbol of unwavering determination on the battlefield, often finding them at the beck and call of kings or warlords, tasked to impart the very will of those influential figures—deeds which must be dealt with, and vanquished.

Death Knight

{Hex Caster}

Once upon a time, there were they who swore to protect the Coil; strong and dependable sorts. Some were pious; some altruistic; but others, were greedy…. They coveted power, for their ego knew no bounds. Their deeds were dark, so much so that the only hints of their acts are within our graveyards, trophies of the dark pact they made with death. And even with all their splendor and ill-gotten fonts, they craved more; to halt that which had power over all….And so, within the night, they stole that which had blessed them; a font of death itself; one which would speak its wonders amongst lineage and founder alike. At first, they sprung gay with merriment; a deed of the ages. But over time, their taste would turn to ash, bones to brittle, words to whispers. Their lives were forfeit, as was their bloodline. Forever cursed, forever stained. Sins of the Death Knights.

Trade Bonuses

Aether Reserve: 50

Stamina Bonus: 100

Core Attribute Bonus: +3 VIG, +4 BRN, +4 DEX, +4 DIS

Immunities: Unholy, Cold, Starvation, Instant Death

Weaknesses: Holy, Fire

Creature Type: You gain the Undead Affix

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Soul Reserve, Unholy Boon	
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 3	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: II		
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 5	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: III	Palpable Taint	Smith Upgrade
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve		Blighted Curse	
MR 7	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: IV		
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve		Sunder the Dead	
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve		Rite of Terror	Smith Upgrade
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Dire Sacrifice	Smith Upgrade
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve		Spectral Guise	
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve		Grave Touch	Smith Upgrade

Soul Reserve

Death wishes to claim you. You instantly die when entering Death's Door. Gain Soul Tear.

> ***Soul Tear***: *Killing (an archfiend/10 creatures) grants you 1 soul reserve. When you reach 0 THP, you resurrect without entering Deaths Door; ignoring the Death Knell and consuming 1 soul reserve. You may have a maximum of 1 Soul Reserve/4 Ranks.*

Unholy Boon

Weapons held by you become intangible ghostly forms. Convert all Physical Damage to Unholy Damage.

Palpable Taint

Gain +10 Unholy Damage to weapons and touch-based interactions. Gain an additional 10 at ranks 10, 15, and 20.

Blighted Curse

Enemies you deal damage to are cursed. Reduce their Physical Damage dealt by 5. The curse lasts for 1 round and does not stack. Increase the damage reduction by an additional +5 at ranks 10, 15, and 20.

Sunder the Dead

Multiply your damage by 2 and ignore all Unholy Immunities when attacking an Undead. Lastly, gain x10 Damage Dice when dealing damage to a Shambler. Lastly, ignore the Physical Immunities of all Ghasts.

Rite of Terror

Aether Cost: 50

Target a corpse and cause its flesh to flay open. From its meager form rises black roses, creating a 20ft radius of black mist. Enemies that enter this radius sustain 10 Life Siphon. Roses will shift to a red hue upon consuming life; 10 Health/red rose. The rite lasts for 1d6 rounds. All health siphoned this way can be gained from the consumption of the roses.

Dire Sacrifice

Suffer a Deep Wound, reducing your THP by 50%, to gain immunity to all damage for (1d2 +4) rounds.

Spectral Guise

Aether Cost: 40/round

Embrace an ethereal form. Gain immunity to Physical Damage.

Grave Touch

Aether Cost: 90

Target 1 corpse. You may raise this corpse as a rank 15 Shambler. Gain a second Shamber at rank 20.

At Rank 20, touching a living creature will act as the Unholy Hex: Death. This effect triggeres once/day.

Divine Adjudicator

{Evoker}

You answer to the power that is; a moral mission, tasking the sundering of many a soul. Take on a duty that would see you embody a personification of divine fury, setting upon the battlefield as a herald of the Maker's will. Serve as an adjudicator, dispelling darkness and corruption with every swing of your blessed weapon.

Trade Bonuses

Aether Reserve: 50

Stamina Bonus: 100

Core Attribute Bonus: +5 DIS, +4 SNT, +6 INT

Immunities: Holy

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Sanctimonious, Sacrosanct
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve		
MR 3	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: II	
MR 4	+5 Health	+1 Aptitude	+20 Stamina		
MR 5	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: III	Benevolence / Smith Upgrade
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve		Holy Smite I
MR 7	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: IV	
MR 8	+5 Health	+1 Aptitude	+20 Stamina		
MR 9	+5 Health	+1 Aptitude	+1 Virtue		Holy Smite II
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve		Radiant / Smith Upgrade
MR 11	+5 Health	+1 Aptitude	+1 Virtue		
MR 12	+5 Health	+1 Aptitude	+20 Stamina		Holy Smite III
MR 13	+5 Health	+1 Aptitude	+1 Virtue		
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve		
MR 15	+5 Health	+1 Aptitude	+1 Virtue		Holy Smite IV / Smith Upgrade
MR 16	+5 Health	+1 Aptitude	+20 Stamina		
MR 17	+5 Health	+1 Aptitude	+1 Virtue		
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve		Holy Smite V
MR 19	+5 Health	+1 Aptitude	+1 Virtue		
MR 20	+5 Health	+1 Aptitude	+20 Stamina		Judgement / Smith Upgrade

Sanctimonious

Anything you touch is imbued with Holy Affinity for the duration of you holding it; and will remain imbued for one round after releasing it. Additionally, Physically touching a Dark Moral creature will deal 5 Holy Damage/Rank upon contact.

Sacrosanct

{Reaction}

Your creed demands that you do not sully your hands with the filth of heretical items, and as such, any attempt to hold/wear a cursed item will smite the Wayfarer for 5 Bypass Damage per round. By following this rule for 24+ hours, you will be rewarded by the Maker upon the following day:

The Maker will grant you one "No Contest" to any GRT, SNT, or BRN Contest. The Wayfarer gains an additional use of sacrosanct at Ranks 5,10, 15 and 20.

At MR 17, gain +50 Unholy Resistance as an additional bonus if your creed is followed.

Evocation: Radiant

{Full Round Action}

Aether Cost: 40

Impart your will upon the environment around you, and the Maker shall aid. You can force the light level to normal for 1 RWH.

Evocation: Holy Smite

{Reaction}

Aether Cost: 20

Your Sanctimonious weapons gain +20 Holy Damage for 3 rounds. Gain an additional +5 Holy Damage, and increase the number of rounds by +1, at Ranks 6, 9, 12, 15, and 18. Once per day, you can flood your boon with radiant energy, converting all Damage to Holy upon your next strike.

Evocation: Benevolence

{Full Round Action}

Aether Cost: 150

Put your knees to the earth and prostrate yourself before your Deus. The patron will heal a selected creature on behalf of the Adjudicator, healing it for 100% THP; cleansing all non-permanent debilitations, including non-permanent Core Attribute negative values.

Evocation: Judgment

{Full Round Action}

Aether Cost: 40

Inflict a final judgment upon your enemy, beckoning retribution and reckoning. Smite your enemy for an amount of Holy Damage equal to the amount of Aether left within the Aether Reserve. If you have not used any of your Aether Reserve, and it remains at 100%, you gain an additional 100 Aether when performing Judgment.

Inquisitor

{Evoker}

You walk these wretched halls with tattered clothes; holy garments stained with the blood of your kin. Do you not hear them, the whispers bellowing "traitor"? Your stench looms of hypocrisy and brutality, a parody that seeks to revel in the dismay of others and cull life in the name of pleasure. You claim to serve something higher, but I know you, Wayfarer. A dark omen that befouls the sanctity of peace and burdens its people with harrowing wrath. You'll find death soon, Inquisitor; my neck on your pike won't change anything.

Trade Bonuses

Aether Reserve: 50

Stamina Bonus: 100

Core Attribute Bonus: +10 GRT, +4 DIS

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: I	Fear Tactics, Inquisitors Omen, Coerce	
MR 2	+5 Health	+1 Aptitude	+20 Aether Reserve		Inquisitors Mark, Bastion of Dark Intent	
MR 3	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: II		
MR 4	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 5	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: III	Harrowing Strikes	Smith Upgrade
MR 6	+5 Health	+1 Aptitude	+20 Aether Reserve		Break The Will	
MR 7	+5 Health	+1 Aptitude	+1 Virtue	Hex Tier Unlock: IV		
MR 8	+5 Health	+1 Aptitude	+20 Aether Reserve		One in the Leg, Red Rivers	
MR 9	+5 Health	+1 Aptitude	+1 Virtue			
MR 10	+5 Health	+1 Aptitude	+20 Aether Reserve			Smith Upgrade
MR 11	+5 Health	+1 Aptitude	+1 Virtue			
MR 12	+5 Health	+1 Aptitude	+20 Aether Reserve		Bleeding Edge	
MR 13	+5 Health	+1 Aptitude	+1 Virtue			
MR 14	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 15	+5 Health	+1 Aptitude	+1 Virtue			Smith Upgrade
MR 16	+5 Health	+1 Aptitude	+20 Aether Reserve			
MR 17	+5 Health	+1 Aptitude	+1 Virtue			
MR 18	+5 Health	+1 Aptitude	+20 Aether Reserve		Sadistic	
MR 19	+5 Health	+1 Aptitude	+1 Virtue			
MR 20	+5 Health	+1 Aptitude	+20 Aether Reserve		Canticle of Judgment	Smith Upgrade

Fear Tactics

{Reaction}

Brutalize a corpse during combat. This action grants allies an advantage on attacks for their next round.

Inquisitor's Omen

You may adorn your waist with the severed heads of your enemies. Doing so will reduce the AL of nearby intelligent enemies by 1; 2 if they are humans.

Coerce

Gain an advantage on Intimidation Contests. Double when torturing. Gain an additional advantage at Rank 18. When torturing while using Coerce, deal 1d20 Bleed Damage.

Harrowing Strikes

Each strike is precise and more painful than the damage inflicted. Each successful strike reduces a creature's AL by 1. This effect ends at the end of combat.

At rank 18, heighten the panic of feared enemies. Creatures that are feared around you suffer cardiac arrest. This may happen to each creature once/creature within an encounter.

Inquisitor's Mark

{Secondary Action}

Condemn an intelligent enemy to death and read its final rights before conveying how you will savagely torture the target, granting the creature -1 AL and 1 stack of Terror; upon reaching 3 stacks, the creature will become feared. Target one additional creature at ranks 15 and 20.

Bastion of Dark Intent

Your allies are calmer when you stand against threats. During combat, your allies gain an advantage against GRT contests.

Red Rivers

Double your Bleed Damage; and triple it at MR 16. Additionally, gain +10 Bypass Damage/Rank on Physical attacks targeting bleeding creatures.

One in the Leg

{Secondary Action}

Lacerate the leg of your enemy, impairing their speed by -50%. Enemies must perform a DEX Contest {CD 5} to avoid the attack. Reduce this by 25%/Size increase above Normal.

Break the Will

Your Harrowing Strikes now grant Harrow stacks for the round they are struck upon. Creatures which gain benefits from feared enemies shall gain those same benefits from Harrowed enemies.

Fear Tactics doubles the effects of any benefits gained from Harrowed enemies; Cardiac Arrest Exempt.

Enemies now gain 2 stacks of Terror/use of your Inquisitors Mark.

Bleeding Edge

All blades now gain +10 Bleed Damage.

Sadistic

{Full Round Action}

This action may be performed once per combat.

You carry a chained corpse; its eyes, organs, and tongue removed; body flayed. Brandish a blade and commit unspeakable horrors to this vessel. As you fling forth sloughing flesh and gore, you begin to vocally lust of tortures you wish to perform upon the creatures around you.

All Creatures around you which see or hear this display must perform a GRT Contest {CD 9}; or be forced staggered for 1d4 rounds; unable to think or move. All attacks against these staggered creatures are considered critical hits.

Creatures may roll a 1d4 {25% chance} to deal 50% THP Damage to themselves to induce system shock.

After the round, the corpse is rendered into an unusable husk; falling apart upon the slightest touch. You may take another brutalized corpse after the combat encounter to replace the previous chained corpse.

When performing this action, you lose yourself to your Trade; cleaving through your reason and dwindling humanity. Sustain -4 SNT and -2 DIS.

Canticle of Judgment

You have suffered the 16 tribulations of The Flayed Shepard, and have proven yourself worthy in the eyes of your faith. In a moment of duty, you shall now hear its sacred scripture.

Upon killing a non-human enemy, hear a sacred word of The Shepard. In a moment of calm, as a Full Round Action, chisel each word upon your body in Ink. Each Word shall grant a permanent +1 Bleed Damage on all Physical Attacks. This bonus shall stack up to a maximum of 500, completing the Canticle.

Upon Completion of The Canticle of Judgment, gain Immunity to Holy Damage, Fear, and Blind; and lastly, gain 50% Damage Resistance to Unholy and any strike coming from a Vittari, Ghast, Pestylent, or Undead.

Trade of the Villager

The Villager is an unassuming figure adorned in tattered rags, providing no defense to the elements. Simplicity in a world teeming with extraordinary beings and elements. Cast aside by society, a villager navigates the perils of existence with no remarkable abilities or grand destiny; they are armed only with resilience. Forgotten by The Artificer, they have no Wayfaring Arm; and no true Deus, which casts a glimmer of care over them, resulting in no natural evocations or celestial weapons; only the essentials of life and maybe the warmth of a fire from time to time.

The Villager is designed for those who seek a grounded and brutal experience. Will you survive, potentially thrive, or become like the dust beneath you? Be prepared to be humbled, insect.

To offset the sheer weight that lies against your journey, the Villager can either choose one of, or forgo, the variants of this Trade:

Hopeful Villager

As a Hopeful Villager you can hold a maximum of 5 Charmed Dice at once. The Arbiter seems to have taken a liking to you; it wishes to offset the odds. Each day, the Villager is granted 5 charmed dice, which are replenished each day, as if fate slightly smiles upon this Villager.

Undaunted Villager

The villager automatically succeeds in every other Grit and Sanity Contest.

Arcane Villager

Unlock Hex Tier I at MR 1, II at MR 5, III at MR 15, and IV at MR 20. As a cost of your insight, reduce your THP by 50%.

You begin the Tale with no Origin. Abandon all acquired stats and items from any selected Origin.

Trade Bonuses

Aether Reserve: 0

Stamina Bonus: +5/Rank

Single Traded Whelp: Select one Aptitude to always succeed in with No Contest.

Trade Bane

Beyond Mortal Limits: Even with the Arbiter's blessing, your potential is still limited. Your THP and Stamina can not rise above 100, and your Core Attributes can not surpass their maximum cap of 10 by any means. Lastly, while all starting Wayfarers have 3 Glyph Slots, you begin the Tale with only 1.

Feeble Origin

Your history is as important as the culled leaves each season. You are no true Wayfarer; but mayhap you might stand among them and surpass all expectation. You gain nothing but the hopes of the feeble.

Mastery Rank Table

MR 1	+5 Health	+1 Aptitude	Flexible Mind, Feeble and Left Wanting, Recipe: Mother's Stew	
MR 2				
MR 3	+5 Health	+1 Aptitude		
MR 4				
MR 5	+5 Health	+1 Aptitude	Smith Upgrade	Tier I Hex Unlock
MR 6				
MR 7	+5 Health	+1 Aptitude		
MR 8		+1 Aptitude		
MR 9	+5 Health			
MR 10		+1 Aptitude	Smith Upgrade	
MR 11	+5 Health	+1 Aptitude		
MR 12				
MR 13	+5 Health	+1 Aptitude		
MR 14				
MR 15	+5 Health	+1 Aptitude	Smith Upgrade	
MR 16				
MR 17	+5 Health	+1 Aptitude		
MR 18				
MR 19	+5 Health	+1 Aptitude		
MR 20			Smith Upgrade	Tier II Hex Unlock

Tabula Rasa

Gain 2 Virtues at Rank 1, and +1 at Rank 2.

Gain an additional Aptitude at ranks 1, 3, 5, 7, 9, and 11.

Gain an additional 2 Aptitudes at ranks 13 and 15.

Gain an additional 4 Aptitudes at ranks 17 and 19.

Gain an additional 5 Aptitudes at rank 20.

Flexible Mind

When you increase in Rank, you must decide between increasing your Stamina or Aether. Each Rank gains a +10 in Aether Reserve or an additional +5 Stamina.

Feeble and Left Wanting

You gain +2 Daunted Levels, instead of 1, every failed GRT Contest. This reduces to 1/DL upon reaching Rank 10.

Recipe: Mother's Stew

Your Flask is a soup canister, only capable of holding a soup crafted within a Tavern; a last parting gift from your mother. Pay 1 Crown to refill your Flask within a Tavern.

The Flask holds a maximum of 150% THP in the form of your mother's stew. Non-villagers will not benefit from your Flask. Additionally, drinking 2% of the flask will grant 1 Satiation.

Chapter 5: Impedimenta

You dust off the mold-lined shelves of the shop, bottles lining every wall, hosting all manner of descriptions engraved upon the plated stands—bobbles, Sundries, Curios, and Weapons, on display for nearby perusing onlookers. As you lift an assortment of goods, you reach for a coin purse... but then your thoughts begin to burden your mind with creeping thoughts, *"How am I to carry these things? And have I chosen all that it is I might want? Surely there be many other items which might catch my eye?"*

For many, travelers will find the need to take part within stores of coffers, delves, and quaint shops; a side focus that could define the meaning betwixt life and death. It is through many a boon that you might find a greater form of empowerment, and the upgrading of your form and tools will serve as the balancer betwixt the world you inhabit and the life you seek to cling to.

Relative Worth

Underneath is a relative valuation of mundane items you may seek to purchase; and should be used by the Arbiter as a leaping point for the pricing of unpriced items:

Examples of "worth" for the Arbiter:

Sygnum

1s = A small fruit, a single candle, A glass of tavern beverage
5s = A modest tavern meal, An Inn room, Loaf of bread/chunk of cheese
10s = A hearty meal, simple clothing/basic armor, minor repair, simple information bribe
50s = A fine prestigious meal, simple well-crafted armor, jewelry, a simple book, tinctures, simple herbs
100s = A grand feast, an alchemic vial of minor healing

Armylla

5a= A detailed map, a small pouch of rare herbs
10a = Add 5 ALR to Bribe Contest, a small boat.
50a = A ship ride, A good book
100a = Cart ride to a Town, simple information No Contest Bribe, Clemency

Crowns

10C = Amazing Armor, Hard information Bribe
50C = A Legendary Nonfiction Book (No Contest)
100C+ =Legendary, powerful and Mythic Items

For listed items of value, Visit Page {194}

Currency

"Due to the nature of inflation, this note is subject to change; but let this note be one of a record; regarding the date of 106 S.E. The currencies of various prefectures and city-states have changed; and converged into a single primary currency, of which are varied in degrees of worth depending on the given region.

The Sovereign Currency

"Though many coins and...fluid... still exist in small amounts, each nation tends to use the new respective currency. In the interests of serving high aristocracy, one's wielding a propensity to travel across nations for diplomatic reasons, The Sorelyan Scholarship of Metallurgy had taken it upon themselves to create a universal currency. Should you be paid, you will be able to obtain and store all forms of currency within a local Repository."

- Scholar Maximus

Within Harvest, the implementation of a singular, worldwide currency has been performed, a logistical feat that spanned over 100 years. Due to its reasons for implementation, the currency was dubbed Sovereign and now resides upon The Mortal Coil as the primary form of currency. Upon purchasing/selling any item, Sovereign will be used.

Sovereign Coins

Corona- The common folk of most nations refer to this currency as "Crown," a wordage used to separate them from the high aristocracy. It is of simple makeup with minimal embellishment—an octangular disc with gold on one face and steel on the other.

Armylla- A medium-sized token forged from steel. It is lighter than Sygnum and bears a rectangular form, its edges adorned with filigree and several scores denoting each established nation. It is not unheard of to hear it referred to as "Arms" by the laboring class.

Sygnum- Small in stature, this flattened disc has a meager value and is utilized in factoring smaller values. It is of iron makeup.

Currency Conversion

Sygnum: 1s

Armylla: 1a = 100s

Corona/Crown: 1c = 100a

Earning Currency: An Important Note for the Arbiter

It is of utmost importance that the balancing, regarding Sovereign obtainment, is regulated. Most things in the game are balanced through Rank cap requirements; and services/ items behind pay. A surge in Sovereign Currency will most likely overpower your Wayfarers, resulting in un-harrowing, unrewarding, and trivial content. It is at the discretion of the Arbiter to regulate or ignore this, but it should be considered due to deviations that may lead to an unbalanced Tale. The suggestions below are there, should you choose to use them; each amount is meant to be split amongst 4-5 players.

Expected Average Reward

{Task - Random Objectives}

***Trivial Task**: 10-50 Sygnum {+50/Wayfarer Rank}*
***Large Task**: 3-40 Armylla {+50/Wayfarer Rank}*
***Massive Task**: 60-120 Armylla {+100/Wayfarer Rank}*

{Bounty – Challenging Quests/Missions}

***Trivial**: 20-40 Armylla {+5/Wayfarer Rank}*
***Moderate**: 50 Armylla {+10/Wayfarer Rank}*
***Threatening**: 50 Armylla {+50/Wayfarer Rank}*
***Deadly**: 1 Crown {+1/Wayfarer Rank}*
***Certain Death**: 5 Crown {+5/Wayfarer Rank}*

{Found Coffer}

***Tiny Coin Purse**: 10-80 Armylla {MR 1-5}*
***Rich Coin Purse**: 12-80 Crown {MR 10-20}*
***Coffer**: 200-800 Armylla {MR 1-8}*
***Medium Coffer**: 300-1200 Armylla {MR 4-15}*
***Strongbox Coffer**: 6-800 Crown {MR 8-15}*
***Legendary Coffer of Riches**: 2000 Crown {MR 12-20}*

{Act Reward}

The completion of a massive part of the Tale may yield a proper reward in monetary value. Note that Acts, paced properly, might be once every 4-6 Mastery Ranks.

***Act Reward**: 100 Crowns {+100/Wayfarer Rank}*

Selling for Currency

Many items may already have a way to determine their price. Weapons and Apparel, for example, have a defined value for the ingots used to build it. If one were to construct a weapon, its value would be the sum of all materials + a service fee from the blacksmith. If the weapon was refined or augmented with unique properties, it is at the Arbiter's Discretion to tell its true value. Any price, unclear, is ultimately at the Arbiter's Discretion, as they consider the materials themselves and the properties which it has upon it

Wielding Equipment

When you wish to wield an item, there is little restriction outside of the demands of the item itself. Weapons grant disadvantages for any creature that wishes to wield them without proficiency. Armors of substantial weight and cumbersome form might limit your movement or reduce your speed and strength capabilities. When you obtain items, you may dawn yourself with them; but may be hindered if you do not forge a Wayfarer built for the tools you carry. However, even unoptimized creatures can grow into the tools they wear. Items and Augmentations within the game can reduce the hindrance of limitations such as load, weight, speed reduction, burden, etc.

Load

Load deals with how cumbersome some objects and items are. The more cumbersome, the higher the load. Weapons, Apparel, and some tools have a Load, which can reduce your movement speed. Increasing your BRN allows you to reduce the Load of the items you carry, removing the debilitation of reduced speed. Getting stronger (BRN) over time will allow your Wayfarer to hold greater items and reduce potential movement reductions.

***Brawn Load Reduction**: Reduce the load of each item you carry by gaining +5 speed/BRN Modifier. This boost to speed only applies when counteracting the speed reduction of load.*

The Load of each item is weighted individually and will not reduce your Movement total if the load is reduced fully. If an item is not fully reduced, its remaining negative speed will be deducted from your Wayfarer's actual movement speed. *You can carry a maximum load of -10 Speed + (-10)/BRN Mod.*

(+5 BRN Mod = - 60 speed Max Load)

Example:

***Wayfarer Movement** = 40 Movement Speed*
***Wayfarer 10 BRN** = (+5 Modifier = 25 Load Reduction)*
***Wayfarer Load Limit**: -60 Speed*

Burden:

Metal Brigandine: (Load = -10 Speed) + 25 =
15 neutralized = 0 Load
Two-Hander: (Load = -10 Speed) + 25 =
15 neutralized = 0 Load
Slayer Great Club: (Load = -40 Speed) + 25 = -15 Speed
Wayfarer Movement (40) -15 =25
New Wayfarer Movement = 25 speed
(Movement reduced by 15 points)

Speed reduction is natural when contending with certain items, like slayer weapons. Investing in dexterity will raise your movement speed to bypass the penalty, making you quicker when light and non-sluggish when carrying a heavy load. Additionally, you can gain potent items and augmentations to augment your stats, in this case, The Atluss Glyph. Visit Page {232}.

Burden

The gear/items you carry has a collective weight, separate from your own, known as ***Burden***. When you collect a new item, you add its weight ("Grav") to your "***Burden Capacity***" {***BC***}. Accruing too much Burden has the potential of slowing down players or dealing damage over time.

All Wayfarers begin with a Burden Capacity of 90 Grav; which is affected by both Equipment and Stored Item slots (Items weighing you down).

Wayfarers gain +10 Burden Capacity per BRN point above 0; and lose 10 per -BRN below 0.

Over Encumbered

When your burden exceeds your Burden Capacity (BC); you will sustain damage each round that the burden is carried. You will take 1 Impact Damage/Grav over your BC.

Example: 100 Burden vs 90 BC = 10 Impact Damage/Round

Lift

When lifting objects, the item's/object's Burden is added to your BC, and you must be within the capacity to lift with No Contest. If the item/object you are lifting exceeds your BC, you must perform a BRN Contest to lift the item/object, still taking damage from being over-encumbered. It is at the Arbiter's Discretion what the Contest Difficulty is for the action:

Example:

Burden = 70 Burden

Wayfarer Burden Capacity (***BC***) = +5 ***BRN Mod*** = (90+50)= ***BC*** (140 Grav)

Wayfarer Equipment = 140 ***BC*** – 70 Burden = 70 Remaining ***BC***

70 Remaining ***BC*** vs 60 Grav Lift = No Contest = 10 Remaining ***BC***
70 Remaining ***BC*** vs 100 Grav Lift = Arbiter's Discretion = (***BRN Contest***: +1 CD per 10 Grav over the ***BC***) = +3 CD

(Contest Dice + 5 ***BRN Mod***) vs (3 CD Base Success + 3 CD)

Result: {7 evens} vs 6 CD = Successful Lift

If you fail to lift, then the item/object is dropped. If you are swimming, you sink. If you are holding something up, it collapses. Each round that the creature is lifting an item, exceeding its burden, it must make another Lift Contest.

Lift Together

When creatures lift an object together, they add their BCs together; if a contest is prompted, they combine their BRN Modifiers and apply them collectively to the Lift Contest.

Throw

To throw an object, you must first lift it. Once the object is lifted successfully, you may throw it 1 unit per 2 BRN Modifiers and an additional unit per 20 remaining Burden Capacity. For each size above Normal, the throw distance is reduced by 1 unit. For each size under Normal, the throw distance increases by 1 unit.

Example: 70 ***BC*** vs 20 Lift (Burden) = 50 remaining ***BC***

Throw = +5 BRN Mod + 50 Capacity (2 units) = 4 units thrown.

Throwing objects/creatures has two disadvantages unless a Wayfarer has unlocked the Unorthodox Virtue. When attempting to throw other creatures/objects, treat their impact as horizontal Fall Damage. If the Item thrown is a weapon, add its Damage Dice after the Horizontal Fall Damage. Visit Page {282}. The contest is a DEX Contest targeting the target creature's AL.

{Example}

Throw = +5 BRN Mod + 50 Capacity (2 units) = 4 units thrown = (10 Fall Damage + Weapon Damage)

Items

Stored Item Slots

Wayfarers have 10 slots for storing items on their person. Each slot can be filled with the same item up to the BC of the Wayfarer (Example: x40 Dia Warish). Wayfarers may drop all items from a storage slot to make room for another, should they accrue too much burden or run out of slots. Wayfarers gain one extra Storage Slot/BRN Modifier and will lose 1 slot per -BRN Modifier.

Equipped Item Slots

Some Items do not consume Stored item Slots and may be "equipped" so long as their cumulative weight total does not exceed the Wayfarer's Burden Capacity. Non-equipped forms of equipped items count as Stored items, while "Equipped" items do not. If an equipable item is not currently being "worn," it will be placed in a Storage Slot.

Equippable Items:

- Sovereign
- Apparel
- Weapons
- Wayfaring Arms
- Flask
- Quiver
- Periapts
- Held Items
- Lantern
- Bag/Satchel
- Rings

Items may be carried with a spare hand, not to consume a storage slot; however, this action will consume a secondary action. You may also use both hands to carry items at the risk of losing your Main Action. Only (1) of any item may be held by each hand this way.

Extra Item Slots

Some Items, such as bags or satchels, can increase your Stored Item Slots. Mounts and mount attachments (carriages) can also be fitted with these items to aid in carrying.

Cladding and Casting Gear

Depending on what you wear, it will take more or less time to put on (cladding) or remove (casting) your worn Apparel. This is separated into weight classes: Light, Medium, and Heavy. The burden value determining your gear class is the collective weight of what you are attempting to remove.

Light: *0 Grav - 10 Grav* = 5 Rounds

Medium: *11 Grav - 20 Grav* = 10 Rounds

Heavy: *21+ Grav* = 15 Rounds

Reduce the amount of rounds by 1 for each DEX Mod you own.

Weapons and Armors

Weapons and apparel within Harvest may be found via the completion of bounties, plundered through hidden locations, bought from vendors, or forged by your Wayfarer. Each weapon and apparel shall gain unique qualities sourced from the materials it was forged from; some natural and others uncanny. Some serve to bolster the stats of the Wayfarer, while others may attempt to grant unique forms of damage, mitigation, or abilities. Visit Page {236} to learn about, forge, and alter the properties of your gear.

Action Items

Weapons and some items, like shields, will have "Main/Secondary Action Item" written within its description. These items refer to the actions that they consume. Wielding a small shield, for example, will consume your Secondary Action with your hand, granting you reactions in exchange for the held item. Wielding a two-hander will have a "Main and Secondary Action Item," indicating that holding the item requires both hands and will consume your bare-handed Main and Secondary Actions. While holding a Main Action Item, you will now be able to make a Main Action attack with that weapon by performing a standard Offensive Contest against a target creature's AL. When wielding a weapon, you gain access to its reactions if you have 10 Weapon Proficiency with that Item.

Some Action Items {*Two Hander*}, allow you to surpass the need to hold them with two hands if your Brawn is high enough. Reaching 10 BRN with a Two-hander converts it to a Main and/or Secondary Action Item, allowing you to use this as a Main or Secondary Action Item. This will also free up the possibility of a Secondary Action or dual-wielding. Some items, Like the Slayer, require unlocking virtues to even wield them.

To learn about Combat, Reactions, and Actions, go to pages **{310-311 and 187-190}**

Passive

Abilities or effects that are permanently active. If a passive is attached to an item/creature, it shall be active so long as that item/creature is non-broken/alive.

Natural Weapons

Natural Weapons are hostile Actions sourced from the creature's own body, taking the form of an attack from a vestigial appendage or organ; these may vary from bites, bare-handed strikes, claws, tail swipes, wing buffets, breath and spray attacks, and the like. Passive forms of damage, such as poison-coated flesh or a damaging aura, shall not count as Natural Weapons; only deliberate, active attacks qualify.

A creature possessing at least one Action that uses a Natural Weapon shall always begin with a +5 Aptitude Bonus toward Weapon Proficiency.

When used offensively as weapons, Natural Weapons may gain the benefits of a corresponding Weapon Type — including that Type's Weapon Reactions — upon reaching 10 Weapon Proficiency, as with any other weapon. Unless otherwise stated, Natural Weapons are treated as Pugilistic for the purposes of Weapon Type, Weapon Arts.

Natural Weapons cannot be augmented, reforged, or altered at a Place of Trade, as they are part of the creature's living body rather than a crafted armament. They may, however, be enhanced through Virtues, Vocations, Hexes, Periapts, and similar effects that explicitly modify Natural Attacks.

and effects which reference Pugilistic

Weapons and Tools

Shields

When holding a shield, you may choose to use it as a Free Action; gaining its Passives and Reactions for the Round. When a Shield is used, its durability shall be targeted instead of yours. Should your shield be unused/broken, your durability shall be targeted for the round. Intelligent enemies may target your shield directly, to reduce its durability.

Small Shield:
{Secondary Action Item}

You must have Shield Proficiency {10} to gain the reactions of this Weapon Type.

{Passive}

***Block Bonus**: +1 to AL*
***Minor Protection**: +1 Physical Resistance*

Reactions:

***Stalwart Block**: Block until your next Turn; Reduce all damage by 50%. This action consumes 1 stamina/round; and +5 Stamina/blocked attack.*

***Rejoinder**: You can deflect and Counterstrike if you have an offhand weapon:*

Shielded Counter-Strike: Forcefully Parry an incoming attack with No Contest, negating all damage and decreasing your Shields Armor by 5; additionally granting you advantage on a counterstrike this round.

Roll an Offensive Contest against a target creature's attack result and treat it as your CD. If you succeed, then you may perform another Main Action this round. Damage from your Counterstrike is reduced by 25%. This action consumes 2 stamina.

Medium Shield:
{Secondary Action Item}

You must have Shield Proficiency {10} to gain the reactions of this Weapon Type.

{Passive}

***Block Bonus**: +2 to AL*
***Greater Protection**: +3 Physical Resistance*

Reactions:

***Goad**: Stike your weapon against your shield, and enact a GRT Contest for your enemy to overcome. Add ALR to your Contest, increasing the CD by +1/ALR Mod. This reaction lasts until your next Reaction. Roll a 1d20 for affected enemies:*

***1-5**: Enrage nearby enemies.*

***6-10**: Distract nearby enemies; granting a -1 to Modifier their rolls.*

***11-20**: Taunt an enemy to only focus on you.*

***Impregnable Block**: Avoid the next physical attack. This action consumes 1 stamina/round; and +15/blocked creature.*

Large Shield (Two-Handed):
{Main and Secondary Action Item} **{Requires 8 BRN}**

You must have Shield Proficiency {10} to gain the reactions of this Weapon Type.

{Passive}

***Block Bonus**: +4 to AL*

***Major Protection**: +10 Physical Resistance and +3 Hex Resistance /5 Ranks.*

***Titan Shield**: One hand this shield with 10 BRN converting it to a Secondary Action item.*

Main/Secondary Action:

***Bash**: Perform a BRN Contest against a target creature's AL. Deal 8 Impact Damage/BRN Modifier.*

Reactions:

Devastating Slam: No Contest. Thrust forth your tower dealing 10 Impact Dmg/5 Ranks + (5 Impact Damage/ BRN Modifier) . This reaction consumes 10 stamina/ 5 Ranks.

Unfaltering Shield: No Contest. Force close enemies back 5ft and plung your shield into the ground creating a wall. While it remains on the ground, it provides Total Cover while granting +5 AL to close creatures utilizing its cover. This reaction consumes 3 stamina. lifting the shield consumes a Reaction/Secondary Action.

The Off-hand Advantage of Single Weapons

Brave are those who seek to gamble upon the field of battle. Find openings within your enemy's defense and exploit them with Counter-Strikes and damage-reductive counters, all at the risk of wagering your safety.

You must have One Handed Weapon Proficiency {10} to gain the reactions of this Weapon Type.

One Handed Weapon
{Main or Secondary Action Item}

Base Damage: 6
Reach: 5ft

{Passives}

One Handed Bonus: Gain +1 adrenaline per hit

Reactions:

Counter-Strike: *Roll an Offensive Contest against a target creature's attack result, and treat it as your CD. If you succeed, you may perform another Main Action this round against the target creature. You will still sustain the attack damage from the enemy if their attack surpasses your AL. Damage from your Counterstrike is reduced by 25%. This action consumes 2 stamina. If you fail, you are staggered for one round, and the enemy gains a second Main Action against you, without contest, as an attack of opportunity.*

Parry: *Offensivly Contest the next physical attack against you and treat the target creature's attack as your CD. If you succeed, This reaction reduces damage by 50% with a successful parry. This action consumes 2 stamina. Failing a parry results in you sustaining an additional +50% Damage from the enemy's attack.*

Dual Wielding

Dual Wielding requires the Wayfarer to have 6 DEX minimum, and the Joint Weapon Virtue; gain the Second Strike Passive, and obtain additional reactions.

{Passives}

Second Strike: *Your second attack cannot be blocked or evaded and will strike without contest.*

Reactions:

Counter Catch Sting: *Parry with one hand while Counterstriking with the other, reducing an enemy's attack by 50% while granting you an additional Main Action with No Contest. This reaction consumes 12 stamina.*

Joint Parry: *Offensively Contest the next incoming attack. Succeeding will reduce the incoming physical attack by 100%. Failing results in 50% damage reduction. This action consumes 20 stamina.*

The Burden of Heavy Weaponry

*Two-handers are large, bladed, towers that seek to cleave the enemy in two; requiring **8 BRN** to wield, and **10 BRN + Unorthadox + Joint Weapon** to Dual Wield. Two-Handers gain an advantage when attempting to sever*

You must have Two Handed Weapon Proficiency {10} to gain the reactions of this Weapon Type

Two Hander Weapon
{Main and Secondary Action Item} **{Requires 8 BRN}**

Base Damage: 10
Reach: 10ft {Close Range Disadvantage}

{Passives}

Two Handed Bonus: Gain +2 Break

Reactions:

Taunt: Yell obscenities toward a target enemy, forcing them to target you for this round with No Contest.

Like a Stone: Perform a BRN Contest against a nearby target creature's AL. Once per enemy, you may perform Like a Stone within an encounter, sundering them. This action consumes 30 stamina.

Mordhau: Hold your weapon by its blade, decreasing your reach from near to close. Reduce your two-hander damage by 50% and convert it to impact. While using Mordhau, you gain a +1 Modifier for your attack contest.

Two Hander Dual Wielding

While dual wielding, the Wayfarer gains access to the Parry/Joint Parry Reaction in addition to their normal reactions.

Reactions:

Counter Catch Sting: *Offensively Contest the next physical attack against you, and treat the target creature's attack as your CD. If you succeed, This reaction reduces damage by 50% with a successful parry. This action consumes 6 stamina. Failing a parry results in you sustaining an additional +150% Damage from the enemy's attack.*

Joint Parry: *Offensively Contest the next incoming attack with advantage. You take no damage if you successfully parry while Dual Wielding 2 Two Handers. This action consumes 30 stamina.*

Unbearable Weight of the Titan

To call this weapon a sword would be to defy reasoning; to all accounts, it is more akin to a large hunk of metal. It is far too big, thick, rough, and heavy to fall under the category.

*To wield these weapons, the Wayfarer must Surpass **9 BRN** and have the **Umbral Swordsman Virtue** unlocked. It must always be held with two hands to compensate for its heavy nature.*

This weapon must be carried on the Wayfarer's back. When stowed, it automatically grants the user Total Cover from threats behind them.

You must have Slayer Weapon Proficiency {10} to gain the reactions of this Weapon Type.

Slayer Weapon
{Main and Secondary Action Item} **{Requires 9 BRN}**

Base Damage: 20
Reach: 10ft {Close Range Disadvantage}
Stamina Cost/Main Action: 4 stamina

{Passives}

***Devastating Collision*:** Gain +5 Break

Reactions:

Annihilation: No Contest. Charge your blade for 3 rounds to unleash a devastating downstroke, sundering the very earth beneath you. Rush to an enemy within sight upon the 4th round and unleash a slice dealing (100 + 5/Rank) Pysical Damage and an additional 100 damage to all nearby enemies. Creatures struck by the blade have a -4 Modifier to their rolls for 1 round. This action consumes 50 Stamina.

Unstoppable Force: Once per Encounter, you may charge for 2 rounds. Your next attack has No Contest, +100 BRK, and 100% Bypass. If this attack strikes an exploitable weakness of an enemy, it will Sever and/or Sunder them, regardless of the damage dealt, with No Contest. This action consumes 100 stamina.

Vitaric Cleave: When you attack a creature, you may continue this attack to the next enemy, so long as the next enemy is near you. Each new enemy triggers a new Offensive Contest. You may not move during Vitaric Cleave. If you fail at any point, your attack ends on that enemy, as it avoids your damage. This action consumes +10 stamina/enemy after the first enemy is struck.

***Bastion Blade**: Roll a BRN Contest to Stab your Weapon into the earth, creating a wall of Total Cover.*

BRN Contest {CD 5} = Total Cover
BRN Contest {CD 3}= Unearth Blade

Polearms and their Reach

Polearms vary in capabilities when it comes to their damage proficiency. Some excel at inflicting blunt maiming strikes, while others seek to score and lacerate. It is one tool most useful for those wishing to keep a distance from their enemy. To utilize this tool, you must always use both hands.

You must have Polearm Weapon Proficiency {10} to gain the reactions of this Weapon Type.

Polearm Weapon
{Main and Secondary Action Item}

Base Damage: 4
Reach: 10ft {Close Range Disadvantage}

{Passives}

***Depth Perception Counter*:** *Gain advantage against Mortals*

***Walking Stick*:** *Rugged terrain's penalty is reduced by half*

Reactions:

Warding Stance: Twirl your polearm gracefully before marking the ground with a line. Shouldered and drawn, your stance evokes one of striking potential. Craven enemies must succeed in a GRT Contest {CD 7} to attack you. If they fail, they are struck with a Main Action once they enter close range and are forced back 5ft. This action consumes 10 stamina/enemy strikes.

Deflecting Spiral: The Wayfarer may spin their weapon to deflect ranged physical attacks, protecting their unit and those behind it. Deflecting Spiral grants +10 AL against ranged physical projectiles. This action consumes 10 stamina/round.

Perfect Rotation: Once per combat, you may forcefully pilot your weapon around your body in a 360-degree motion, striking all close enemies with No Contest. This acts as a main action for each close enemy. This action consumes 10 Stamina/enemy strikes.

Dual Wielding

Dual Wielding requires the Wayfarer to have 10 DEX minimum, alongside the Unorthadox and Joint Weapon Virtue.

{Passives}

From Both Ends: *When making a Plung Attack, multiply your damage by 2.*

Reactions:

Omni-Strike: *As a Full Round Action, make 1d4 additional attacks with your Polearm; however, you shall be staggered next round. If struck during this stagger, multiply all damage against you by 3.*

The Art of the Brawler

Bare-knuckle brawling and grapples are both nimble and brutal if used effectively.

You must have Pugilistic Weapon Proficiency {10} to gain the reactions of this Weapon Type.

Pugilistic Weapon
{Main Action Item}

Base Damage: (2 x (4 + BRN Mod)) Damage
Reach: 5ft

{Passives}

Pass: *You may move your enemy 1 unit over, within 5 ft of you, if they have just attacked you. If their path is into a stable object, like a wall, the creature must perform a DEX Contest CD 5 to avoid the collision. Failing deals 8 Impact Damage +4/ BRN Modifier.*

Reactions:

Gouge: Perform a BRN Contest and add your agility Modifier against the target creature's AL. Plunge your fingers into the eyes of your enemy and savage away their sight, blinding them for 1d4 rounds and an additional +50 if they are mortal. This action consumes 1d20 stamina + 10/size above normal.

Strong Hold: Perform a BRN Contest and add your agility Modifier against the target creature's AL. This action consumes 4 stamina +1 per height increase above normal to a maximum of large. Grappling, a prone enemy, removes the prone condition.

The Greater Thou Art: *No Contest. Suplex, a lifted grappled enemy, knocking them prone for a single round and dealing (their weight ÷ 4) in damage. This action consumes 40 stamina. You may lift up to your lift limit; and you may choose to exceed it at the risk of taking damage from being over-encumbered.*

Rush

If your proficiency is at 10 points, your fists can be used to attack as a Secondary Action Item.

Unarmed

When Unarmed, you do not gain the benefits of the Pugilistic Weapon Type; however, you shall still gain its Pass Passive. Unarmed strikes are considered an Unorthodox Pugilistic Natural Weapon (Main Action), targeting a creature's AL with a BRN or DEX Contest at the attacker's discretion; each strike deals (6 + BRN Mod) Base Impact Damage. Unarmed attacks are separate from the Base Actions of Martial Arts and do not gain Augmentations, Form Specializations, or Form Technique benefits.

Unarmed may be utilized when you are deprived of any other Weapon. Unarmed strikes shall gain the respective Disadvantages of low Weapon Proficiency unless you are fully proficient with Unorthodox Pugilistic Weapons (Weapon Proficiency 10+).

Unarmed Damage is indipenent and will not stack with other Natural Attacks. Unarmed is its own Main Action and cannot be performed at the same time as another Natural Weapon Main Action belonging to the user.

The Art of Whips

Whips are a rare mid-range weapon and can provide a valuable means of grappling from afar or deterring those up close. Some whips have been known to harness the power of slain enemies, dealing peculiar damage upon impact.

You must have Whip Weapon Proficiency {10} to gain the reactions of this Weapon Type.

Whip Weapon
{Main or Secondary Action Item}

Base Damage: 4
Reach: 10ft {Close Range Disadvantage}

{Passives}

Stabilize: *If you are forced prone, and a grapple-able structure is within range, roll a 1d4 to prevent yourself from falling. Move yourself 1 unit closer to this object. Stabilize does not consume a Reaction.*

Reactions:

Crack of the Whip: No Contest. Continuously crack your whip, preventing craven enemies from approaching within 10 ft of you. Other enemies must make a GRT Contest to be able to come near/close to you. This action consumes 4 stamina/round.

Grapple: Perform a BRN Contest, and add your agility Modifier against the target creature's AL. This action consumes 4 stamina; +1 per height increase, above normal, to a maximum of large. Grappling, a prone enemy, removes the prone condition. Grappled creatures are pulled 5ft to you upon a successful grapple.

Collect: No Contest. Reach towards nearby small items within 10ft, and snap them to your location. You may also use this to launch items towards your enemy by performing a DEX Contest against the creature's AL. Damage or effects dealt are at the discretion of the Arbiter. Items that are launched are counted as thrown. This action consumes 1 stamina.

Sidewinder: No Contest. Snap your whip near an enemy and produce a booming crack in the air, deafening the enemy on that side of their head. They can no longer hear the commands of creatures on that side of them for 1 round. This action consumes 1 stamina.

Dual Wielding

Dual Wielding requires the Wayfarer to have 10 DEX minimum, and the Joint Weapon Virtue; additionally gain the Snapper Passive.

{Passives}

Snapper: *If you have made no whip attacks/reactions this round, you may instead impose 1 Disadvantage on all nearby enemy attacks.*

Weapon Types

A variety of weapon types exist within each respective category. Some may offer a different damage type when crafting or obtaining a weapon. When a weapon has two separate damage types, its damage is divided into both forms of damage.

Example: *Halberd*: 30 Damage = 15 Slashing/15 Piercing

Bow/Crossbow

Range: 60ft

- ***Basic Crossbow***: *(Bolt Type)*
- ***Basic Bow***: *(Arrow Type)*

One Handed

Range: Close

- ***Arming Sword***: *Slashing/Piercing*
- ***Ball/Stone***: *Slashing, Piercing, or Impact*
- ***Battle Axe***: *Slashing*
- ***Censer***: *Impact*
- ***Club***: *Impact*
- ***Cutlass***: *Slashing*
- ***Dagger***: *Slashing/Piercing*
- ***Flail***: *Impact*
- ***Gladus***: *Piercing*
- ***Knife***: *Slashing*
- ***Mace***: *Impact*
- ***Morningstar***: *Piercing/Impact*
- ***Rapier***: *Piercing*
- ***Scimitar***: *Slashing*
- ***Short Sword***: *Slashing/Piercing*
- ***War Hammer***: *Impact/Piercing*

Polearm

Range: Near

- ***Bardiche***: *Slashing*
- ***Bec de Corbin***: *Piercing/Bludgeoning*
- ***Billhook***: *Slashing/Piercing*
- ***Glaive***: *Slashing*
- ***Guisarme***: *Slashing/Piercing*
- ***Halberd***: *Slashing/Piercing*
- ***Lochaber Axe***: *Slashing*
- ***Lucerne Hammer***: *Impact/Piercing*
- ***Pike***: *Piercing*
- ***Pitchfork***: *Piercing*
- ***Pole Censer***: *Impact*
- ***Ranseur***: *Piercing*
- ***Scythe***: *Slashing*
- ***Spetum***: *Piercing*
- ***Twin Blade***: *Slashing*
- ***Voulge***: *Slashing*
- ***Washing Pole***: *Impact (-2 Base Damage, +5ft range)*
- ***Winged Spear***: *Piercing*

Pugilistic

Range: Close

- ***Brass Knuckles***: *Impact*
- ***Cestus***: *Impact*
- ***Clawed Gauntlet***: *Slashing*
- ***Fist***: *Impact*
- ***Hooked Glove***: *Slashing/Piercing*
- ***Punching Dagger***: *Piercing*
- ***Spiked Glove***: *Piercing*
- ***War Gauntlet***: *Impact/Piercing*

Shield

Range: Close

- ***Aspis***: *Medium*
- ***Bastion***: *Large*
- ***Buckler***: *Small*
- ***Door***: *Large*
- ***Fortress***: *Large*
- ***Heater***: *Small*
- ***Kite Shield***: *Small*
- ***Pavise***: *Large*
- ***Rondache***: *Small*
- ***Round Shield***: *Medium*
- ***Scutum***: *Medium*
- ***Targe***: *Small*
- ***Tower Door***: *Large*
- ***Tower Shield***: *Medium*

Slayer

Range: Near

- ***Ball n' Chain***: *Impact*
- ***Behemoth Halberd***: *Slashing/Piercing*
- ***Breaking Wheel***: *Impact*
- ***Executioners Great Axe***: *Slashing*
- ***Great Scythe***: *Slashing*
- ***Goliath Great Sword***: *Slashing*
- ***Leviathan Hammer***: *Impact*
- ***Titan Club***: *Impact*
- ***Titan Cleaver***: *Slashing*
- ***Wyrmslayer***: *Impact/Slashing*

Two Hander

Range: Near

- ***Battleaxe***: *Slashing*
- ***Claymore***: *Slashing*
- ***Flamberge***: *Slashing*
- ***Longsword***: *Slashing*
- ***Maul***: *Impact*
- ***Zewihander***: *Slashing*
- ***Warhammer***: *Impact*

Whip

Range: Near

- ***Bull***: *Slashing*
- ***Cat o' Nine Tails***: *Slashing/Bleeding*
- ***Flogger***: *Impact*
- ***Hunting***: *Impact*
- ***Knout***: *Impact*
- ***Nagayaka***: *Impact*
- ***Poi***: *Impact/Fire (when lit)*
- ***Quirt***: *impact*
- ***Ring***: *Impact*
- ***Scorpion***: *Piercing/Slashing*
- ***Signal***: *Impact*
- ***Sjambok***: *Impact*
- ***Snake***: *Slashing*
- ***Stock***: *Slashing*
- ***Thorned Whip***: *Bleed*
- ***Zengal Harpa***: *Impact (-2 Base Damage, +5ft range)*

Origin Starting Items

Crested Cloak

A fur-lined over cloak of a forgotten line. Tattered at the base, this apparel hath seen better days. It sports a crest embellished upon its back with expensive fabrics lining the exterior. Care was taken with the insulation.

> ***Bundle*** *– On cold nights, you may wrap yourself within this cloak; and ward off the cold as if warmed by fire. While the Cape/Cloak encloses around you, you can no longer use your weapons until you unbundle from the cloak.*

Eggshell Fragment

A remnant of dried yolk residue coats a side of the fragment. You may lick the surface to gain a +5 Modifier on any knowledge-based Contests. The residue fades after three licks.

Family Ring

You do not own many relics of your past; though, if not anything else, this trinket has served as a companion. It reflects fond memories of a past long lost. You may reflect on this once a day, in towns, to reduce your DL by one point.

Golden Spoon

A golden spoon. Betwixt the dirt and grime coating this utensil lies a brilliant shine. You may sell this item in exchange for a single crown.

Mundane Items

Items exist for various purposes and permeate the Coil in mass. All of the benefits are of relatively meager value. To most, they are known to be mundane when compared to those items beyond one's typical reach.

Items	Cost	Load	Weight	Items	Cost	Load	Weight
Arrows	20 s		.01 Grav/Arrow	Ladder	10 s	-15 speed	10 Grav
Axe	20 s	-5 speed	5 Grav	Lantern	1 c		4 Grav
Backpack	50 a	-5 speed	10 Grav	Lantern Oil	2 a		.1 Grav
Bandit Pouch	10 s		.1 Grav	Lock	5 a		1 Grav
Barding	25 c	-15 speed	25 Grav	Parchment	1 s		.01 Grav
Bedroll	30 s		5 Grav	Piton	10 s		.1 Grav
Bolts	10 s		.5 Grav/Bolt	Pully	50 s		3 Grav
Bottle	10 s		1 Grav	Quiver	500 a	-5 speed	5 Grav
Bottle of Smoke	10 s		1.1 Grav	Ration	50 s		5 Grav
Cartograph Roll	20 s		.1 Grav	Rope	10 s		5 Grav
Chain	10 s		.1 Grav	Rubbish	0 s		1 Grav
Chalk	1 s		.1 Grav	Satchel	25 a	-5 speed	5 Grav
Charcoal	3 s		.1 Grav	Scribes Wax	1 c		1 Grav
Crowbar	10 s	-5 speed	.5 Grav	Shovel	1 c	-5 speed	6 Grav
Cosmetics Kit	60 a	-5 speed	10 Grav	Signaling Mirror	5 a		1 Grav
Fishing Tackle	1 c	-5 speed	4 Grav	Soap	1 s		1 Grav
Hammer	40 c		5 Grav	Tent	1 c	-15 speed	1 Grav
Herb. Dry. Kit	1 c	-5 speed	5 Grav	Traveler's F n' S	30 a		3 Grav
Hourglass	1 c		2 Grav	Torch	1 c		4 Grav
Hunting Trap	4 s	-5 speed	10 Grav	Waterskin	50 a		3 Grav
Instrument	5 c	-5 speed	6 Grav	Whetstone/Oil	1 c		1 Grav

Arrow: A projectile forged with wood and metal; capable of dealing +6 Piercing Damage. When firing a bow, use the arrow as the bow's base damage. Up to 6 arrows may be held within an item slot.

Axe: A cutting tool that deals 40 BRK to wood-based objects and creatures. This tool is considered a two-handed weapon if used offensively. It is capable of dealing 5 Impact, and 5 Slashing.

Backpack: The Backpack grants a -2 to DEX. Gain +20 Storage Slots. A creature may only wear one Backpack or Satchel. Backpacks may be attached to the sides of mounts.

Bandit Pouch: A small, unassuming, sovereign pouch that protects your currency. Its clever design grants a +5 Modifier against Sleight of Hand. It will appear empty if a foreign creature attempts to filch or inquire about the contents of the pouch without the proper technique.

Barding: A curated form of protection that may be bought for one's mount, granting it 100 Metal Armor.

Bedroll: A small bedroll that provides comfort while resting within the Wilds. Sleeping on a bedroll, on stable ground, grants Normal Sleep.

Bolts: Ammunition suited for crossbows; capable of dealing 10 Piercing Damage. When firing a crossbow, use the bolt as its base damage. Up to 5 bolts may be held within an item slot.

Bottle: A small container that can hold a flask's worth of liquids and very minuscule items. Each bottle consumes 1 Item slot.

Bottle of Smoke: A concentration of materials that creates a 10ft x 10ft cloud of thick smoke upon exposure to air, granting Total Cover for 1d5 rounds. Wind and other forms of force can reduce its duration at the discretion of the Arbiter.

Cartographer's Parchment Roll: A roll of high-quality parchment treated with wear and water-resistant oils. Each Roll is capable of documenting a map in high detail. When documenting information about traversed areas, you must set a scale for the information you will enter. Once chosen, all information must adhere to the scale. Information can only be entered if the size of the map warrants the information imputed within it. For example, noting the location of a Water Well on a world map will not grant any bonus during Trailfinding, nor will using a Privy contest to inquire about far away oceans on a small map. Small scales grant high Modifiers to Privy Contests, while larger scales grant more minor Modifiers to multiple zones spanning different locations. To receive these Modifiers, the information must be noted, either by writing them down in person (after traveling to a set area) or by transferring information from other sources of maps. Modifiers shall apply when traversing or inquiring about these noted locations. The act of Transferring map information takes 1d100 hours +10 for each size below World Map.

> ***Small:*** {100 square miles}: +9
>
> ***Medium:*** {1000 miles}: +4
>
> ***Province Map***: {60,000 miles}: +2
>
> ***Continent Map***: {57 million Miles} +1
>
> ***World Map***: {200 million miles}: Gain a +1 mod when using Privy

Fully detailed maps may be purchased if available, but they will cost an additional 50 Crown. If a map is fully detailed, the creature with the Cartographer's Parchment Roll gains a No Contest when Trailfinding on small maps and Privy Contests regarding the geographical locations noted on the map.

Chain: A linked length (5ft) of metal coils with 30 Armor's worth of durability.

Chalk: A white material in a cylindrical form which can be used to mark surfaces. Each use consumes a round. Should all rounds be reduced to 0, the chalk will be whittled into nothing and can no longer be used. 1 Chalk holds 50 Rounds worth of chalk.

When climbing, a creature may apply chalk to their hands, gaining a +1 Modifier/5 rounds worth of chalk to a maximum of +5. Additionally, reaching +5 will also grant immunity to disarm. This bonus lasts until soaked.

Charcoal: A blackened husk of wood/root that stains surfaces with dark dust. Each use consumes a round. Should all rounds be reduced to 0, the charcoal will be whittled into nothing and can no longer be used. One stick holds 50 Rounds worth of Charcoal

Crowbar: A long tool that is used to apply leverage. With No Contest, crowbars may be used to break open simple exposed locks and non-fortified doors. A crowbar gains 50 BRK against applicable objects/structures/creatures at the discretion of the Arbiter. When using a crowbar, gain +10 BRK/BRN Modifier.

Cosmetics Kit: A kit filled with an assortment of cosmetics and dyes. When attempting to alter your appearance to disguise yourself, gain a +3 Modifier. Succeeding will grant a -3 Modifier to enemies attempting to perceive you.

Fishing Tackle: An Assortment of fishing tools alongside a wooden rod. When fishing, gain a +4 Modifier during related contests.

Hammer: A tool used for impact. Gain 10 BRK when striking rock and rubble; No Contest when attempting to drive nails or break tiny objects.

Herbalist's Drying Kit: This portable kit is equipped with lightweight frames and breathable fabric for drying all manner of herbs. It includes small shears, cloth bags, and labels for organization. The Kit can store up to 20 Herbs at a given point in time but consumes 2 Storage Slots. The herbs may be of the same kind (to a maximum of 20) or completely different herbs.

Plant-based ingredients last 3 days. With the drying kit, increase the shelf life to 10 days but reduce its Satiation down to 1/5th of its numerical value.

Hourglass: A device that tracks the passage of time.

Holy Water: A tiny bottle of water blessed with tens of Holy rites. Throwing the bottle breaks it upon impact, dealing 5 Holy Damage to Dark Moral Creatures and an additional +5/integer below -1.

Hunting Trap: A manmade device that captures low beasts over (1d4) hours. The Arbiter rolls a 1d4. Rolling a 4, results in an animal caught. The Wayfarer can use a wood/hunting-related Trailfinder Modifier to increase their chances of placing the trap in a better location. If they have a proper Trailfinding Modifier, add their Modifier to the result to a maximum result of 4.

Instrument: A finely crafted instrument of your choice, crafted with high aristocrats in mind.

Ladder: This is a long, sturdy, wooden device used to scale surfaces. It can reach a height of 10 feet.

Lantern: This tool allows a flame to breathe while providing more protection to the flame. Even if the lamp is submerged, there are 3 rounds before water properly breaches the lamp. This lamp is built to withhold a strong fuel lasting for 2 RWHs; and may be hooked onto one's waist allowing for full hand movement.

Falling prone will cause the lamp to burst open, spill all of the fuel, ignite your unit, and deal 1d10 burn/round for 5 rounds with No Contest. The lamp must be mended to work again.

Lantern Oil: Fuel for a Lantern

Lock: A metal lock with a base Armor of 10. Requires a Slight of Hand Contest {CD 8} to unlock; or a key.

Parchment: A simple page of paper.

Piton: A sturdy metal spike with an eyelet on one end. Pitons are designed for anchoring rope and can be driven into cracks or seams to create secure points. Each Pilon grants +50 Burden Capacity when lifting an object. A Pilon counts as a "knot" when connected to a rope.

If you fall while attached to a rope linked to a Pilon, it will stop your fall; however, you will still sustain fall damage equivalent to the slack relative to the knot (10ft arc, 30ft arc, etc.). If your body is moving at terminal velocity, roll a (1d2). If your body arcs into a nearby wall from the slack distance of the rope, sustain an additional 1d20 damage.

> ***1. It's not the Fall that Kills***: Your body is torn in two. You are dead.
>
> ***2. Still Alive***: Your spine is broken and your organs shatter. You are permanently crippled; sustain an additional 50 Bleed Damage. You are unconscious. for 1d10 rounds.

Pully: A simple yet effective mechanical device that can be attached to a fixed structure. When used in conjunction with rope, a pulley can redistribute the weight of Burden, making objects easier to lift. When using a Pulley, reduce your burden score by 50%.

Pulleys lift objects vertically and require pulling connected rope to perform a lift. For each foot you wish to lift an object, you must pull the rope at double its lift height in an opposing direction. Pulling a rope with movement requires 5ft slack per extra creature, each creature operating on a separate unit in a line.

Example:

Lifting a box 5 feet = a minimum of 5ft slack with 10ft of movement down or backward; away from the box.

Additional creatures will reduce the need for movement by 5ft/creature.

BRN Modifiers reduce movement by an additional 5ft.

If the required amount of feet is reduced to 0 feet, the creature can use a pulley without moving by continuously pulling the rope on their unit.

Creatures must be able to lift the Burden, even while it is affixed to a pulley, or will be subjected to a BRN Contest at the Arbiter's Discretion.

Quiver: Leather-lined and hefty; a holding device for arrows, capable of holding up to 40 arrows.

Ration: A hearty supply of food that can feed a standard creature (20 Satiation). Rations are mostly created from dried assorted meals and have a shelf life of 10 days.

Rope: A coiled, dense length of fabric that can bind and support the burden of items, creatures, or structures. Rope has a BC of 270 Grav. Burdens that exceed a weight of 270 Grav force a normal Contest; +1CD/10 Grav over BC. Each failed contest weakens the rope's Armor by 2. Should the rope exceed its Armor Value (10), it shall break. Combining supporting lines of rope grants a +1 Modifier against the Contest and +100Grav/Rope to the Burden Capacity.

Dragging items connected to rope reduces its burden by 25%. Lifting reduces 0% burden unless aided by a Pulley. Tying up a creature requires 2ft of rope +2/size increase. A knot is formed after this step is completed. The rope extending from this knot is known as "slack."

Rubbish: A hearty handful of shit and dirt.

Satchel: The satchel grants -1 to DEX. Gain an additional +10 Storage Slots. A creature may only wear one Satchel or Backpack. Satchels may be attached to the side of mounts.

Scribe's Impression Wax: A block of specially formulated wax that can be easily pressed onto a surface bearing script or carvings. When this action is performed, it captures a perfect negative impression of the text or image. The impression can then be read by touch or used to create a positive copy on another surface. When subjected to low heat, the Wax will reshape into its previous form, allowing for new uses.

When subjected to low heat, the Wax will reshape into its previous form allowing for new uses.

Shovel: A flared tool connected to a shaft; predominantly used for digging. Gain +40 Break when digging the earth with this tool.

Signaling Mirror: A small handheld mirror encased in water-resistant material. When angled with the sun, a creature may use the mirror to reflect sunlight over large distances across open terrain. Angling sunlight upon an object deals 1 Fire Damage/hour.

Soap: Highly saturated and pure, this fragrant block can remove the smell of any creature that would brazenly host a scent akin to a fiend. Gain +2 ALR when conversing with creatures until you become dirty or soaked.

Tent: A collapsible structure that can house a group of 4. While under a tent, immunity to all forms of rain is gained. Unfolding/refolding a Tent consumes 10 full round actions/-2 per creature and can only be built off of rugged terrain. Resting within a Tent, on a bedroll, grants Well Rested.

Traveler's Flint and Steel: A set of Flint and Steel within a leather pouch. Flint and Steel can be used to ignite kindling, campfires, or torches in any weather condition

Torch: This tool allows one to light a radius of 30ft, increasing the light level by +1 to a maximum of normal. Once lit, this torch will last 1 RWH. A torch takes one hand to use and is a secondary action item. Rain won't extinguish a torch, but if it is submerged in nonflammable fluid, it will become extinguished.

When four torches are within 60 feet of each other, the light level will increase by +2 to a maximum of normal. Only one torch may be burdened within each Storage Slot.

Waterskin: A thick hide leather sack that holds 20 Sips of water. Take 3 sips to rehydrate from Dehydration.

Whetstone and Oil Kit: This item may be used to sharpen weapons. Each use requires 2 hours of grinding, granting the weapon 5 Break and Wet immunity. This effect fades after one combat encounter.

Projectiles

Arrow/Bolt Types

Barbed: *Arrows bury into a target, dealing 10 damage if removed and 1 damage per unit the creature moves.*

Blast: *Arrow deals an additional 5 fire and 5 impact to all close creatures.*

Cutting: *Convert arrow damage to slashing.*

Heavy: *Increase base damage by 4.*

Impact: *Convert arrow damage to Impact.*

Oil Laced: *Arrows can travel 4 units underwater before losing damage.*

Razor: *Arrows inflict 1 Bleed Damage for 5 rounds. Razor can stack upon itself.*

Shatter: *The arrow shatters upon impact, dealing 2Bypass Damage to all close enemies.*

Uncanny Items

This world breaths in esoteric murmurings with each dying gasp; let these be the remnants you might find, that hail from the beyond the pale. Uncanny Items are: ***Uncanny Boons***, ***Rings***, ***Periapts***, and ***Cursed Relics***.

Uncanny Boons

Broken Spear of the False Idol

A broken pale spear adorned its mast with etchings from a long-lost language. Once per day, you may lift the weapon towards an enemy and impart your will upon the spear, evoking a beam of radiant light to hail down from the sky, dealing 100 Holy Damage with No Contest.

Crown of Worms

An unholy thin circlet, forged from the fingers of man, and bound by the lining of intestines; rotting but never falling apart. Were one to wear this crown, they may look at a creature below rank and enact Maddening Sacrifice, prompting an SNT Contest {CD 9} upon the creature. One must collect 100 fingers to gain this ability yet again, lest the crown be unresponsive.

> ***Maddening Sacrifice:*** The creature takes 10 rounds to cut off each finger on a single hand; sustaining 10 Bleed Damage/finger. Upon each cut, the creature will attempt to consume its own finger before chopping off the next.

Deamer's Lullaby

A song a Wayfarer can only learn from a Myscatonic Scholar; or through a dream. When sung during an SNT Contest, you may act on that contest with advantage. None can hear the music leaving your lips during the performance. Each performance drains your mental fortitude, granting you 2 DL/use. Should you perform this 3 times, you will gain a disadvantage on SNT Contests for the duration of the day.

Despot's Gryphic Mail

Metal Apparel: Full Plate Armor

An armor crafted by the Legendary Blacksmith Happensbierge, adorned with reflective filigree and ornate embossment. Its union would find itself paired with a would-be king, suffused with greed and ambition. A fall which would find this relic cursed, just as broken as the man he became. Creatures that wear the Gryphic Mail gain +5 Speed, +1 Damage Dice, and immunity to injury while under Dark or Pitch-Black light levels; but, they shall suffer -1 VIG and -1 SNT each time they reach a wound threshold. This Mail cannot be attuned at the Smith. Once placed on, a curse prevents its removal.

Vial of the First

"And there it traveled to our Coil; a wolf amongst sheep, looming within its Tower to gaze down with malice as it offered false truths to reduce our ignorance."

A vial with a drop of ever-shifting blood. Upon its consumption, you shall enter Death's Door. Should you survive, you shall be reborn as a Bloodkin.

Excalibur

"From within the deep marshes of Gresit came a blade of divine authority, a blessing upon this Coil that would see its rot purged. Do you know the tale of the maiden within the lake?"

{This blade may not be augmented by the smith.}

Tier V Two Hander Claymore

Damage: 100 Holy/20 slashing ***Weight***: 0 Grav

Passives:

Mend Thy Wounds: The Sword has a pool of 500 Health/day. The sword will replenish any lost Health upon taking damage, reducing its reserves.

Radiant Boon: Increase the light level near you by +2, to a maximum of normal.

Holy Protection: Gain +100 Temporary Armor if a Ghast, Undead, Vitarii, or Horror is present at the start of an encounter. This bonus disappears after an encounter and replenishes at the start of a new encounter. You are now immune to Bypass.

Evil Ward: Creatures with Dark Morality suffer +20 Holy Damage when they touch the blade.

Nobility: Creatures must have the Benevolent Heir Origin to wield the sword. The Burden of Rule stops any unworthy creature.

Burden of Rule: Creatures of unworthy Origin will struggle to pick up the blade. The blade will increase its weight to 60,000 Grav when any false-origin creature attempts to wield it. A creature of the proper nobility will consider this blade to be weightless.

Main Action:

Abolish: Plunge your blade into the ground, summoning 1d10 rays of light. Dark Moral creatures within 100ft sustain 20 x (1d10)Holy Damage.

Reaction:

Maker's Wrath: Summon a force to push all nearby creatures back 2 units; 4, if this is performed as a Full Round Action.

Filangelical Broach

"Once long ago, a pious man sought protection from that which pursued him, his flock, once his corruption and greed su his touted nature. When the Maker let his cries fall upon deaf ears, his gaze turned to what would help him in his time of need: The decayed fingers of a Vitarii, which lie affixed to a broach. Should it be worn, it was said to him that it would expel all evil. And so it was; when his flock arrived, the evil was extinguished; and the broach was bathed within the pious man's blood."

When worn, the broach grants *Sacrilegious Asylum*.

> ***Sacrilegious Asylum*** – Gain 10 Unholy Resistance , and deal 20 Holy Damage when touching a Dark Moral Creature.

Flesh-Sewn Dream Catcher

This object grants immunity to all forms of mental attacks outside of SNT Contests.

Harlequin's Ebon Raiment

"A joke is not light if it is to lift the soul, for the origin of comedy hails from within the dark. So venture forth, just as the Jester once did, draped in her blackened cloth, and spur forth laughter as you convey the irony of life itself."

A darkened harlequin outfit coated in ever-shifting symbols, imperceptible to untargeted creatures, forces the user to smile, their eyes incapable of blinking. All target creatures (1 + 1/MR) within 60ft are sent into a peal of horrific laughter, forcing them to sustain 1 mind damage/round without contest.

Madmen's Pike

A thin wooden rod with a severed head mounted atop its peak; eyes gouged, maw gaping. The head lies coated with glyphs etched within its surface.

It is said that madness comes first with a realization, a whisper from the esoteric and black reaches of understanding. Those who reach it are those who have heard the siren call. Some might say, *"the only sane ones among us."* This Item grants Madmen's Bellow:

> ***Madmen's Bellow***: If the bearer of the Madmen's Pike is within near the pike, they gain a +4 SNT Modifier. If the bearer is insane, they will hear a bellow emitting from the severed head. This item will be destroyed if it takes 10 BRK Damage.
>
> Lastly, all necrophages become frightened when near this rod.

Dust Filled Gold Cane

A thin wooden rod which belonging to the first Purveyor, Jakkubi Fugeri. Holding this stick grants +10 ALR and grants a +25% Discount when shopping in a Places of Trad.

Nail of the Wetnurse

"I saw it in a dream; she who would last among them, to hold it as familiar and not fiend. As she held it in her arms, it shed tears that spoke to its purpose: a product of profane union to serve as envoi. A husk unevolved, yet tainted in the eyes of man. And as its tears fell, so did her form; as it shriveled before its touch."

A blackened nail with a flap of pale flesh attached to it.

> ***Effect***: *A flap of pale flesh seeks to wrap around a form. Take the nail and attach it to a single finger. You may now gaze into the Waking World without sustaining damage. Additionally, gain a +1 Modifier on SNT Contests while wearing this item.*

Noose of Iradi Cali Verta

It stands bloodied and covered with thorns, the blessed tool of the famed Inquisitor who fell victim to his own sense of justice. You may wear this noose as a necklace, gaining the Judgment of Heretics ability.

> ***Judgment of Heretics*** – Pull the end of the noose, digging the thorns onto your flesh, dealing 10 Bleed Damage/round it's held against your neck. Look at a target creature dealing:
>
> [(10 x Dark Morality) x (-1)] Holy Damage

Noctifera

A book forged from the flesh of man, held together by a spine. Its pages are blackened behind the glowing pale script. A writhing mass of shadow licks the book's edges, coalescing upon an eye, ever watching upon its back. Creatures, which look upon the pages, must save against a DIS Contest {CD 25}. Failing summons 1d100 non-allied Shamblers within 100 ft of you but grants +1000 Unholy Damage on your next attack. While possessing the book, gain Unholy immunity. Creatures that die within 1 mile of the book resurrect as undead; their minds treated as Hysteria, but their bodies possessed by an unknown force. When held as a Corpse Puppeteer, remove the limit of how many corpses you may control.

Reaping Bell

You may toll the knell of death upon the living as a Free Action. Ring the bell, dealing 100 Physical Damage to all nearby creatures, including yourself, rupturing all souls with No Contest. Additionally, you may choose to gain a non-permanent -2 VIG to feed upon all souls that took damage this round, siphoning 20 health/creature.

Saint Valaria's Coveted Blade

A coiled sacrificial dagger, stained red, with innocent blood. The Coveted Blade deals 5 Piercing Damage and cannot be augmented at the smith. When wielded, this dagger grants advantage on attack rolls. Every successful critical hit against an enemy siphons portions of the enemy's blood to form hardened crystalline barbs; which grants the blade +5 Piercing Damage/Crit to a maximum of +30 Piercing Damage. Upon failing to achieve a critical hit, upon the next round, the barbs will melt, resetting the counter.

The Makers Needle

A small, thin artifact that exudes holy radiance. Anyone of non-Light Morality who looks upon its form would find itself blind for (100 rounds). If one struck at a creature at close range, the creature would find itself sundered, severed, and dealt a critical blow of 500 Holy Damage. The presence of this object is said to reside within reach of the worthy, to condemn those of heretical nature, and as such, it is incapable of hurting any creature aligned with Twilight or Light Morality. The creature must be of -10 Dark Morality for this tool to have any effect. After its use, the needle shall vanish from this Mortal Coil, never again to return until 100 years.

The Queen

A burnt token piece from the game of Kingmaker. While playing the game of Kingmaker, you may caress the queen for guidance, gaining a no-contest, critical success in the next round. The Queen may only be used once per day.

Whispering Veil

A tattered, dark-red shroud soaked in the blood of a madman shifts and writhes upon any head that should wear it. When wrapped around the head, it obscures vision, muffles sounds and plunges the wearer into a world of eerie silence.

While wrapped in the veil, the bearer gains a +3 Modifier against SNT Contests but suffers from limited vision (20ft) and hindered hearing {-9 on auditory Contests}. The veil can be worn for up to one hour before it becomes too suffocating, forcing the wearer to remove it to breathe freely again—failure to do so forces asphyxiation. The Wayfarer may wear this once a day, with No Contest, but must succeed in a GRT Contest {CD 6} if they attempt to place it on a second time. If they fail, they gain 6 DL.

White Bell of the Maker

A marbled bell containing no clapper. Upon shaking it, the sky shall open, ringing forth a deafening cacophony of bells, followed by singing akin to bloodied cries before the bell crumbles into ash.

All non-permanent/Permanent Injuries are removed from each Wayfarer as they are healed to 100%THP.

Wide Hat of the Caged Scholar

A wide dark-brimmed hat with a diameter of 4' 7"; elegant in form, yet questionable in practicality. When wearing the hat, the wearer may protect themselves from all manner of fluids cascading down from above, granting immunity to soaking and wetness from heavy rain. Due to its substantial circumference, the hat must be removed when entering through a standard door.

Additionally, the wearer gains +50 Aerther Reserve, +20 Hex Resistance, +5 INT, +5 DIS, and gains a +2 Modifier when contesting hex-based Contests.

Yellowed Eyes of the Wet Nurse

It is said, "The folly of man is insight; a mind racked with innumerable truths," a fate befalling those who reach too close to the golden body above. Within a sunken chapel held a birth beyond comprehension, its presence corrupting all who would witness its form, all while it sapped the strength of its mother. Naught but the eyes remain of the Nurse, which tended to the maiden, left yellow and gangrenous. Should one gouge out their eyes and place these windows into their skull, they shall accrue the folly of man.

Horrid Insight: Gain Immunity to all effects, which induce visual SNT Contests.

Coat of Arms

A blackened cape that can only be perceived as a writhing amalgam of arms; elongated dark masses, grasping at the many surrounding limbs while choking the neck of the wearer. The cape parts from the center, reminiscent of wings, and is soaked in a thick black substance akin to tar. When attacked from behind, all damage is reduced by 50%. You may feed up to 1000 severed arms to this cape; it's offal, being absorbed into the mass. At any point, you may curse a nearby target, dealing 1 Bypass Damage/Hand Absorbed this way, depleting the counter. Additionally, gain No Contest when attempting to climb surfaces. When casting Unholy Hexes while wearing the Cape, reduce Aether cost by 10.

Gnashing Saw of the Old Scholar

A rusted spinning blade fit for its ill work, tainted by the soul of man and beast alike. Once prominent around the time of The Old Moon, this tool, like many others, was wielded to protect the realm of man, a task short-lived ere the betrayal of its kin.

{This blade may not be augmented by the smith.}

Two Hander Rendwheeler

Base Damage: 1d100 Slashing
Weight: 30 Grav

Passives:

Thousand Cuts: Gain 50% Bypass against Armored Targets.

Fleshgrinder - If a target creature has no Armor, gain +1 Damage Dice/2 BRN Modifiers.

Of Beasts and Men: Deal an extra 50 Slashing Damage to Mortals and Beasts.

Wood Cutter: Gain 100 BRK against sources of wood.

Repetition: Striking a counterstriking or parrying creature breaks their weapon.

Full Round Action:

Gnashing Plunge: If a target is prone, plunge your tool atop of them with No Contest, dealing x5 your damage.

Periapts

Before the fall of St. Pourteux, there were several relics formed in the name of worship; all distinct with their form and purpose. Each relic contains the dried blood of a devout follower; representative of a different ideology and value. Some found that these objects gave incredible strength; others, a curse. Post Epoch, these items were raided, or lost to time. One may still come across one; though all accounts, considering location, are perceived as myth.

The Arbiter may allow Wayfarers to stumble across periapts over the course of their journey; preferably in low capacity. A periapt counts as a necklace; and may be added under equipment. Only one Periapt may be worn at a given time.

Periapt List

Periapt of the Dead God: While wearing the periapt, your body is painted black; reeking of rotten apples, and sea salt. Your form shuns water from adhering to it; become immune to the soaked status effect. You are unable to gain the benefits from fluids while wearing this periapt; including the benefits from flasks, as the fluids reject your body.

Black Periapt of the Sunken Sea: While wearing this periapt, you can breathe underwater, and speak to sea-based intelligent horrors.

Astral Periapt of the Celestial Framework: Increase your Aether Reserve capacity by 50 points.

Broken Herald's Periapt of the Maker: Your Physical Damage reduces to 1 damage maximum; all other damage is converted to Holy Damage. When your THP is below 50%, the damage is changed Unholy.

Brutish Periapt of the Azure Marauder: Gain +8 BRN while wearing this Periapt. Decrease your DIS by -4.

Dung Gorgers Vile Periapt: You may consume your fecal matter. Doing so will grant you immunity to disease for the duration of the day, +6 Base attack, and -5 ALR. Upon Eating, perform a VIG Contest {CD 6} to not vomit.

Gold Periapt of Fortune: Your party will obtain 50% less Sovereign. Gain 10 Damage Resistance when carrying below 1 crown.

Grisly Periapt of the Emerald Buck: The wearer of this periapt will spontaneously grow antlers over the course of an hour. Once per day, you may adorn the severed heads of your enemies on these structures. Performing this rite will grant +10 Health/Head; rotting the heads into shriveled grisly husks, as you siphon their remaining life force. Heads must be used within an hour after death

Knowledge Seekers Periapt: Gain a +10 Modifier to DIS, and INT, for your next action; but suffer 50 Mind Damage/use.

Menssian Astral Scholar's Periapt: While directly under the night sky, gain 100 eyes around your head; you succeed in perception contests with No Contest.

Periapt of Innocence: Once per day, the rite of killing an innocent grants the wearer +5 damage to their next 20 attacks.

Periapt of the Fountain: While Wearing the Periapt, your body becomes incapable of dying of old age. Additionally, your body becomes incapable of bleeding and gains +5 VIG.

Periapt of the Hanged Saint: While wearing this trinket, should you fall to 0 THP, your body shall not fall unconscious during Death's Door, and shall remain active until you you truly die. Killing an enemy during this state grants a +1 Modifier during your reapings.

Periapt of the Holy See: Once per day you may force Holy Damage to deal double damage.

Periapt of the Lothesome Beast: Natural Attacks gain +1 Damage Dice and 50% Bypass.

Periapt of the Martyr: Sacrifice your life and stand at Death's Door; transferring all of your THP to another creature within 100ft.

Periapt of the Ninth Silence: Gain immunity against attacks that require hearing.

Umbral Periapt of Bekkharr: Deal an additional +10 damage for each light level below normal. Deal 10 less damage for each light level above dim.

Whispering Periapt of the Starry Sea: While under a full moon, you may listen to this periapt; granting you immunity to all SNT Contests. Lose 20 Health per SNT Contest skipped this way.

Violent Mind Pariapt: Dealing Mind Damage, causes the target to suffer (4 x MR) Bleed Damage.

Rings

"Of the many objects that come hail from the wood, none are more elegant than that of the Fey; peculiar structures suffused with dark majicks."

{Wayfarers can wear only a single ring at a given time.}

Black Ring of Oberon: The ring you bear grants immunity to GRT Contests; after failing 5 GRT Contests. You cannot become emboldened while you wear the ring. The nullifying quality is removed at the end of each day.

Blighted Ring of the Swamp Maiden: When poisoned, you may remove the status effect before/after taking any damage; transferring it upon all close creatures.

Calamity Ring: Wearing this ring grants +100 damage on your next 5 attacks; however, it forces itself off after 5 rounds. When the ring falls off the wearer, it summons a random Convergence upon the ring's location. Taking the ring off before passing all 5 rounds deals 100 Mind Damage to the user peruse of the Ring.

Coil of Ire: While wearing the Coil, all creatures within an encounter become enraged. Gain +20 Physical Resistance .

Displacing Ring of Titania: The ring passively shifts your shell state to a gaseous form when you take any damage, reducing damage taken by 20% from all sources.

Grey Anchor: Placing on this ring transports the wearer to The Grey.

Grovetender's Clasp: When walking through the wood, natural vegetation will part before you. Additionally, trees within a Whimsey-touched convergence will no longer attempt to consume you. Plant-based Natura are now considered craven when facing you.

Heretic's Masochistic Coil: Damage you recieve can be transferred to a creature within 200ft. Select a creature to activate the ring, transferring 50% of the damage you take to that enemy.

Hound's Red Clasp: Trailfind any bleeding creature within 1 mile, with No Contest. Increase any source of Bleed Damage you inflict by +10.

Jade Ring of the Pixie: Your hearing is amplified when in darkness. In the Dark or Pitch Black, you can hear conversations up to 200 feet away.

Maravicci's Pink Ring: Food consumed grants double the amount of Satiation.

Mournful Grey Ring: The ring produces a low hum when you draw near to Ghasts.

Pale Blue Ring: Gain the ability to breathe underwater.

Puck's Iridescent Coil: See invisible creatures.

Ring of Breathing: You are immune to abilities and hexes that target your ability to breathe.

Ring of Feathers: Your body grows black feathers that coat your entire body; face exempted. Fall damage is reduced by 50%.

Ring of Humanity: Gain black orbs of energy (Max: 40); which permeates around you when a creature dies near you. The orbs will seek out close target creatures; dealing 5 Bypass Damage on impact; disappearing into nothing after attacking. These orbs track targets and cannot be dodged.

Ring of Mind: Gain a +2 Modifier against SNT Contests and +10 Mind Resistance

Ring of Power: Increase your weapons base damage by +5.

Ring of Thorns: Your body grows thorny protrusions made from bone; when your THP drops to 50%, these thorns will eject, causing 20 damage to all nearby creatures. The bones take a day to grow back.

Rot Signet: At the beginning of an encounter, grant 1 creature Day 5 Necrosis. Each use of the rot Signet causes its decay; wearing the saturation of its crest. Upon the 5th use, the Rot Signet will crumble into dust, afflicting necrosis upon the last user. Taking off the ring before the Day 5 will grant the wearer 40 Disease Damage/use of the Rot Signet.

The Faded Clutch of Opposition: Take 50% less damage from attacks in front of you, but suffer 50% more damage when struck from your flanks or rear.

Thorned Ring: Slide on a ring that carves into your flesh, dealing 10 Bypass Damage each time you equip/remove the ring. Gain 1 charmed dice every time you equip the ring.

Titania's Thorned Vine: Reduce your THP by 50 Health while wearing this ring. Gain No Contest against mind-affecting Contests within the Fey Wild; GRT Contests are exempt.

Toxified Coil of the Blight Witch: Your blood is poisonous; you can coat a weapon with your blood to grant a physical weapon +3 Poison Damage. This damage, when applied, lasts for 3 rounds. Gain 3 Poison Resistance .

Sacrificial Ring: The ring hungers as much as it gives. Permanently reduce your THP by 25%; gain a +2 Modifier in each Core Attribute. Once placed on, the only way to remove it is to sever one's finger, dealing 40 Physical Damage and 1d20 Bleed Damage.

Stalwart Ring of the Maker: Placing on this ring deals 1d100 Holy Damage to the wearer if their Morality is Dark. Once per day, become immune to all damage for 1d4 rounds. The ring slips off the wearer's finger after the effect.

Hands of Sin

"It is through ambition. It is through strife. It is through resurrection. We reach towards the sun that we might guide ourselves to wisdom; it is those who turn their hands to the loave of bread that spoil the herd, corruption in mass. All relics have power, even the severed hands of those brought to the blade by the Inquisitor. Most believe these hands to be so veiled in filth, that a mere look is enough to be deemed a heretic. Were one to find one of a particularly wretched soul; well, all relics have power..."

> ***Arbiter Note***: Nexus' greatest murderers, tyrants, cheats, thieves, lustful souls, and the non-dogmatic. Objects so feared, the process of rot is staunched by unholy corruption. These relics amplify certain aspects of a Wayfarer merely by having it within one's inventory. It should be received rarely, for the power this could bring may unbalance the game.

Using Hands of Sin

Hands of Sin come from those who were first tortured before being brought to the blade,; and as such, most times are limited to fingers. When receiving a Hand of sin, a 1d4 must be rolled; the integer represents the number of uses one may gain from the hand. To activate a Hand of Sin, simply break a finger, and you shall reap its benefits. Snapping a finger counts as a Secondary Action.

Broken Hands of Sin

A Broken Hand of Sin is fully expended and rendered useless. One may devour it to gain a +1 in any Core attribute of their choice. Any additional Hands of Sin consumed will overwrite the previous bonus.

Fiendish Hands of Sin

Felling a Mortal Archfiend has the potential to grant two Hands of Sin; the fingers on each, at the end of combat, are at the Arbiter's Discretion. When creating a Fiendish Hand of Sin, you will take the "Special Effects" of the slain Archfiend and then bestow it upon the hand. Breaking the hand's fingers will bestow those special effects upon the Wayfarer for (1d4) rounds. The number of Special Effects bestowed upon the hand coincides with the Enemy Ranks Table.

Devouring a Fiendish Hand of Sin above MR 15 will grant the Wayfarer a +2 in a Core Attribute; However, this vial act will lower their SNT by -1. This bonus stacks with the Broken Hands of Sin devour bonus.

Fiendish Hands exceed your natural Core Attribute cap of 10.

Lost Hands of Sin

It is at the Arbiter's Discretion to create new Hands of Sin; relics populated within the world of Nexus to be discovered.

Avraxian Fist: The hand has been sewn together; peeling it open requires a BRN Contest {CD 9}. This action breaks all fingers. Multiply the damage result of your next attack by the amount of broken fingers (5).

Black Hand's Black Hand: Your Next attack will deal an extra 100 damage to Mortals.

Dracadian Hand of the Butcher King: Your next strike will kill any creature at your MR or lower.

Festering Hand: All enemies in view are poisoned for 30 damage/turn for 1d6 rounds.

Hand of the Artist: Paint images that foretell the future with the blood of an innocent. Gain a +10 Modifier in your next Contest.

Man-Eaters Left Hand: Gain 200 Health upon consuming a Corpse.

Palm of the Thief: Become invisible for 3 rounds.

Pox Ridden Hand: Curse a single enemy of MR or lower, rapidly rotting its guts. It suffers from Cardiac Arrest.

Strategists Unsullied Hand: Remove one immunity from a creature for the duration of combat; Instant Death exempt.

Cursed Relics

"If you seek to adorn your shop with cursed items, look no further than Cursed Relics. Useful, albeit curious, tools which serve some purpose; and one which might serve your Wayfarer, at a price."

Beckoning Skull

Cost: 10 Crown
Weight: .5 Grav

A humanoid skull carved with sigils. It allows one to speak with the dead for three rounds. Enacts an SNT Contest {CD 4} when used.

Blood Ingot

Cost: 500 Crown
Weight: 0 Grav

An ingot forged from the Iron of 1000 men; their cries heard from the material within the interim of peace. When forging with this Ingot, gain the benefits of Iron Ingots. Iron Ingots can be mixed with Blood Ingots. Weapons forged from this Ingot shall gain +50 Life Siphon/Blood Ingot used in its creation. Armor forged shall receive 10 Life Siphon Resistance/ Blood Ingot used in its creation.

Covered Painting

Cost: 1 Crown
Weight: 10 Grav

"Rumor speaks of a painting, which forms before one's very eyes into a maddening image, one most inconceivable. Everyone sees a different image, and it doesn't change once they do. It is said that if one leers into the painting, it will reveal the location of something you desire; but at a cost... Vvitched by a lady of the wood, they say..."

Gain a non-permanent -6 SNT upon using this item.

Crown of Madness

Cost: 300 Crown
Weight: 1 Grav

You may place on the crown of madness as a free action. Doing so grants you Absolute Authority and +4 ALR.

Absolute Authority

While wearing the crown, all creatures within sight are compelled into hysterical laughter and fits of terror, sustaining 30 Mind Damage/round, and +50 Mind Damage/point of SNT they own below 0. Suffer a backfire each round sustaining 20 Mind Damage/Creature Affected this way.

Dead Frog of the Jester

Cost: 1 Sygnum
Weight: 2 Grav

It's a dead frog in appearance. Throw this dead amphibian at a nearby creature, which casts ill word upon other Mortals. Rumor says that it cures them of their arrogance and ignorance towards the other races.

Doppelgangers Mask

Cost: 300 Crown
Weight: 1 Grav

Assume the appearance of any individual for any duration of time, but gain a permanent -1DIS/hour, as the mask consumes your identity. Each time you use the mask, you lose another DIS. If your DIS reaches zero, then the mask will target SNT. When SNT reaches zero, it will then Target your abilities, taking away 1 Hex or Core Attribute per round.

Eclipsed Lantern

Cost: 50 Crown
Weight: 2 Grav

This lantern emits a feint blue light that does not affect its surroundings. When covered in Dark or Pitch Black, the Wayfarer holding the Lantern will see a feint blue light on each creature within a 60-foot radius, detecting hidden and invisible creatures. Remove any sight-based disadvantages or Stealth CD bonuses against these creatures.

Feeble Wulsh Crawler

Cost: 200 Crown
Weight: 20 Grav

A pale, faceless creature; its body, a mass of layered flesh with exposed bone. When embraced, the creature will become animated and crawl towards your back. After 1d4 rounds, the creature will embed itself, digging its claws into your flesh and latching onto your spine. Fleshy growths like gills will begin to form atop your limbs. Increase the maximum capacity of one of your Core attributes by +10, and one of your Aptitudes by +10. Gain Weakness to Bleed, Fire, and Holy.

Hungry Quill

Cost: 20 Crown
Weight: 1 Grav

A quill which writes with a mind of its own. It requires the user to drive it within one's body, allowing it to siphon blood (Dealing 10 Life Siphon damage). It will then compel you to write the answer to your most pressing question. The quill is privy to all information upon the Coil but will destroy itself if asked a question that is considered forbidden knowledge. Answers to your questions may or may not lack the full Context of the answer. { Example: 42 = The Meaning of Existence}

Melania's Music Box

Cost: 100 Crown
Weight: 2 Grav

Think of something you desire most: a place you want to be, something you wish to find, or even a person you love; the box can grant it. You must know the exact object of desire to search for it, and when you envision it, you may open the box. To the listener, they hear amplified bloodied cries coming from the direction, housing the object they desire. They may then follow the sound to the source. Opening the box enacts an SNT Contest {CD 5}, which must be rolled against every minute, adding a +1CD/min to the Contest. Once the box is closed, it will remain closed for the duration of a full day.

Mummified Heart

Cost: 100 Crown
Weight: 2 Grav

A preserved heart of a powerful Archon. Eating it will grant you +2 to the natural cap of a single Core Attribute; but will curse your THP with a permanent -20%.

Page 5

Cost: 555 Crown
Weight: 5 Grav

A page written in a forbidden language. You must beat a DIS Contest {CD 5}. You may use Privy, during this Contest. Successfully reading the text grants a permanent +5 SNT to your Core Attribute Cap. This action will summon a Weird to fall from the sky after 5 rounds, attacking all those within 555ft of the page.

Sanguine Chalice

Cost: 150 Crown
Weight: 2 Grav

A blood-filled chalice that grants +4 BRN, and +2 VIG, when drunken, but requires the taking of a human life before the chalice refills itself. The effects of Sanguine Chalice do not stack.

Single Fingered Monkey's Paw

Cost: 1000 Crown
Weight: 0 Grav

An object of myth that can grant wishes, but never as one typically expects and, at times, desires. It has single-handedly been the erector of kingdoms, and it's very same ruin. This paw seems only to have one finger left. When you are ready, sever the last finger to bring your greatest desire into being; the paw will disappear after the action is complete.

{It is at the Arbiter's Discretion how this ultimately plays out}

Sloughful Flog of the Despondent Glutton

Cost: 1 Crown
Weight: 2 Grav

Black and coated with minuscule thorns, this whip is one that is desired. Once/in the morning, you may kneel and self-flagellate yourself before the sun, tearing light flesh from the hide. This deals with 20 Bypass and reduces your THP by an additional 10% for the duration of the day. Reduce your Hunger by 50%, now requiring half the amount of food to become sated.

Soul laden Candle

Cost: 2 Crown
Weight: .5 Grav

This is a candle rendered from the human fat of a sacrificial rite. When lit, it emits a purple flame (30ft radius), which reveals invisible creatures and secrets. The candle has a burn life of 2 RWHs.

Vitaric Horns

Cost: 300 Crown
Weight: 1 Grav

These are the severed horns from a Vitaric spawn of Wrath; resembling blackened antlers. Placing this upon your Wayfarer will spawn an orange halo, wreathed in flame, emitting a light similar to that of a torch. This relic, when worn, grants an additional +20 Damage to fire-based attacks; but causes the user to take that much more damage from cold.

Whimpering Bottle

Cost: 6 Crown
Weight: 3 Grav

"Those beasts out there are just as real as your dei; foul fantastical facsimiles. Look upon her in all their glorious forms: the glorious mother. What are we truly slaying... Help us all...This concave well is so dark..."

A bottle, caked with centuries of dust, which some say has been possessed by a mad soul. You can occasionally hear it muttering feint insanity. When this bottle is near, take all damage as Mind Damage. This bottle vanishes from your possession after 1d10 days.

Whispering Mirror

Cost: 50 Sygnum
Weight: 2 Grav

Only when you hold this mirror will you be able to see its contents; everyone else will see blackened, broken glass. The mirror reflects your deepest fears and desires instead of your reflection and forces an SNT Contest {CD 4} for each use. The candle will not prompt a contest if your Wayfarer has no phobias.

If successful, It can reveal any hidden secret trapped within your mind that you cannot detect or remember; and place them on display.

Poisons

Chemical substances, that taint the vitality of creatures, are known as poisons. Poisons can be used to taint foods, coat creatures, or cover weapons. Poison effects are removed from weapons after the first strike.

Addle Root: Reduce INT and DIS by 2 for 1 round.

Value: 3 Crown/vial

Geshle Green: The most common poison sourced from the vines of the Geshle Plant; fast-acting and deadly. A single drop coats your weapon dealing 20 poison damage on round one.

Value: 10 Armylla/vial

Death Worm Venom: A paralytic poison that causes 10 rounds of stagger upon consumption and 1d6 rounds on touch. The creature gains system shock after receiving 100 Damage.

Value: 300 crown/vial

Sapping Poison: A mixture of the Sapping Plume and Ardenchloric Acid, which paralyzes a target creature for 1d6 hours – 2hrs/VIG mod. Paralyzed creatures gain a VIG Contest CD 6 to recover if struck.The creature gains system shock after receiving 200 Damage.

Value: 100 crown/vial

Sweet Rest: A potent drug sourced from the Thirst Lacus and its merging with Ardenchloric Acid. The creature struck has its DIS reduced to 0; and loses all control of its motor functions, gaining stagger/prone for 1d10 rounds. While under the drug, the creature will not die until the drug has worn off. Additionally, the creature's body is experiencing sensory overload; and will take +10 Mind Damage/round in addition to any damage they sustain while under the drug. The Creature passes all Wound Threshold GRT Contests with No Contest. When Struck, The creature gains a VIG Contest {CD 8} to recover. The creature gains system shock after receiving 500 Damage.

Value: 300 crown/vial

Vermillion Tang: The second most common poison known north of The Diameter; a red syrup sourced from sweet berries. Deal 5 Poison Damage/Round for 10 rounds.

Value: 1 crown/vial

Traps

All Contest difficulties for traps are increased by +3CD/Light level below Normal.

Bear Trap – A gnarly rusted tool attached to a chain, coated with dried blood, and capable of digging into the limb of a creature. Creatures must perform a Perception Contest {CD 3} to notice the Trap; failing to do so will result in the creature taking 40 Impact Damage; and 5 bleed/round, for 3 rounds. The creature moves at half speed, is crippled, and can't move past 10ft of the trap's location; unless they either break the chain or perform a BRN Contest {CD 7} to pry open the iron jaws.

Once the creature has failed, there is a 1d6 chance its leg is completely severed; and a 1d2 chance of their leg becoming crippled.

Blight Sprayer: A trap that sprays a mist, causing an Illness. The Illness of choice must be harvested to create the trap; often in the form of blood.

Mosaic – Floor tiles with an order of movement; if the sequence is incorrectly entered, the room will experience a deadly result: flooding, fire sprays, poison gas, or even a collapsing ceiling—damage and CD at the discretion of the Arbiter.

Ravenous Rats – Over the day, perform a Contrive Contest {CD 4}, and a Survival Contest {CD 4}; capturing 1d20 rats. Starve them for two days, minimum, and release them near a group of enemies. The rats will attack the closest creature within 60ft, forcing the creature prone, with No Contest, dealing 20 Bleed Damage +10/rat during that round. Roll a 1d4; if you roll a 4, one of your rats will have had the Black Death and will infect the attacked creature with it. The rats will flee after 1 round after they have filled their bellies. Waiting 4 days before release will result in the death of the rats.

You may attach a tripwire to the rat box to trigger its opening.

Screaming Pits - Perform a Contrive Contest {CD 5} and add your INT Mod. Construct a pit trap, in a deep well within the ground over an hour, hosting impaling structures forged from nearby wood and sharp objects. Coat the top with a thin layer of ground/brush. If successful, your Contrive Contest result becomes the Traps CD. Enemies passing your trap must surpass a Perception Contest {CD 3 + your INT MOD} to notice its presence. Failing will send them into the pit, dealing 20ft of fall damage (1d4) x 10 Bleed Damage and prone. Foul cries will be heard from the pits, alerting all enemies to the trap's presence and granting a No Contest upon its location after the first round.

The Maiden – Within the walls of castles and dungeons is a known sarcophagus of torture, lined with hidden spikes on the interior. If pushed within one of these structures, the doors will close, and you will be impaled for 1d100 Piercing Damage; and bleed for 1d4 damage each round you remain inside. A creature from the outside must surpass a BRN Contest {CD 4} to open the door and pull you out.

The Pendulum – A wall-mounted pendulum blade that swings increasingly closer (5ft/round). Creatures must surpass a DEX Contest + Agility {CD 5} to avoid the trap when close. Failing to do so will force the failing creature to sustain 100 Slashing Damage. If the pendulum enters the unit square of the creature, they must do the same contest but with a +1 to the CD.

Horizontal

Failing results in them being severed in two, sustaining 600 Slashing Damage; if by some chance they are not dead, they will no longer have their legs and will have their movement reduced by 100%, while additionally becoming crippled.

Vertical

Failing results in a 1d2.

1. You are cut in half; and are now dead
2. Your arm is severed; sustain 300 Slashing Damage.

Trip Wire - Connect a tether of pressure-sensitive string to a nearby trap. Enemies must perform a Perception Contest (+1CD/INT Mod) to notice your wire.

Wood Trap – Perform a Contrive Contest {CD 4} and add your INT Mod. Create a trap of wood meant to sling forth at high speeds from walls, around corners, or dropping from ceilings. Enemies passing your trap must surpass a Perception Contest {CD 3 + your INT MOD} to notice your trap. Failing results in them sustaining 20 Impact, Slashing, or Piercing Damage at the discretion of the trap maker and shall force the creature to be grappled until they use a Full Round Action to remove themselves from the Wood Trap.

Traps for the Arbiter

When building traps for the game, feel free to get creative. Be it statues breathing poison mist, Skeleton pits dragging Wayfarers underground, or even an illusioned table topped with glass and stones appearing as a delicious feast to starving travelers. Explore the potential of twisted and curious machinations and meld them into the game.

Siege Weapons

Weapons designed for breaching fortifications during warfare

Ballista

A massive Crossbow designed for launching bolts, or stones, with great force.

Range: 60ft
Target: 1 object/creature
Damage: 50 Piercing or Impact
BRK: 100
Burden: 260 Grav
Load Time: 4 rounds -2/creature
Bypass: 50%
Rotating: 1 round

Main Action: Release an attack with a DEX result of 8 targeting the AL of a target creature/area.

Battering Ram

A large beam, capped with metal; used to bash down gates or walls.

Damage: 50 Impact Damage +10 per 10 Grav above 150
BRK: 50 + 10 per 10 Grav above 150
Burden: 150 - 300 Grav
Moving: 1 unit/round +1 unit/creature
Rotating: 1 round
Durability: 100 Armor

Main Action: Release an attack with a DEX result of 6 targeting the AL of a close target creature/object.

Trebuchet

A large catapult-like device that uses a counterweight to fling projectiles over long distances. Capable of launching up to 2000 Grav.

Spawn Range: 60-300 units
Area of Effect: 20ft
Damage: 500 Impact Damage and 20 Damage to nearby
Burden: 900 Grav
BRK: 300
Load Time: 6 rounds -2/creature
Moving: 1 unit/round +1 unit/creature
Rotating: 1 round.
Durability: 300 Armor

Mounts and Transport

Weary is the traveler who takes it upon themselves to shoulder that winding road in isolation and solace. Allow yourself a companion to ease your burdens.

Albian Warhorse

Cost: 300 Crown
THP: 30 + (20/Rank)

Weight: 1,200 Grav
Movement Speed: 80ft
Burden Capacity: 1,400 Grav
Hunger: 100
Creature Capacity: 2

BRN Mod: 6
DEX Mod: 5
Size: Huge
Grid Space: 5x10

Description: An adult, Tsumarian white mare that has survived the harsh natures of war.

Horse

Cost: 50 Crown
THP: 200 + (1/Rank)

Weight: 440 Grav
Movement Speed: 40ft
Burden Capacity: 600 Grav
Hunger: 50
Creature Capacity: 2

BRN Mod: 5
DEX Mod: 4
Size: Large
Grid Space: 5x5

Description: A standard equestrian mount for the traveler. While most range in geographic origin, it is most common to come across the reliable Greshin steed.

Mule

Cost: 10 Crown
THP: 50 + (1/Rank)

Weight: 340 Grav
Movement Speed: 30ft
Burden Capacity: 700 Grav
Hunger: 40
Creature Capacity: 0

BRN Mod: 3
DEX Mod: 1
Size: Normal
Grid Space: 5x5

Description: Common yet sturdy, these creatures serve as loyal companions; made to shoulder the burdens of their masters. Most commonly seen within Gresit, mules maintain their role as a staple of agriculture and travel.

Rine'an Elephant

Cost: 800 Crown
THP: 900 + (20/Rank)

Weight: 10,900 Grav
Movement Speed: 20ft
Burden Capacity: 5,000 Grav
Hunger: 40
Creature Capacity: 4
Thick Hide Armor: 100

BRN Mod: 8
DEX Mod: 7
Size: Gargantuan
Grid Space: 10x10

Description: Highly intelligent creatures that are able to respond to slightly more advanced commands. Docile and non-territorial, these massive animals make for great transportation aid.

War Horse

Cost: 150 Crown
THP: 100 + (10/Rank)

Weight: 1,200Grav
Movement Speed: 60 ft
Burden Capacity: 900 Grav
Hunger: 40
Creature Capacity: 2

BRN Mod: 8
DEX Mod: 7
Size: Large
Grid Space: 5x10

Description: A standard horse bread for the throws of combat.

Yeshan Great Beetle

Cost: 800 Crown
THP: 1000 + (20/Rank)

Weight: 9,000 Grav
Movement Speed: 30ft
Burden Capacity: 5,500 Grav
Hunger: 40
Creature Capacity: 4
Thick Hide Armor: 800

BRN Mod: 18
DEX Mod: 4
Size: Gargantuan
Grid Space: 20x20

Description: A rare monolithic beetle found within the great deserts of Leona; some may find themselves within the eastern provinces from trade, but most reside among the Yesha; nomadic creatures that began to permeate the Coil Post Epoch. Great beetles are mainly utilized for transport and ritualistic pilgrimages, but rarely for war. Its shell has been hardened by centuries of sandstorms, its body covered in scars from wind erosion. Their immense weight allows them to crush obstacles, while their low metabolism makes them resilient to hunger and exhaustion. These beetles can burrow beneath dunes for shelter, and their hardened mandibles are strong enough to tear through stone.

Typhon Art - Eryk Szczygieł

Transport

Wagonette

Cost: 40 Crown

Weakness: Fire

THP: 50

Burden: 400 Grav

Armor: 500

Creature Capacity: 6

Burden Capacity: 400
Load Capacity: - 1200 speed

Size: Large
Grid Space: 10x10

Description: A large carriage structure with available space for objects, creatures, and cheese. The Wagonette may be constructed to hold any aesthetic the party may desire, but it will not come with any mounts. Buying any Wagonette will supply the party with a meal's worth of complementary cheese wheels, capable of feeding up to 4 people (80 Satiation) for a whole day.

Cart

Cost: 20 Crown

Weakness: Fire

THP: 50

Burden: 40 Grav

Armor: 10

Creature Capacity: 2

Burden Capacity: 500
Load Capacity: - 900 speed

Size: Normal
Grid Space: 5x5

Description: A small cart that may be attached to mounts designed to carry items and objects.

Travel Service

The Wandering Carriage

Though the average coachmen might not find too many travelers, they attempt to make a living all the same. Wayfarers sticking to roads or attending the towns' entrance can find hirable carriages.

Wandering carriages are prone to being attacked, so it is not uncommon to find seekers traveling alongside coachmen to protect transporting passengers.

Service Fee: The road is deadly, and however mad the coachman may be, it costs Sovereign to brave the horrors beyond a town. Each Wayfarer must pay 1 Crown/10 miles they wish to travel.

Protection Level: Depending on the number of seekers traveling beside the carriage, chance for ambushes will be reduced per 10 miles. If you are ambushed, you must defend the carriage, lest you be robbed and stranded.

No Seekers: 1d2 Chance of Ambush.
2 Seekers: 1d4 Chance of Ambush.
4 Seekers: 1d10 Chance of Ambush.
6 Seekers: 0% Chance of Ambush.

All departing carriages begin with 6 Seekers; however, this number may decrease over time due to losses. When finding carriages out within the wild, it is at the Arbiter's discretion how many seekers are attending that carriage.

Travel Distance: Carriages stick to roads and can travel 20 miles/hour. A Carriage will travel 100 miles before requiring a rest and campfire.

Resting Upon the Carriage:

Creatures can doze off and sleep upon a carriage. Should an ambush occur, the Coachmen will notify any travelers, waking them for the encounter.

Creatures that rest within a carriage gain Well Rested and normal sleep.

Driver's Obligation: The coachmen make for each checkpoint with little care for the needs of the passengers, and they will not stay within a location for longer than a few minutes. Leaving the Carriage has a great chance of stranding any traveler.

Traveling Stangers: Carriages can often carry a variety of individuals, many of which might offer conversation, trade, advice, locations, information, and potentially even curative aid. It is never a bad idea to strike up a conversation with traveling creatures unless they don't look like they're in the mood for chatter

Port

Should one require the need to transfer across the large waters dividing nations, lakes, or rivers, they may pay a captain of a vessel for transport. These figures tend to vary their prices depending on who approaches, so it is at the Arbiter's Discretion how much the party is charged.

Traveling Waters

The act of traveling on water may take days or even weeks. Rations are not always provided. You may very well have to sneak your meals lest starving riders attempt to kill you for a taste. Outside of starvation, there are tales of voices heard from within the water, boding caution to all vessels.

Each half-day, the Arbiter rolls a 1d6, with each passing day adding a +1 to the result; upon rolling a 6, the ship will be attacked by creatures, pirates, mutiny, or savage passengers.

town image

Chapter 6: Towns

Towns serve as a haven and a bastion to those who wish to thrive within the world of Nexus. It is here that you may procure many objects, curative, respite, upgrade, and augmentation alike—a station to prepare for the horrors which lie within The Wilds.

Scarcity

Towns are established settlements that are erected with time. It is at the discretion of the Arbiter to spawn any new Towns or Cities. Most spaces have existed before The Epoch and are now burdened by dark creatures, which now thrive outside their meager walls. Most small sprawls of humanity were instantly culled, the last bastions being those large enough, and protected enough, to ward off potential threats; forced to survive on their minimal resources. Over time, these plots grew to substantial sizes, fit to ward off the dark and manage their people.

Most small villages and settlements, you find out in the wild, will be husks of their former selves, if not outright abandoned. Any sign of humanity would be trying their best to survive by any means necessary. Most in the wild tend to have some dark secret they carry.

Variance

Every city and town has different architecture, layout, culture, rulers, prevailing mythoi, and churches; however, they all host the same amenities. Independent merchants and services range from tradesmen, pastimes, and localized medicinal hubs. Some Towns and Cities find themselves to be more militaristic, while others are more mercantile. Outlaws and occultists rule some while The Church protects others. It is uncertain which variety you might stumble across or their issues, but you are sure to find work, if not the occasional dark secret.

Isolation

Due to a Town's isolation, they attempt to keep in contact via arial message alongside physical travel. The risk of food shortage, urgent medical services, low knowledge, and lack of material goods drive desperation. Avian delivery only works in sparse moments for small packages, forcing the manual acquisition of goods, people, and services, whether escorting an Arelyan Homeopathy Scholar or retrieving precious ore from a quarry. Every venture out into the wilds lies a potential death, a task befitting the brave and foolhardy.

Sprawl of Humanity

Towns

The size of a town typically hosts 500-4,000 souls and might cover an area of approximately 1-4 square miles. This includes all typical accommodations, town centers, residential districts, and farmland. The size of each structure within it may vary depending on that town's specific focus. One that has bolstered a thriving Marine Trade might have a long-stretching hub of wharves, fishing docks, ports, and other accouterments for those inclined to sail and fish. These focuses might also reduce cost, a surplus decreasing price, whereas items of rarity increase.

Cities

Cities, like towns, host very similar trappings but are often in greater supply. These massive plots can self-sustain themselves frequently for longer because most cities are midway points surrounded by distant towns. As a common stopping point, cities aid with needed trade and rest and services you cannot obtain within a town. The size of a city may vary greatly based on its population. For a city with a population of 10,000, it might span around 4-8 square miles. As the population grows towards 100,000, the city's size could expand to cover 40 to 80 square miles, or even more. Most cities are also the most fortified, hosting the capabilities of advanced training for soldiers and food production.

Note for the Arbiter

The average soldier you may see patrolling a city tends to be Rank 12-15; and the highest advanced soldiers, hosting Rank 20's. It is important to note that the world around Wayfarers operates outside of them, and they are merely a subsect of it. Cities can be one of the most dangerous places for hostile Wayfarers. Towns usually host Ranks 1-10 soldiers, with the occasional outlier

Fellhollows and their Underwwells

Settlements established often do not last long; the most bountiful, expansive, and fortified Cities/Towns having been established pre-Epoch. Due to dangers lurking beyond walls, many will find themselves pressed to expand beyond preset borders. As the world lay mired for generations, disparity and overpopulation became a growing concern, leading some Towns and Cities to devise a solution; one which would come to be known as "***Underwells***", and the places containing them, "***Fellhollows***."

Underwells

An Underwell is a massive multi-mile deep hole that resides within the near outskirts of Cities and Towns. It branches into a network of sectioned quarters to host ramshackled and dilapidated hovels forged from salvaged, often tainted, wood. It is a hellish, damp maze scarce of food, light, clean surfaces, and fresh air; a place often filled with the cries of broken people, and sights of depravity and desperation. Within the Underwells, the discarded populace is rounded as cattle to perform hard labor, and ill deeds, to provide services for those above: *merchants, seekers, aristocrats, barons and royals.*

Cannibalistic Survival

Above the Well, there is a surplus of food; only reserved for those within high forms of power. For those below, their drink is the putrid slime dripping alongside walls; their meals, dead rodents, and rotting scraps tossed down the pit. Food is scarce, and even harvested meat from Flesh Growths is insufficient for the mass of poverty inhabiting the depths; leading most Dregs to butcher the weak, to share amongst the masses in feasts; often in reverence of their Lords: *Greed, Envy, and Gluttony.*

Flesh Farms

The corrupted wood that forms the Underwell's structures mutates everything it touches; often called "*Rotwood*" or "*Sinew Oak*." The denizens of the Underwell are frequently harvested and used for Flesh Farms, which supply specific aristocrats with the needed material for their "*unique*" furniture/art pieces or depraved banquets.

Mucker Brothels and Escapism

Many who work in these brothels are willing to suffer any indignity for the chance to breathe air, that isn't choked with disease and rot; or even drink clean water. However brief, even the illusion of safety draws a dreg to serve.

Murin Outbreak

As an Underwell expands, it is liable to come across hidden networks and underground coves hosting an untold wealth of minerals and resources. Often, the miners forced to brave the depths might find themselves disturbing lurkers within the dark. Murin are humanoid rats that have long been corrupted by the wood. Their brains expanded, and their hunger unsatiable. Skirmishes with these creatures are common the further you travel within the Underwell, often claiming those too weak to defend themselves in the dark.

Underwell Hierarchy

Fell Purveyors: Upon the top of the hierarchy shall always sit the Purveyor, who owns the writ withholding the lives of the many. Fellhallows are abhorrent in The Chuch's eyes; however, they are a tolerated practice: the sacrifice of many to save the lives of all and the "important." This dark union tends to mobilize Inquisitors and Adjudicators to aid within famed "Black Rites."

Noble Barons: As an extension of the high aristocracy, Noble Barons are those who inherit sections of an Underwell; utilizing its people and space to expand wealth and influence through the creation of chemical substances or the collection of resources. Some have been known to indulge in the Flesh Trade; harvesting excess skin, and organ growths, from wood-mutated residents and often delivering them to the feasting halls of high-paying nobles.

Wardens: Wardens enforce order and are sent by Noble Barons to oversee and manage the "*wretches*" below. They are feared due to their autonomy, doing what must be done to quell threats and potential collapse. Most Wardens have immunity from The Church and Purveyor so long as they reach their quotas.

Scaven Lords: Scaven Lords are lowborn mortals who have learned to survive. They claw some semblance of power and control within the Underwell, allowing them to manage the flow of flesh, food, and water. Cannibalism, betrayal, and murder are all necessary evils to step into the role of a Scaven Lord, granting one the chance to negotiate with a Warden via threat of revolt.

Underwell Dregs: Known by many names, including Mireling, Grim, Skirth, Dreg, and Mucker, these lowborn are residents of the Underwell. Most serve as laborers or hunters of the weak; dragging the dead of their ilk to be processed as food for Scaven Lords. To be a dreg is to spend endless sleepless nights ruled by fear, hunger, and disease while having one's body ravaged by the corrupted wood lining the surrounding environment. Where at any moment you could be killed by your own or vanish from ill conditions. It is not uncommon for most to go mad in the dark; some developing a reverence for their newfound mutations, believing the tainted wood to have chosen them with gifts—a mutation to mark them as survivors.

The Black Rite

When a Warden witnesses a building of "heresy", including a massive uprising or cult infestation, a mass culling is called to purify the Underwell; a suicidal task known as "*The Black Rite*." Those few conscripted within the tasked team, composed of condemned prisoners, hungry dregs, and well-paid seekers, are known as "*Forsaken Hands*." Those who bear the title are, by extension, given immunity by the will of the Warden. This task will often see a swath of death upon dregs, the killing of a Skaven Lord, or a test of strength from those above. It is not entirely uncommon to see the Inquisition be sent; should the force be too great.

Order and Laws

The Lawless and the Lawful

When you start your Tale, you may choose which Town you spawn near or in and its dominant religious order. Towns exist within 3 groups: Mythoi of Holy Origin, Unholy Origin, and Normal.

The Inquisition

The Holy See of Nexus attempts to establish order in almost all regards; however it is almost exclusivly for the wellbeing of humanity. If Wayfarers take to murdering Human innocents within the confines of established settlements like towns; the full weight of The Church shall be brought to bear. These forces are sent and do not scale. Their justice and force shall meet the weight of the crime. Should this bring death, it will be expected; Arbiter and players be warned.

Holy Origin Towns

Towns that breed a strong aura of order attempt to maintain it with an authoritarian grip. Though any Light Moral Deus may be worshiped within Holy Towns, it is most commonly dominated by representatives of the Holy See, who venerate The Maker. Should you wish to have this Town, you may make a representative of the Holy See your main Town Overseer; second to the Purveyor.

***"Let It Be Known By Decree**: The High Cardinal Primate, of the Holy See, ushers her judgment. There lies scarce room for error within the bounds of the Town, and as such, each citizen will be kept under strict rules to ostracize anyone who disobeys the law. Should they commit heresy and harbor fugitives, they will be deemed criminals under her authority. Question thine neighbor and sever the head of the snakes at bay. All murderers will be flogged, skinned, and put to the gallows before our idol. Look upon the pikes and gaze upon the faces of the betrayers; know not their deeds and condemn their ilk. Any harbors shall be boiled or burned on a pyre at the desire of her immaculacy. This vow is Sacrosanct, and we shall liberate this Coil from the heretical blight which festers in its wake. That is all..."*

All citizens occupying a Holy Town refuse service to any Wayfarer under a discovered Dark Morality. As players progress through the game, should their Morality shift to Dark, or their deeds represent that of Dark, while in the confines of the town, they will be refused services from all citizens, shops, and establishments until their name is cleared; a feat which is at the discretion of the Arbiter.

If civilians witness murder from your party outside of the reach of the Town, and that citizen survives a journey back (roll a 1d4). If you roll a 1, they survive the journey); they are liable to tell a story. The Church will be notified within 3 moons of the notice if this citizen succeeds. This action will force the city or town to send soldiers for the party's capture:

Wave 1:

After 3 moons of a confirmed murder, Three Rank 5 High Knights of the Holy See will attempt to pursue you and arrest you for questioning.

Wave 2:

Should 5 moons pass without word of arrival, they will be assumed dead. Two Rank 10 Inquisitors and 6 Rank 5 High Knights of the Holy See will attempt to pursue and arrest you, harboring potential lethal intent.

Wave 3:

The town's highest-ranking officials' efforts have been thwarted, and their superiors are discussing your threat levels concerning the sanctity of the Realm. The Church decides your fate and ushers several messages to neighboring towns with descriptions or images harvested; if any exist at all. The Town is on high alert, and you are condemned to death by the Holy See.

2 Rank 15 Divine Adjudicators, 10 Inquisitors, and 20 High Knights of the Holy See will pursue your party.

Wave 4:

Your Wayfaring Party is considered fugitives; and will be hunted. As the Arbiter, you can set each town days apart. On the Party's journeys, the Party's only bastions will be Unholy Towns. If they enter a Holy Town, this town will bring its full force to bear if the band is recognized. If they are recognized near a Holy town, the forces of Wave 3 will be dispatched every 3 moons to the identified location.

Clemency

If it comes to a point where your Wayfarers are fighting and starving for days in the wilds, they might enact the right of clemency. Though The Church considers the party heretical, the party may perform a high feat to cleanse their name in the eyes of the Maker. A feat at the discretion of the Arbiter. When this feat is resolved, they will be taken to a high priest and cleansed of their sin for a tithe of one Corona. This process does not affect Morality but will absolve you of your crime in the Holy See's eyes.

Normal Towns

A Normal Town attempts to coexist with all of its population. This allows the chance for a more hostile interaction with limited consequences. While there are still repercussions, these towns are less capable than other towns at managing their happenings, but they will attempt to bar their gates to any fugitives to maintain peace. The presence of any ruling structure like the Holy See is often un-present; the only remaining presence of order being the Purveyor.

Unholy Origin Towns

These towns revel in excess and have a prevailing grip of malevolence over their people. Most Unholy Origin Towns were towns that fell to corruption after the fall of civilization. Whether it was the poor who slaughtered the rich, savages who raided and now oversee a sprawling black market, or cult demagogues who instilled fear amongst its populace, they all hold a dark secret, one they can't let slip. Your secrets are safe here, but you may not be.

Unholy towns exist as a front for any operation they are capitalizing on. While it is lawless, there is still order amongst the anarchy so as to not provoke nearby towns and to catch the gaze of the Holy See. Most evil actions will be tolerated

Highway Robbery: Shops are always in high supply, but all items from Places of Trade cost double. The Occultist triples the price of their wares.

Actual Highway Robbery:Whenever you come or go from the Town, you are 1d2 times more likely to be ambushed.

Dark Syndicate: Each Unholy town has its network of spies overseeing aspects of the Town or City. If a Wayfarer steals from any Place of Trade or troubles Places of Respite, they will be asked by a mysterious group member to place the item back. If the Wayfarer refuses, they will be continuously hunted so long as they reside in the town. It is at the Arbiter's Discretion if they wish to set a limit; otherwise, there is no cap on the reinforcements sent. The Party will be pursued with murderous intent until they flee the town. Every 3 rounds yields 5 more members of the syndicate; each member above Rank 10, to a maximum of 16. It is at the Arbiter's Discretion to send an Archfiend representative to hunt down the players should they leave with the item in question.

One Eye Open: When the Party sleeps in an inn, they are forced to buy separate rooms or be kicked out. The Arbiter rolls 1d4 if they are allowed to rest. If the Arbiter rolls a 1, a hostile NPC ambushes that Wayfarer in the middle of the night. If the Arbiter rolls a 2, a thief attempts to pickpocket the door, sneak, and steal an item from the Wayfarer. 3 and 4 result in nothing happening.

Ripper: During the night, crime activity increases. While walking the streets, Wayfarers have the chance to be attacked by groups with a maximum of 3 people with murderous intent. Pick a secret time during the night. If your Wayfarers are out during that time, Roll a 3d4. Each odd result is one hostile NPC.

Quack Surgeons: The Asylum is tempted to experiment on you when you request their services. Any time you utilize the surgeons of an Unholy Town, you risk endangerment. Roll a 1d4 any time you have an invasive operation. Allied Wayfarers can oversee the operation to make sure things go normally. If this happens, roll a 1d6. If you roll a 1, the nurses will attack the Wayfarers; otherwise, the added presence of your allies will ensure a normal operation.

1. ***Exsanguinated***: They bleed you dry. You wake up, outside, at Death's Door with 0 THP.

2. ***Nothing Happens***: You receive normal service.

3. ***Harvested***: Wayfarer rolls a GRT Contest {CD 4} to wake from their drugged state. If they are alone in the operating room and fail this contest, all of their organs are stolen; resulting in instant death.

4. ***Nothing Happens***: You receive normal service

A Very Common Issue

Arbiter Note: Murder Hobos

Many can speak to the crimes perpetrated by fellow players over various other game formats. If you do not wish to have this behavior become so prevalent within your game format, these passages are meant to help offer options and deterrents. In most cases, you would not act against a player, but interactions such as these require some intervention at some level. It should be known that the first interaction that should be done is an honest chat about how uncomfortable the Party might feel or how it might move the narrative in an uninteresting or unenjoyable manner. Attempt to find a middle ground. Most of this can be avoided with a game expectation at the beginning of the game. If not....

The topic in question is "Murder Hoboes," players who tend to commit acts of ultra-violence against the innocent and leave general chaos and death in their wake. While this isn't overtly an issue, depending on the gameplay intention of the party, these individuals tend to complicate things for their fellow adventures and the referee of the game at the expense of the experience or the fun of others through the act of degeneracy. All players should agree to how the group wishes to experience the game, and establishing base rules is essential.

The issue at hand, and most often, the fault, lies in the hands of the referee of the game. In your setting, actions have consequences alongside established rules; even within our society, you dictate what is allowed and what isn't and set the bounds for the repercussions of an action.

Id Est: *"Should a Wayfarer jump into a random dark hole they find, they might break their legs or die due to that unknown depth. In a meta sense, the Wayfarer won't miraculously survive to breed good relation regarding the Arbiter and that player."* You should tailor expectations to foster good judgment. The leash you grant your players will lead to many outcomes.

Harbingers

Another Option:

Allow your Wayfarers to become murderous fiends and dive deeper into the world's collective blacklist. Have the only sanctuary from the onslaught of Light Moral enemies, be the dark Dei, or creatures, within the wood. The price of the creature could be to continuously engage in murderous depravity, risking life and limb, attacking nearby towns and swaths of innocents with the aims to topple reigning bastions of Light Moral institutions. If they reject, they must now deal with the forces of man and wood, having no home and living a slow death at the hands of Nexus, as insanity creeps into their mind, all while starvation and horrors claim them. Lead a true evil campaign and serve the powers that be.

Ironic Verisimilitude

Another Option:

When dealing with Player/s who are blatantly ignoring the realities of the world crafted before them, you can approach the situation in many ways. Forcing your will upon the player, as an authoritarian dictator establishing control, is not the way to go, and allowing undesired behavior tends to sour the experience for you or multiple people at the table. Sometimes, the best response is enabling the world to react as it usually would in grim situations. Allow the player to feel the total weight of the horrors they inflict on the populace.

Have random officials of Towns create bounties, increasing the Sovereign limit progressively until the job is done. Bring the most potent force the game has to bear if it is thematically warranted; in this instance, it may very well kill the party or the player.

Just like many brigands, murderers, and beasts, many were captured by the law and executed with grave intention. The head of the axe and the shortstop of the gallows will always come calling for those who reign terror on the realm. Bring the natural cadence of justice to life and have it serve itself to any ill-acting Wayfarers.

First Straw

Another Option:

Most situations should be handled without rash measures, and you should speak your mind and vocalize your wants and desires. This whole event can be prevented by a discussion of expectations before the game begins. You are all intelligent individuals capable of a productive discussion regarding the future of the Tale. However, sometimes you must accept that you might be very different people. This is an exemplary realization and, at times, is a fact of life. You are not bound to put up with people, nor are they beholden to put up with you. Each player has their desires, and if those are not being met, it is okay to walk away and attempt to form a new Party with similar goals. The important thing is that you try and tackle these situations with grace and conversation. Spite only breeds ill feelings out of game; and you all agreed to play due to your collective interests and relations. Allow those to maintain with no ill feelings left after a disagreement. Civility and communication can avoid most conflicts/issues, including future disputes.

Towns: Places of Interest

Places of Respite

Upon reaching the inner domicile of a Town, you will be greeted with a myriad of places open to any soul that might stumble upon it. Towns host many services and places to obtain trade and find respite. It is here, within a Place of Respite, that your Wayfarer may tend to their needs, be it recovery or reprieve.

Places of Respite Include:

The Asylum, Brothel, Church, Graveyard, Inn Room, Library, and Pugilistic Pit.

Places of Respite also act as Town Vices; places that offer a decrease in DL alongside other benefits specific to the Vice. All but the Asylum and Inn Room may be selected as a Vice.

Places of Trade

Should one need to strengthen their tools, buy a form of service, or obtain needed items for the weary road, Places of Trade may be visited to quell that need.

Places of Trade Include:

The Apothecary, Occultist, Smithy, Tavern, and Town Repository.

Places of Respite

Brothel

A place that serves to explore the carnal desires of the flesh. You shall find many a thing here to sate most all Lustful desires; within reason. If your Wayfarer's Vice is the Brothel, you may indulge in this vice to remove 6 points of your DL per hour to a minimum of 6 points.

{Each time a Wayfarer visits a brothel, roll a 1d6. Rolling a 1 grants Pox.}

Church

Some towns publicly venerate their Dei with stalwart buildings adorned with religious iconography amidst intricate architecture, though less predominant places of worship still exist, even if they are not flaunted. Upon entering a town, you may visit your respected church and find solace in your chosen Patron's metaphysical or figurative embrace.

If your Wayfarer's Vice is The Church, you may indulge in this Vice to remove 4 points of your DL per hour to a minimum of 12 points. Additionally, you gain access to the "Holy Church", and "Occult Church" Vice interactions.

Holy Church

If your Wayfarer has Light Morality and follows a Light Deus/Lord, you may perform a Tithe in a light moral church. If your Wayfarer is Dark Morality, they gain a -1 VIG when entering The Church, which disappears once they leave. They also gain a disadvantage while within the bounds of The Church.

Tithe

A devout follower of a Light Moral Deus can pay a Tithe (1 crown) to have the priest imbue their weapon with Holy Affinity, lasting the duration of the day. If your Wayfarer is Twilight or Dark, they receive no bonus.

Occult Church

If your Wayfarer has Dark Morality and follows a Dark Deus/Lord, they may find a shrine to that patron within the bounds of the town. You may sacrifice while in an Occult Church. If your Wayfarer has Light Morality, they gain a -1 SNT when entering The Church, which disappears once they leave. They also gain a disadvantage while within the bounds of The Church.

Make Sacred

You may perform self-flagellation upon the altar, losing -20 health and gaining a charmed dice for that day. If you kill an innocent upon the altar, you may dip the weapon in the blood to receive Unholy Affinity for the duration of the day. You may perform both acts within a day and reap the rewards once/a day.

Graveyard

Many fear the housing of the dead; Tis a product of the shambling throng within the wood and the superstition which it brings. But you do not... Be it the serene silence, the visitation of a loved one, or the reflections through the mantra of "memento mori," you find comfort amidst these dearly departed souls.

If your Wayfarer's Vice is the Graveyard, you may indulge in this Vice to remove 4 points of your DL per hour to a minimum of 12 points. Additionally, your Wayfarer gains immunity to Crypt Rot.

Familiar Bones

We all must leave this Mortal Coil, and despite our collective condition of finality, we must still live on. Dare not forsake your comrades who gave their lives for the collective ambition. Live on in their name and honor them. When a party member dies, you may close a chapter of Tale by carrying their bones/body to a graveyard. Successfully burying them will grant the party +3 morality and one charmed dice. Burying them within an unmarked grave, outside of a graveyard, will grant +1 Morality and no charmed dice.

Library

A life spent procuring knowledge is one well lived. Escape the horrors of the outside world through the solace of a nice book, or sharpen your mind to prepare yourself against potential threats. Knowledge is power, and familiarity is the bane of fear and doubt. Fortify your mind, Wayfarer.

If your Wayfarer's Vice is the library, you may indulge in this relaxation to remove 4 points of your DL per hour to a minimum of 12 points. Additionally, gain access to Secret Works.

Secret Works: Gain Access to secret stores of knowledge hidden within the Town Library. You can obtain {1d6} secret works at the start of a Tale. If you come across any information you wish to know, you can consume a secret work, to know everything there is to know about a specific subject with No Contest. Wayfarers must have the Literacy virtue to consume a secret work.

Collected Works: Wayfarers gain a +4 Modifier when using Privy Contests within Libraries. Collected Works requires the Literacy virtue and a proper book on the chosen topic

-Library Books-

Many locations scantly have any form of literature due to the high illiteracy; most towns host iconography to guide and inform. The mere suggestion that your Wayfarer can read might baffle many or incite anger. As such, many books are in short supply, even more so due to the wilds, which impede regular travel and delivery. An average town might yield 20 - 100 books of varied degrees. These books hold the potential to increase your Wayfarer's Aptitudes and even allow them to be well-read on specific creatures at the discretion of the Arbiter.

> ***Literacy***: The Wayfarer must have the Literacy Virtue to interact with books.
>
> ***Tome of Aptitude***: All books on Aptitudes increase skills by a max of +5. The Wayfarer must roll a 1d4 to determine their interpretation (points) of this literature. They do not gain any benefits on any second attempt. If the book is of rare origin and expensive, it is at the Arbiter's discretion to provide the book for purchase or procurement for a suitable fee. Such a rare book would grant a 1d10 roll on techniques regarding that Aptitude. ***{Example: "The Intricacies of how to Swim: by Lucas Culivre" 1d10}***
>
> ***Folk Story***: Many folk stories and beast dissections alike might find themselves around towns. Whether this contained knowledge is accurate or misleading is at the Arbiter's Discretion, but all share a semblance of truth to uncover the creature it speaks of. If a Wayfarer reads a book, they are to roll a 1d20; they may add their Identify Modifier to te result. It is at the Arbiter's Discretion how well the Wayfarer does at uncovering the creature's secrets. If the creature succeeds massively (16-20), they are now an expert and may know all the information available when fighting the creature; they also gain an advantage. If they do an alright job (10-15), you may give them partial information they may use if they come across the creature. If they do a terrible job (1-10), you give them misinformation and one truth when they encounter a creature.

Books are written to convey and embellish, written by those who may not have encountered such tasks and feats firsthand; but your Wayfarer understands the script they read. When a Wayfarer reads a script out in the wild, such as "Death Ahead," they do not need to roll any form of contest to understand what the sign is trying to say. If the script lies outside of a book, it is at the Arbiter's Discretion whether to enact a Contest of DIS, allowing Privy or Identify Modifiers to tell how the Wayfarer interprets the information. Otherwise, the information is considered a No Contest.

Most Towns have symbols indicating intent:

Bread Icon = Bakery,
Plant Icon = Apothecary,
Cross Icon = Restricted,
Etc.

Minstrel's Hall

Wandering tours of Minstrels gallivant across Nexus, seeking merriment and coin for their profession. Should you seek the entertainment of a grandiose story, an unrivaled dance, or the hearty, boisterous subversion of a well-placed joke, the Minstrel's Hall embellishes life's greatest passions within the arts. Join within its merriment and seek happiness, the likes of which you may have never seen.

If your Wayfarer's Vice is the Minstrels Hall, you may indulge within an event to remove 4 points of your DL per hour to a minimum of 12 points. Additionally, your Wayfarer gains a permanent +1 ALR.

{All Wayfarers may take part in Japing}

{Creatures who have The Minstrel's Hall as their Vice gain +1 ALR from winning 10 Japes}

Jape

Within the Minstrel's Hall is an activity known to many bards: japing. It is a verbal game in which one side attempts to wise-crack the other and then rejoinder in kind. It is a game of wits and a test of mind and wordage. The goal is to take what the first player remarks and form a rejoinder, building off of that previous statement and twisting it back on them—a game of back and forth, diminishing, then sharpening.

When Japing, a topic is selected by the first player (ALR Contest: CD 1); They will then Contest to form a proper insult. If the first creature succeeds in performing the Jape, it passes to the next creature (+1CD), requiring a more complex manipulation of the statement to counter the Jape (ALR CD 2). If a creature is not created by the Arbiter, for Japes, each NPC opponent gains a +(1d4) Modifier when Japing.

The first to fumble on their words or make an improper jape (failing the Contest) is dubbed a fool, crowning the winner as the Jester. Becoming a fool 10 times lowers the creature's view of themselves, granting a permanent -1 to DIS.

Succeeding in a Jape, wins the Jester a free mug of alcohol and a piece of bread, granting Drunk and +8 Satiation.

The Pit

Pugilistic Pits are the sin-filled pastimes of the thrill-seeking; blood sports, which serve to vicariously temper the aggression and ire of watchers towards the bout of violence. Whether the exhibition is monster fighting, bare-knuckle brawls, or a whelp fighting for his innocence, this place of sanguinary worship emboldens many a soul. Established originally to unwind soldiers and steer the populist aggression away from the ruling structure, the Pits have taken upon a life of their own, Post Epoch. These events might also serve you, Wayfarer; revel within the bout.

If your Wayfarer's Pastime is The Pit, you may indulge in this vice to remove 4 points of your DL per hour to a minimum of 12 points. Additionally, your Wayfarer gains access to Bloodied Brawls.

Bloodied Brawls

Actively indulge in a pit brawl. Perform a contest of DEX or BRN (CD 5), to raise your blood levels; gaining adrenaline. Participating in the brawl will reduce your health by 10 points but grant you 20 adrenaline; lasting for 1 real-world hour. Losing the brawl will deal 30 points of damage to your Wayfarer and grant you +10 adrenaline. Gain a +1 Modifier to your contest roll if you are drunk.

-Pit Gambling-

{All Wayfarers may take part in Gambling}

Fights within the pit are built on 5 rounds. The Arbiter gives each NPC fighter a 50% chance of succeeding. Wayfarers may place their bets on one or the other; by calling evens or odds.

The buy-in is (1 sygnum-500crown). If the victor is the one the Wayfarer bets on, they shall obtain double their money.

The first fighter to get to 3 victories wins.

Uping the Bet:

If both parties are tied (2 points vs 2points), a second bet will be called. Wayfarers can choose to shift their bet or stick with their previous one. During a tie, an Underdog may be called.

The Underdog:

The Arbiter may deem one of the fighters an underdog in the final round. The Underdog must win consecutively twice in the final round to be deemed victor. If the underdog wins, your payout is tripled.

Foul Play:

For 50 crowns, you can attempt to rig the fight. When you preform Foul Play, the Underdog must now only succeed once to be deemed victor.

Loosing:

When you lose, your money is kept by the representatives of the pit; and is later stored within the town repository.

Extra Stakes:

You can make a side bet on other stakes by choosing to attend a sword match. {300 Crown Max}

Decapitation before the 5th round: The Arbiter rolls a 1d6; (3-6), granting a +20% bet

Loss of Limb before the 5th round: The Arbiter rolls a 1d4; (2-4) granting, a +10% bet

Decapitation before the 5th round: The Arbiter rolls a 1d6; (6) granting, a +100% bet

Loss of Limb before the 5th round: The Arbiter rolls a 1d4; (4) granting, a +50% bet

A Heart is ripped out of a body: The Arbiter rolls a 1d10; (10) granting, a +500% bet

Charmed Steaks: Use a charmed dice to increase a stake result by +1. Charmed Dice may not be used in other ways

-Pit Sanctioned Beast Bouts-

Sanctioned Beast Bouts are the favored pastimes of those who come from far lands to be the very best; the one, among many, like no one has ever been. It is an arena-based skirmish which pits Creature vs Creature (Small vs Small, Tiny vs Large, Huge vs Huge, etc.). *Within a sanctioned beast bout, players can have one of their active Custom Animal Companions enter into a gladiatorial arena where people will bet for or against their success. Within these bouts, all ally and enemy companions may utilize any and all buffs that you can grant normal Wayfarers (Lobotomies, Drugs, Meals, Hexes, Surgeries, items, etc.), assuming they can survive them. Once entered into the Arena, they cannot be removed until the Bout Objective has been completed.*

Bout Objectives

Blood Emptied: The Bout ceases upon the death of the collective opposition.

Unfit Skirmisher: Killing is expressly forbidden, and the Bout ceases when the opposition is made unconscious.

Bout Game Modes

Monster Mash: Your party can provide your "pets", be they individual for each player, or singular, representing the whole party. For each creature that exists on one side, an equal amount of "opposition" must be made on the other side.

Apex Assault: You/Your Party's "pets" are to face off against an Archfiend Creature.

Man vs Beast: Your Pets Face off against 1d100 Mortal Dregs, a team of 4 seekers, or a Mortal threat chosen by the Arbiter.

Wayfarer Rumble: A captured Archfiend is released to battle your players within an enclosed space.

Showcase Tournament

If the Arbiter allows, players may use beasts they have tamed out in the Wild, or Beasts that are inherent to their Vocation.

Fighting Stables

You may only have a few pets active; visit ***Page {31}*** to learn about pets. When selecting an active pet, you may store non-active pets within the fighting stables; costing *10 Sygnum/pet* each day.

Challenger Approaches

When not choosing a Blood Emptied Objective, there is a 1d2 Chance you enact Grudge/Apex Assault. Visit ***Page {317}*** to learn about Grudge.

Death Trap

If any creature touches the walls, they are stabbed with sharp objects, dealing 1d20 Bypass Damage and 1d20 BRK with No Contest.

Abberations to the Coil

Envision, a Huge Turtle with prosthetic blades grafted to its arms; its Animal Companion Traits allowing it to be precise, quick, and deadly. Its mind riddled with Balsams and Labotomies to heighten its aggression and focus its mind towards its purpose; alongside Gyphs, and Uncanny items, that make it as nible and stealthy as any Human could hope to be. This intelligent Animal Companion to some would seem like an abomination, but to those within The Pit, they see a winner.

Your machinations could become legendary within the Beast Bouts; let the scalpel and rune cleave forth the next victor of this Age.

Rewards

Rewards shall be based on your ***W/L (Win Loss Ratio)***. Your Pet shall gain a Trivial Bounty Prize Pool. For every 10 wins over your Losses, earn the next difficulty tier (Moderate/Threatening/Deadly/Certain Death). Visit ***Page {184}*** to learn about Rewards.

When winning a bout, your Pet will have a streak that you must keep track of; their ***W/L****. When you have lost 0 Bouts, your pet is Undefeated. Upon having more wins than Losses, your pet is "Touted." If you have more Losses than Wins, your Pet is a "Welp."*

Undefeated: Add +50% to the Reward Currency.
Touted: Add +25% to the Reward Currency.
Welp: Add -50% to the Reward Currency.

Leaderboards

Runt: 1-10 wins over losses
Adept: 11-30 wins over losses
Predator: 30-40 wins over losses
Apex: 40-50+ wins over losses

Once reaching Apex, The Purveyor, among many other nobles, will often make a surprise visit to view the Bout. Each win as an Apex has a 1d2 chance of adding 500 Crown to the prize Pool.

Sanctioned Beast Races

An Alternative Game Mode involving pets. Visit ***Page {400}*** to see The Race.

Inn Room

All manners of creature must submit to the call of rest; where better than an Inn? Pray that you're standing, with these establishments, tread above water; that you might have a kindred bed and warm meal to foster your health on weary, harsh nights.

An Inn room counts for Restorative Sojourns, Full Nights Rests, and Naps. Sleeping within the Inn will also grant you Well Rested when performing a Restorative Sojourn or Full Nights Rest.

> ***Well Rested***: When not sleeping in the wilds and within a proper facility, your Wayfarer gains +20% Temporary Health/rest, and all non-Hex-based reductions to VIG are remedied.

The Asylum

Asylums are established care facilities that serve to operate on those who are afflicted with mental inhibitors. Their services are refined, and they seek to grant peace to those stricken with the illness of fear and confusion. When a Wayfarer visits a Town, they may visit an Asylum Ward to relieve certain afflictions.

Asylum Services

Lobotomy

"Oh, this here? This is an icepick luv, and this is alcohol; not to drink... maybe for later. Open your eye, Wayfarer."

{Each Lobotomy permanently reduces your THP and Aether by 5. Each lobotomy is permanent.}

Cost: 20 Crown/Lobotomy

Forget – The Wayfarer forgets one Phobia they have.

Amygdala Knick – The Wayfarer gains +3 GRT -5 DIS and -2INT. {You may get this once}

Agitated Frontal Lobe- Gain +4 BRN. You are unstable and must roll a 1d4 to not instantly attack anyone you do not know. If you roll a 1, you fail and must attack them. {You may get this once}

Savant – The Wayfarer is liberated mentally. Gain +2 INT and apply No Contest to any 1 Aptitude. Decrease any Core Attribute by 2; and gain a -10 Modifier when rolling 3 other Aptitudes. {You may get this once}

Sociopath – Gain -6 ALR but gain +6 GRT. {You may get this once}

Humorous – Your frontal lobe treatment has brought out an interesting look at the world. When Rallying, you vocally jest at the absurd to ease tension. Gain +2 ALR, and Rally now removes 4 DL peruse. {You may get this once}

Tactile Shock - You lose most of your feelings. It is at the Arbiter's Discretion how this affects aspects of the Tale. The Wayfarer Doesn't receive a Grit Check at 50% health and gains -2 DEX. {You may get this once}

Inhibitor - The Wayfarer has a large rod piercing their skull and remains lodged. The Wayfarer is now blind in one eye and has a disadvantage, against all actions, on the right flank. Additionally, you can no longer speak and have all your Core Attributes permanently reduced by half; GRT is exempt. The Wayfarer now treats all SNT Contests as Normal Contests with advantage and gains an advantage on GRT Contests. Additionally, they gain 50 Mind Resistance. {You may get this once}

Split Brain – Become immune to any Horrors' visual effects, including those that bestow SNT. You have a 50% chance of failing any action you perform. {You may get this once}

Mental Dampener – A quick nick to the brain reduces your ability to perceive the world around you. Reduce your INT and DIS by 2; but gain 40 Mind Resistance. {You may get this once}

Waking Mind - Gain +10 Aether Reserve. After using a hex, you have a 1d4 chance of receiving +5 Mind Damage/time you have received this Lobotomy. After 5 times, this increases to a 1d2 chance.

Central Governor- Increase the max capacity of any Core Attribute or Aptitude by +1. Permanently reduce your THP by 10/Attribute and 5/Aptitude.

Imbalance of Humors

Cost: 5 Armylla

{This process takes 6 hours}

The nurses will lacerate you; draining your health down to 1 point of Health. This will cure you of all Diseases and Poisons. You must be in full health to receive this treatment. This also bestows a temporary -2 VIG for 3 days

Ascended Brain Extract

Cost: 10 Crown

A tiny vial containing a single drop of brain fluid from a vivisected Arch Horror. Suffer 1d6 Mind Damage/MR, but reduce your Sanity Meter to 0. Lastly, gain a mental ward for the duration of 1 day, preventing you from reaching Insanity.

Horse Pill

Cost: 10 Crown

{This process takes 6 hours}

A giant tablet crafted with a blend of highly potent alchemical ingredients, all sourced from the local Herbalist. The treatment's intensity will lead to high psychological distress and hallucinations for the span of 6 hours.

The Wayfarer goes on a spiritual journey to confront their demons and mental inhibitors; when the process concludes, remove all non-permanent Core Attribute Modifier reductions.

Asylum Services

Electroshock Therapy

"I have no idea what this will do; but that's part of the fun! Hold still Wayfarer!"

{Cost: Free}

{This process takes 3 seconds}

{Roll 1d6; Charmed Dice may not be used during Electroshock Therapy}

1. Take 30 Lighting Damage. Gain a permanent -5 in all Aptitudes and Core Attributes.

2. Take 30 Lighting Damage. Nothing happens.

3. Take 100 Lighting Damage. Unlock your limits: gain a permanent Advantage on all attacks.

4. Take 80 Lighting Damage. Mind's Eye unlocked: gain a permanent **+4 DIS**, **-2 SNT,** and **-2 INT.**

5. Take 40 Lighting Damage. Nothing Happens.

6. Take 1 dmg. You see the Truth. Roll an SNT Contest {CD 4} to Gain Awoken.

> ***Awoken***: You can walk through surfaces such as "walls" as a reaction. The player may also perform an SNT Contest {CD 11} to speak directly to the Arbiter and Players at the table.

Transfusion

{Cost: 50 Armylla}

Blood Transfer: A dirty bag is ushered forth; red fluids harvested from unknown sources. Roll a (1d2). If you roll a 1, gain Dread, and enter Death's Door after 1d10 rounds. You heal 4d100 Health to a maximum of 100% over 10 rounds.

The Morgue

"Better for sovereign than scraps over the wall, I say."

{Cost: 50 Armylla per Body/Tongue}

Fresh Body: A lowborn dreg, harvested from the streets; blood drained, but their organs untouched.

Fresh Pale Tongue: Creatures possessing the ability to converse with the dead may place this tongue to their ear, hearing one secret tied to the tongue.

Experimental Conditioning

{Cost: 100}

Wayfarers who experience a mental break and become Hysterical must be guided or carried back to a town. This service is an experimental attempt to cleanse Hysteria. This process takes six days. This treatment will cure Insanity.

Acute Trauma Therapy

{Cost: 20 Crown/Psych Tree Affliction}

Requirement: Rank 10 Wayfarer

Cleanse all accrued conditions from the Psych Tree.

Injury Repair

{Cost: 10 Crown}

Requirement: City Asylum

Remove 1 non-permanent Injury.

Invasive Surgeries

{Cost: 20 Crown/Surgery}

{Each Surgery consumes 3 Days}

Limb Reattachment: If returned within 24 hours, the Physic can reattach your limb. It will require a Restorative Sojourn to reattach appropriately.

Limb Replacement:Gain a prosthetic that can affix weapons after amputation, granting weapons immunity to being disarmed.

Limb Repair: Removes the crippled status

Encephalon Graft:

"A beautiful specimen; I shall savor this moment, Wayfarer."

Some entities you come across are otherworldly, as are their secrets. The Asylum is eager to explore possibilities if given the opportunity; it offers an experimental treatment that grafts segments of eldritch brains to yours. These have the potential to grant massive bonuses at a significant cost. Brains harvested must be collected and delivered within 3 days if a treatment is to be done. Encephalon Grafts are sourced from specific Horrors.

Cerebral Cleansing: Remove an Encephalon Graft

Encephalon Grafts

Astral Inhibitor

Harvested Horror: Void Mind Aberration

Your body has no regard for the weight it carries; however, you remain subject to the finite limitations of your corporeal form. Burden Capacity (BC) increases by 100. Gain -3 VIG, and take 5 Impact Damage any time you attack while your burden exceeds 160 Grav. Take an additional 5 damage if it exceeds 200; and another 5 if 250lbs.

Eldrich Sorcery

Harvested Horror: Morgath'kai Scholar

A capacity to decipher forbidden knowledge expands within your mind, shifting your understanding of the natural laws surrounding you, allowing you to devise forbidden Hex. Your form shall shrivel as a consequence of your ambition. Gain access to the Weird Hex List. Reduce your BRN to 0, and decrease SNT and VIG by 4 points. Learn 3 Weird Hexes.

Electro Matter

Harvested Horror: Astral Whale

Your body produces a passive current of electricity. You gain immunity to Lighting and Electrify. Your touch releases a lightning jolt, dealing 10 Lightning Damage.

A Mirror Darkly

Harvested Horror: Doppelganger

You can change your physical form at will to look like another. Your size remains the same. Your natural form begins to melt, looking horrific. Your mask melts under arid and superheat conditions; and shall melt if you sustain 20 Fire Damage in one round.

Bleak Lungs

Harvested Horror: Deep One

Gain immunity to drowning and the ability to breathe underwater.

Bridge

Harvested Horror: Twilight Stillbirth

Gain the ability to use Tame Beast on Horrors and Mortals.

Multitudinous

Harvested Horror: Weird

Reduce your SNT by 4. Your body is an ever-shifting writhing mass, releasing a flurry of blackened arms: every round, roll, a 1d20. At the start of the round (1d20), your arms are released from your body, striking a close creature for 50 Impact damage/arm. You may attempt to hold your form next to a friendly creature by performing an SNT Contest.

High Insight

Harvested Horror: Whella

Non-horror creatures perceive you as invisible unless they have 10 DIS.

Stable Cells

Harvested Horror: Cancerous Hounouganaon

Gain immunity to Cancer.

Flayed Insight

Harvested Horror: Gore Hound

Your head flays into segmented flaps, serrated, with rows of teeth. Gain Apocryphal Tongue and Bite.

{Main Action}

Apocryphal Tongue: Perform a BRN Contest against a nearby enemy creature's AL. A flurry of elongated tongues from your maw leaps, which cling to near creatures, grappling them. Creatures that fail are dragged 1 unit/round closer to the Wayfarer, sustaining 5 Life Siphon/round from the Wayfarer's tongue. Your tongue has 20 THP and can regenerate each day if severed. The tongue may be targeted and severed while a creature is being pulled.

If a creature fails a second DEX Contest and isn't freed, folds of flesh will wrap around the target creature and deal 1d20 Life Siphon damage.

{Secondary Action}

Bite: Perform a DEX Contest and target a Creature's AL. Snap your jaws at a target creature, dealing 30 Piercing Damage if your Mouth closes upon your tongue, it shall be severed.

Places of Trade

Apothecary

The Apothecary serves as a market for those who are well-learned about the medicinal benefits of curatives and preventatives. Whether you wish to buy Wyrts, Balsams, Sealfs, or the concocted result of their merging, you may do so here at a cost via the Herbalist Counter. Each station is run and aided by a Homeopathy Scholar, granted by the Arelyan Scholarship, to direct and procure special herbs.

Buying Options:

"Ello Luv; simple drinks. What 'cha like?"

Flask Refills

{Fill your Flask with a Restorative.}

Draught of Restoration: 100% Refill (20c)

Drink of Restoration: 50% Refill (10c)

Vial of Restoration: 25% Refill (5c)

Tonics

Tonic of the Basilisk: Nullify and remove the effects of Petrification for 3 Rounds

Tonic of Moon Rose: Cleanse Hallucinations and cleanse a non-permanent -SNT. (10c)

Tonic of Quicksilver: Use 2 less stamina/Action for the duration of the day. (2c)

Tonic of Breeching: When using telepathy, speaking to creatures will deal 10 Mind Damage + 2/INT mod. This effect lasts for 6 rounds. Creatures without telepathy will suffer 20 Mind Damage. After 6 rounds, you will recieve a backfire; dealing 20 Mind Damage - 1/INT Mod.

Tinctures

Blood Thickening Tincture: You only bleed a maximum of 1/round. It fades after 1d6 rounds. (10c)

Gold Weed Tincture: Gain a +6 Modifier against Poison. Fades after 1d6 rounds. (5c)

Lilac Somber Tincture: Cleanse, Torpor, and Sleep. (2c)

Offal Red Tincture: Gain a +5 Modifier when countering illness. (8c)

Stoneskin Tincture: Loose 30 THP but gain 10 Physical Resistance for 1d4 +2 rounds. (10c)

Tincture of Umbral Lilly: Throw this at your enemy to poison them for 10 turns;-5health/round for 4 rounds. (5c)

Tincture of Vloomberry Root: Reduce any damage taken from any active poison by 5/round. (5c)

Herbalist Counter: Wyrt List

"All mends and earthy health Wayfarer"

Blue Tinted Grass

Cost: 5 Crown

Sensations of touch are drastically enhanced. Gain +5 Perception and +2 DIS for 20 rounds.

Corpse Rose

Cost: 1 Crown

Gain immunity to Crypt Rot for 30min.

Danala Tera

Cost: 50 Crown

Cures Petrification; and prevents it for 1d100 rounds.

Glom Root

Cost: 1 Crown

Cure Malaria.

Morning Dew

Cost: 5 Crown

A pale yellow lilly that Grants 10 Holy Resistance for 1 day upon Consumption.

Orange Capped Shroom

Cost: 5 Crown

Grants 10 stamina and 1 Satiation when consumed.

Plumb Pear Grass

Cost: 20 Crown

Reduce the stage of Cancer by 1. Vomit for 3 rounds.

Red Capped Shroom

Cost: 10 Crown

Increases the size of the eater by +1 size up for 30 min.

Strawberry

Cost: 300 Crown

Grants +300 health, +50 Stamina, +1 Satiation and -1DL.

Witching Wood

Cost: 100 Crown

Break any Sensory/Illusion/Hex-based effect upon a creature.

Herbalist Counter: Sealf List

"Thick as butter, your movements; let me ease your burdens"

Adrenaline Sealf

Cost: 20 Crown

A Blue paste, with red specks, sends the body into a hyper-aware state. Gain immunity to the negative effects of staying awake for 2 days; and passively gain +5 adrenaline each time you sustain damage. The effects last for the duration of the day.

Burn Sealf

Cost: 30 Crown

A blackened paste that greys over the course of an hour. Gain +20 Fire Resistance for the duration of the day; and recover a maximum of 20 Health; healing from any fire damage you have sustained today.

Easing Sealf

Cost: 20 Crown

Temporarily reduce your DL by 20 until your next rest. Upon waking, all DL shall be restored.

Mind Sealf

Cost: 30 Crown

A green mush that fogs the mind. Gain a -5 in DIS but gain +50 Mind Resistance for the duration of the day.

Pain Sealf

Cost: 5 Crown

A pearlescent paste that hardens upon contact. When slathered upon the body, it grants a profound numbness. For the duration of the day, your body gains 100 Temporary Health; after the Sealf wears off, your body will take the lost Health as Bypass Damage to your body.

Rot Sealf

Cost: 1 Crown

A white cream that dries into a cracked black shell. Cleanse Necrosis on a Limb.

Each Sealf weighs 1 Grav; and affects a single creature when used. Sealfs may be applied at the counter, or stored within an item slot; for later use.

Herbalist Counter: Balsam List

"Breath in Wayfarer; and unwind your mind"

Brain Fog Balsam

Cost: 10 Crown

For 1d20 + 20 rounds, reduce your Damage Dice and DEX score by 50%. Gain 60 Mind Ressistance and Immunity to Possession and Double Advantage against Bevvitched/Charmed.

Calming Balsam

Cost: 30 Crown

Become immune to demoralization for the duration of the day.

Cleansing Vapor Balsam

Cost: 10 Crown

A light blue aura radiates around you; affecting all close creatures. All poisons are eradicated from the body.

Maddening Clarity Balsam

Cost: 20 Crown

A magenta haze grows. For the duration of the day, you shall have a form of clarity; unparalleled to all but the cosmos. When performing an SNT Contest, gain +5 Modifiers.

Rage Balsam

Cost: 40 Crown

Purple Smoke fills the air. For the duration of the day, you will be thrown into a state of a state of rage; granting an additional +2 BRN and an additional +20 physical damage. Upon the next day, your body shall grow weaker, reducing your attacks by -10 and your BRN by -2.

Vile Balsam

Cost: 20 Crown

You are filled with a sense of clarity and emptiness; gain +10 Unholy Resistance .

Each Balsam weights 1 Grav and affects all close creatures when used. Balsams may be applies at the counter, or stored within an item slot; for later use.

The Occultist

Wayfarers will find themselves scouring through many towns. One such provisioner they might stumble upon is an occultist, faintly tolerated local shop sellers who deal in less savory forms of enchantments and blessings. These pariahs often seek the patronage of local Wayfarers to offset their humble existence amidst the meager demographic they attempt to serve.

Wayfarers may gain Glyphs, Runes, and Rites from these sellers for a very high cost. Some have also been known to sell peculiar wares.

Glyphs

The occultist can provide many a boon towards the Wayfarer through the appliance of Glyphs. Within the world of Nexus, these inscriptions act as permanencies that can stick with the player through the duration of the Tale and can be used in tandem with other benefits, such as Apparel and food buffs. Each sign carved within the flesh seeks to ward off evils or strengthen the user through occult knowledge. A Wayfarer can only have 3 Glyphs at a given time (unless stated otherwise). These are represented by Glyph Slots.

Removing the Glyph

If one wishes to remove a glyph, the occultist can carve away the slab of flesh to which the glyph is attached so they might proscribe a new one. This process will leave behind a Permanent Injury, which will forever weaken the Wayfarer during future encounters with Death's Door. This process is done without anesthetic, dealing 70 Bleed Damage to the Wayfarer/glyph removed. This process also forces a Grit Contest with Disadvantages.

The Wayfarer must wait to obtain the glyph they desire or enforce careful consideration when receiving one, as gaining three permanent injuries will guarantee Death.

There are two types of glyphs that the Wayfarer might obtain. Standard and Vampiric Glyphs.

Standard Glyphs are those that serve to benefit the player without any negative cost (Divine).

Vampiric Glyphs seek to buff (Divine), yet hunger for a cost (Horrid), leeching some aspect of the Wayfarer in return for its appliance.

You may recieve each Glyph once unless Stated Otherwise.

Standard Glyphs

{200 Crowns/Glyph}

Atluss Glyph: Gain (+10) load reduction. You may acquire this glyph multiple times to the natural cap of 3 Glyphs.

Burning Glyph: Upon recieving this Glyph, select 1 creature archetype (Beast, Mortal, etc). Your Glyph will grant a burning pain when in the presence of that creature type. The Burning Glyph can sense creatures from up to 100ft away.

Branded Glyph: A burning glyph that tells you the location of the nearest Hellscaped Convergence

Deafening Glyph: You are immune to Hexes which target your hearing.

Fleetfooted Glyph: Gain +5 speed/4 MR.

Glyph of Feathers: Take half damage from falling above 50ft. Take no damage below 50ft.

Glyph of Fortune: Glyph of Fortune: luck seems to smile around you. Gain double currency upon its discovery and obtainment from creatures other than your party, to a maximum of (+200 crown).

Glyph of Many Voices: You understand all spoken languages; but cannot speak unknown languages.

Glyph of Seeking: You can see through invisibility unless you are required to have +10 DIS.

Glyph of the Levin: Lightning doesn't chain to you, or your apparel. Take 50% less damage from Electrify.

Glyph of the Pantomime: Gain a (+2) to ALR. You may acquire this glyph multiple times to the natural cap of 3 Glyphs.

Glyph of the Pyre: Take half damage from Fire. Immune to Arid conditions.

Glyph of the Rime: Take half damage from Cold. Immune to Frostbite, Chilled, and Hypothermia.

Glyph of the Watcher: Enemies lose 5 AB when dealing damage to you.

Ingress Glyph: With your blood, inscribe the same glyph upon a single item of your choice. You may teleport yourself to this item as a reaction.

Standard Glyphs

{200 Crowns/Glyph}

Meger Glyph of the Iconoclast: Remove Morality weaknesses

Masochistic Glyph of the Penitent: When dealing damage as a result of receiving damage in any form, amplify your damage by +50%.

Minor Death Warding Glyph: Negate (1) Injury/day when you survive Death Knell. You may acquire this glyph multiple times to the natural cap of 3 Glyphs.

Minor Counterforce Glyph: Reduce incoming Piercing Damage by (5). You may acquire this glyph multiple times to the natural cap of 3 Glyphs.

Minor Grazing Glyph: Reduce incoming Slashing Damage by (5). You may acquire this glyph multiple times to the natural cap of 3 Glyphs.

Minor Sturdy Glyph: Reduce incoming Impact Damage by (5). You may acquire this glyph multiple times to the natural cap of 3 Glyphs.

Potent Glyph of the Bulwark: Reduce all incoming damage by 10. This Glyph will not negate self imposed damage or Bypass Damage.

Potent Glyph of the Magi: Gain 50 Aether Reserve.

Quarter Glyph of the Endless Void: Faint echoes call to you; gain +2 SNT.

Sadistic Glyph of the Warmonger: When attacking with a melee, deal +1 Bypass Damage for each round within combat you are not hit.

Serpentine Glyph: You are immune to poison.

Tethering Glyph: With your blood, inscribe the same glyph upon a single item of your choice. Your item will always be returned to you upon the next round.

Warding Glyph: Upon receiving this Glyph, select 1 creature archetype (Beast, Mortal, etc). The Warding Glyph shall ward this archetype. Gain +2 AL and an advantage when defending against contests from the chosen archetype.

Well-Bodied Glyph: Your cells are overly productive, resulting in bleed immunity, but will consume 2 stamina/bleed points you would have received/round. During the next round, you consume the needed stamina to recover from bleeding. If you have no remaining stamina, you shall deplete your adrenaline. If you have no remaining adrenalin, you shall lose bleed immunity.

Vampiric Glyphs

{500 Crowns/Glyph}

Glyph of The Alpha:

"Death shall falter before you, Wayfarer."

Divine: Gain a +50 Unholy Resistance. Gain No Contest against Reaping at Death's Door. Instant Death abilities no longer affect you. Gain Immunity to Death Touch.

Horrid: Your Vitality is Compromised. Gain a permanent reduction: -5 VIG and -100 THP.

Stone Warding Glyph:

"Shall I alter your blood, Wayfarer?"

Divine: The Wayfarer is immune to Petrification. Gain +2 VIG.

Horrid: Your Vitality serves you, yet your mind betrays you; Lose 4 INT.

Lame Scholar's Potent Glyph:

"Doth ye value your Intellect more than raw power, Wayfarer?"

Divine: Gain +4 INT

Horrid: Your Mind serves you, yet Strength betrays you; Lose 4 BRN.

Glyph of the Covetous Brute:

"Cast aside that which does not serve you, Wayfarer."

Divine: The Wayfarer gains +4 BRN and 5 physical damage Resistance

Horrid: Your Strength serves you, yet Mind betrays you; Lose 4 INT.

Bountiful Glyph of the Noon Widow:

"Your blood shall write scripture of vast vitality, Wayfarer."

Divine: Gain +200 THP

Horrid: Loose 50 Stamina, 3 INT, 3 DIS and 3 SNT.

Vampiric Glyphs

{500 Crowns/Glyph}

Glyph of the Undying King:

"Might your fire draw longer each flicker, Wayfarer..."

Divine: Every time a creature dies near you, absorb its soul passively; building a Soul Counter. When this count reaches its maximum of (40), you may expend this gauge at Death's Door as a free action instead of rolling for reaping.

Gain Soul Harness

If another party member has this glyph, the closest member to the source of a soul will reap the Divine benefit.

> ***Soul Harness***: Feed off your collected souls granting the strength to re-bind your own. Come back from the dead with 50% of your maximum health recovering from one injury.

Horrid: Your arms are stained in crimson; A pariah marked with sin. Gain -10 ALR when interacting with Mortals.

Black Glyph of the Exiled Vanquisher:

"Doth thine feel fortified in multitude, Wayfarer?"

{This Glyph may be obtained multiple times, giving another mark/divine upon the first glyph per acquisition. Select which marks to add}

Divine: Gain a mark, increasing your resistance by 10/mark. Select one Resistance Type to gain with the mark.

- 10 Impact resistance
- 10 Piercing resistance
- 10 Slashing resistance
- 5 Hex Cast resistance

Horrid: Reduce your THP by 20 Health/mark added to the glyph.

Deep Tissue Glyph of the Fever Dreg:

"Be you craven or virtuous, Wayfarer?"

Evasive Cur: As a Reaction, sacrifice 50 Stamina to avoid physical damage with No Contest, or Sacrifice 50 Aether to avoid Hex-based damage with No Contest.

Sacrificial Glyph of the Opportunist:

"Whilst I look back mired with regret? Who shall you become, if not one to inherit this world and all its offerings."

> ***Divine***: Remove the maximum cap of a single Core Attribute to access all locked off Modifiers.
>
> ***Horrid***: Reduce your THP by 150

Affinity Rite

{Cost: 300 Crown/Rite}

Allow the Occultist to augment your weapon. Your weapon must have killed, at minimum, 50 enemies and been washed in the blood of an Archfiend to become altered by this rite.

Holy Affinity: Imbue your weapon permanently with Holy Affinity: It cannot hold any other affinity.

Unholy Affinity: Imbue your weapon permanently with Unholy Affinity: It cannot hold any other affinity.

Fire Affinity: Imbue your weapon permanently with Fire Affinity; It cannot hold any other affinity.

Cursed Affinity: Your weapon begins to bleed. When struck, while holding this weapon, you sustain double damage. nearby enemies sustain 20% of this damage.

Blood Rite

{Cost: 10 Crown/Rite}

Ask the Occultist to gather forth sacred blood forged from virgins and the dead husks of unborn children to allow a transference of purity. Mark your clothes with a series of symbols. Resist the next 1d10 occurrences of Holy Damage, Sensorry Attacks, and/or debuffs with No Contest. Each avoidance will cause the blood to fade until it is no more.

Extra Wares

{Cost: 1 Crown/Ware}

The Occultist has very odd wares tucked behind the shelf. Should one inquire, they might obtain most unnatural items.

Eisenwax Powder: A yellow powder that can be used to coat the floor within a 10ft radius. Sleeping within this radius prevents possession and corruption. Upon waking, the powder shall turn black and is considered used up.

Human Blood: A large container of drained blood; roughly equivalent to (2) average-sized Human Mortals.

Orb of Scrying: A spherical object that is used to see beyond the veil. Rip out one of your eyes, becoming blind on one side, and implant the orb. Gain +1 SNT and +2 DIS.

Velluvian Strong Vial: A strong acid vial that breaks upon impact. Deal 20 Acid Damage to all creatures close to the unit this vial is dropped upon.

{Cost: 200 Crown/Ware}

Husk of the Twin: The pale mummified husk of a fetus that had absorbed its twin within its mother's womb. It lays dormant, releasing an eerie chatter pouring through the script carved upon its form. When hooked onto a belt or kept close, it will ward off significant evils, reducing incoming AB by 10 to the holder. When reducing AB, there is a 1d2 chance of it reducing an additional 10 AB.

Runes

Nexus rests as a home to many who worship and revere metaphysical forces, ones, they believe, to hold the hand of causality. Whether this be true or fiction manifested through other means is besides the focus. Belief itself holds sway within Nexus; faith is power. Whether in the form of it being bestowed or taken. Some creatures are revered and feared to such a capacity that the mere spread of their name invokes a curse or a blessing. Stories hold importance, and Runes transfer this story to foreign flesh.

A Wayfarer must perform a rite to transfer its essence when obtaining a rune. They must carve a slab of flesh from something they killed and inscribe an image, sigil, or script associated with the beast… or person in question. From then on, the Occultist within a town can assist you by grafting this flesh to your own, applying the rune at the cost of 30 Bleed Damage. Runes are removed in the same fashion as Glyphs.

Arbiter: Bestowing Runes

When a Wayfarer kills an enemy, you may designate a Rune for its slaughter. The creature must hold a great significance within the World.

When creating a Rune, you take the highest Core Attribute of that enemy and ascribe a designation for the type of Rune it is (***Minor***, ***Great***, or ***Major***), all of which changes the bonus it yields. The Wayfarer then gains that integer as a permanent bonus to their Core Attributes. Only One Rune may be used at a time.

Rune Types:

Minor Rune: +1 Core Attribute point of the creature's Core Attribute

Great Rune: +2 Core Attribute points of the creature's Core Attribute

Major Rune: 50% of the creature's Core Attribute to a maximum of +10.

Mastery Rank Requirements

Power can kill those unfit to wield it. Before adorning Runes, an Occultist inspects to see if you can survive the transfer in care for their potential future client. If they deem you unfit, they will reject your service. As your Tale grows, you as a Wayfarer gain power, as people revere or fear you. Your names shall eventually be echoed as heralds of untold possibility. By accomplishing this feat, you shall gain the capacity to utilize tools to enhance your Trade better; In this case, Runes.

Minor Runes: Restricted until MR 5.

Great Runes: Restricted until MR 10.

Major Runes: Restricted until MR 15.

Armor Runes

Transfer the text of overembellished stories of long-lost Icons onto your armor as runes, granting power to the wearer. You may stack Armor Runes atop of Runes.

This process takes 1d10 days to complete but will permanently affect the Apparel it is inscribed upon. Due to its length, only one story may fit on each Apparel. Most stories are quite rare and must have an Occultist who knows the story if you wish to receive it.

{The Apparel must be metal}

{Cost: 300 Crown/Rune}

High Knight Arthur: Gain immunity to Holy Damage. Creatures of Dark Morality that touch this Armor directly are struck for (1d10/Morality below 0) Holy Damage.

Eskinthirr of Rowena: When you sustain 20+ Physical damage from a single physical strike, release a burst of force dealing 10 Impact Damage to all close creatures without contest.

Huntsmen Isley of Parcel: If the creature wielding this Apparel holds a quiver, its reserve of normal arrows will never run empty.

Whelemina of Ruhan: Gain +50 Aether Reserve while wearing this Apparel.

Ochard the Rat: Gain an additional +10 Base Physical Damage when performing a critical strike with a dagger.

Herald of the Sun: When healing an ally's THP, heal them for an additional +20 Health. If Temporary health is bestowed, grant an additional +10 Temporary Health.

The Dead God: External fluids cannot come within 5ft of you. Gain 6th Sense and 20 Mind Resistance. You may spend a Full Round Action to phase 10ft through objects.

Coukala's Last Stand: Gain 10 Life Siphon to your melee attacks after landing a critical hit for 3 rounds. This effect can refresh but cannot stack upon itself.

Irelia of Ishtar: Arrows gain true strike.

Thalia the Wraith: Gain a dodge roll as a reaction, which grants +3 AL at the end of your turn, lasting until the beginning of your next turn.

The Charred Barron: Gain +30 Fire Resistance and immunity to superheat.

The Scholars of Wulsh: Gain the ability to see invisible Horrors after consuming a brain.

Iskand's Burden: Treat apparel, you wear, as 50 Grav less; and its load as 0.

The Eight Palms of Callisto: Spectral hands emerge from your back, each reaching towards the heavens. Convert all Mind Damage you sustain to Temporary Health.

The Smithy

A town cannot exist without its blacksmith. As long as a people persists, so too will the heart of its city. Wayfarers can visit the smith to do a variety of things. This station shall serve you well if you intend to forge what you need, strengthen a Wayfaring Arm, or Reinforce Armor.

Crest of the Smithy

{This serves as an upgrade system which scales with the MR of your Wayfarer}

The Crest of the Smithy serves as a stamped mark to be recognized by The Smithing Guild across Nexus. Though this world might be divided, a pact exists amongst some factions. You must prove your worth and regularly aid the guild monetarily to upgrade your status as a patron. If you should rank up your affiliations, be it by direct service to the Seekers Guild, Towns, etc or what you do around town (in service to its people), your crest will be augmented to reflect those deeds done. For the player, this will be through the act of gaining a new Mastery Rank through completing Acts and Bounties within the Tale, showcasing a thematic increase in notoriety and prowess.

This Crest is recognized by all Blacksmiths around Nexus and will grant you the same privileges regarding smithy upgrades in any location.

Book of the Smithy

Each Wayfarer is prescribed a book by the smith so that they may perform ongoing business. This small book of markings is for the smith to track what they have offered you and how one might assist you. Should you bring this book to another Smith, it holds all the theorems concerning your Wayfaring Arm. The Arm, being unheard of technology, can only be augmented with a robust visual dissection; but never truly a physical one, due to The Artificer's careful construction.

This book also provides a comprehensive record of all the enhancements, modifications, and advancements made to your Wayfaring Arm. When presented to another skilled Smith, it unveils the intricate theorems underpinning your Wayfaring Arm's construction and operation, allowing other Smiths to seamlessly continue the work of their peers, all without the need for physical dissection. Hop from town to town and upgrade the items you need to upgrade as you see fit, unhindered by the change of smith.

Smith Upgrades

Each Smith will account for your progression, alongside the spoken word of your prowess, within The Mortal Coil. Upon reaching appropriate Ranks, your Wayfarer will unlock new Smith Upgrades. Upgrades can be accessed within Towns/Cities through the Town/City Smith. When beginning the Tale, each Wayfarer begins at Tier 0.

Smith Upgrade Tiers

Tier I: *Reinforcement +1, Tier 1 Bars*

Tier II: *Reinforcement +2, Hex Forge, Tier 2 Bars*

Tier III: *Reinforcement +3, Attunement, Tier 3 Bars*

Tier IV: *Reinforcement +4, Filigree Plating, Alloy Att., Tier 4 Bars*

Repair Durability

Restore the Durability of Unconventional Weapons and Apparel for a fee. When Armor is reduced to 0; it may be brought to a smith for repair. The cost is 1 bar (of the respective material matching your armor) + 100 Sygnum. If you do not possess the required bar, you may purchase one from the blacksmith if it is available.

Example: *1 Steel Breastplate Repair =*

1 Steel Bar (100 Sygnum) + 100 Sygnum

{Repair Cost: 200 Sygnum}

Attunement

Attunement deals with the imbuement of properties through alchemical means. Depending on your standing with a smith, they might be able to transmute specific properties of your gear to make them naturally stronger at their base. From iron to steel to, even then, mithril.

To attune items, one would need a chosen item (object/weapon/aparrel) and several hide/ingots of the chosen material, equating to an equivalent exchange. The Blacksmith will then transmute the properties of the chosen item with the collected resources and selected item.

Example: *BBQ Chicken Wing (object) + 1 bar (of Adamantium)*
= An Adamantium Grilled Chicken Wing (Dagger)

If you come across items of emotional value or forgeable items of legend, they may be maintained throughout the Tale through Augmentation and Reinforcement. Wield what your heart yearns for.

Blacksmithing Wayfarer

If you unlock the Blacksmithing Occupation, you may waive the service fee. You only need the materials for a craft and an accessible forge.

Weapon and Apparel

Firmitas, Utilitas, Venustas

Blacksmith

We do not always start with the tools we might desire. From here, a Wayfarer might procure the most desired armor and clothes. Have one made or buy a custom-made item. Some weapons are locked from purchase and craft due to Virtue restrictions (Slayer).

Weapon Type:	Base Damage	Ingot/Hide Requirement:	Base Weight:	Load:
Cestus	*(2 x (4+BRN Mod))*	*1 Ingot or 2 Hide*	*2 Grav*	
Dagger	*4*	*1 Ingot*	*1 Grav*	
Slayer	*20*	*5 Ingot*	*120 Grav*	*- 40 speed*
Polearm	*4*	*2 Ingot*	*6 Grav*	*-5 speed*
One-Hander	*6*	*3 Ingot*	*2 Grav*	
Two-Hander	*10*	*4 Ingot*	*15 Grav*	*-10 speed*
Whip	*4*	*5 Hide*	*2 Grav*	
Bow/Crossbow	*3 + Ammo*	*2 Ingot*	*4 Grav*	

Metal Apparel	Ingot Requirement	Base Weight	Base Armor:	AL:	Load:	Apparel Resistances:
Brigandine	*4 Ingot*	*18 Grav*	*7 Armor*		*-10 speed*	*5 Physical*
Chainmail	*3 Ingot*	*18 Grav*	*5 Armor*		*-10 speed*	*8 Physical*
Half Plate	*4 Ingot*	*40 Grav*	*20 Armor*	*-1*	*-20 speed*	*5 Physical*
Lamellar Armor	*4 Ingot*	*12 Grav*	*8 Armor*		*-10 speed*	*4 Physical*
Full Plate Armor	*8 Ingot*	*60 Grav*	*40 Armor*	*-2*	*-25 speed*	*10 Physical*
Small Shield	*3 Ingot*	*5 Grav*	*5 Armor*		*-5 Speed*	
Medium Shield	*4 Ingot*	*10 Grav*	*10 Armor*		*-10 Speed*	
Large Shield	*5 Ingot*	*20 Grav*	*20 Armor*		*-20 Speed*	

Hide Apparel	Hide Requirement	Base Weight	Soaked Weight	Base Armor:	Load:	Resistances:
Fur Armor	*8 Hide*	*40 Grav*	*60 Grav*	*4 Armor*	*-20 speed*	*10 Cold/Physical*
Gambeson	*10 Hide*	*40 Grav*	*50 Grav*	*9 Armor*	*-15 speed*	*4 Cold/Physical*
Leather Armor	*4 Hide*	*8 Grav*	*10 Grav*	*2 Armor*	*-5 speed*	*4 Cold/Physical*
Lamellar Armor	*8 Hide*	*5 Grav*	*7 Grav*	*4 Armor*	*-5 speed*	*2 Cold/Physical*
Leather Scale Mail	*9 Hide*	*45 Grav*	*46 Grav*	*8 Armor*	*-5 speed*	*4 Cold/Physical*
Clothes	*1 Hide*	*1 Grav*	*2 Grav*			

When forging a weapon or shield, write down all of the weapon's information; then visit **Page {191}** to fill in the type alongside the aligning passive bonuses and reactions for that weapon or shield. You may then reinforce or attune it. Information on Apparel, Load, and item weight can be found on **Pages {184-185}**.

{Note: A Dagger is considered a One Hander and is listed separately for the purposes of crafting requirements/damage.}

Ingots

When crafting Metal Armor and Weapons, you must utilize condensed chunks of metal called "***Ingots***." Each Ingot will affect weight, a particular quality/passive you will attach to your crafted weapon/metal apparel, and the attributed stats of the item's Weight, Armor, and Load. Ingot Requirement signifies the total number of Ingots required to craft your desired item. When crafting your preferred weapon, you can ask the blacksmith to add flavorful embellishments and distinct qualities, from designs to pommels to special engravings. Categories such as "***One-Hander***" and "***Two-Hander***" will allow for specified weapon creation. Whether you seek to make a Rapier or a Halberd, all will fall under each broad category with their attributed stats/damage types. If a desired weapon escapes classification, it is at the discretion of the Arbiter to prescribe fitting stats/weapon Type (Unorthodox Virtue: A chair Leg as a one-hander).

To read descriptions of each weapon and attributed Reactions, visit **Page (187)**.

The list of bars accessible and their bonuses are as follows:

Tier I Ingot

Bronze: Item weight increases by +10 Grav.

Sovereign: 25 Sygnum/Ingot

Weapons: Deals +6 damage to Mortal creatures

Apparel: nothing.

Flintsteel: Item weight increases by +10 Grav.

Sovereign: 65 Sygnum/Ingot

Weapons: Deals +5 Fire Damage upon critical hits. Can ignite small fires when struck against hard surfaces of rock or metal.

Apparel: +2 Fire Resistance. If attacked with metal, you and the attacker shall sustain 1 Fire Damage.

Silver: Item weight increases by +2 Grav.

Sovereign: 200 Sygnum/Ingot

Weapons: Deals +5 Holy Damage to, and has Advantage against, Beasts and Night Fiends.

Apparel: Beasts and Night Fiends take 5 Holy Damage when striking you

Tier II Ingot

Iron: Item weight increases by +1 Grav.

Sovereign: 25 Armylla/Ingot

Weapons: +2 BRK

Apparel: +10 Armor

Cold Iron: Item weight increases by +8 Grav.

Sovereign: 20 Armylla/Ingot

Weapons: +2 damage against Undead, Fey, Ghasts, and Natura

Apparel: +10 Hex Resistance and +2 Armor

Steel: Item weight increases by +3 Grav.

Sovereign: 100 Sygnum/Ingot

Weapons: Deals +5 damage to, and has Advantage against, Ghasts and Beasts

Apparel: Ghasts take 2 damage when striking you. +8 Armor

Damascus Steel: Item weight decreases by -5 Grav.

Sovereign: 50 Armylla/Ingot

Weapons: Deal an additional +3 Physical Damage to targets.

Apparel: Gain +5 Armor

Obsideaum: Item weight and load decreases by -25%; rounded down.

Sovereign: 1 Crown/Ingot

Weapons: Deal an additional +50 Physical Damage to targets. If the target has Armor; roll a 1d10. The weapon breaks if you roll a 1. Obsideaum weapons cannot be reinforced or repaired.

Apparel: Insert brittle bladed shards into your gear. Creatures sustain 2 Bypass upon striking you.

{Note: Small/Medium Shields are considered Apparel for the purposes of crafting bonuses; Large Shields reap both Weapon/Apparel benefits}

{Tier III Ore is sold within the City/Twilight Market}

Tier III Ingot

Titanium Alloy: Item weight decreases by -10 Grav.

Sovereign: *240 Armylla*/Ingot

Weapons: Enemies are knocked back +1 unit/BRN Modifier; a maximum of 3 units, -1/size increase.

Apparel: +25% Apparel Armor

Aetherium: Item weight increases by +20 Grav.

Sovereign: *50 Crown*/Ingot

Ingot Description: A rare, prismatic ore manifested during the Epoch. It is believed to be a concentrated form of physical Aether.

Weapons: Convert 50% of Weapon Damage to Affinity Damage if infused with a Damaging Affinity; and an additional +10 Damage against Homunculi.

Apparel: +15 Hex Resistance

Veldic: Item weight increases by +30 Grav.

Sovereign: *200 Crown*/Ingot

Ingot Description: A shifting black rock contorts within your hand, whispering secrets of the stars beyond your reach. It is unintelligible yet compelling, with a palpable enchanting sweetness. Also known as Mnemonic metal, it requires massive focus to see its form.

Apparel: Enemies striking you must first target your AL. Upon success, they must then perform a DIS Contest {CD 4} to deal any physical damage; otherwise, the attack will be absorbed and negated, even bypass. If the DIS DC is beaten, you are struck as if a Critical Attack was made. Horrors do not need to roll a DIS CD. If the attacking creature is Mortal, Increase the CD by +1.

Elminium: Item weight increases by +3 Grav.

Sovereign: *300 Crown*/Ingot

Ingot Description: A multicolored mineral that formed atop the tools left behind in flooded caves. A process connected to the warping of water pools post-epoch, those few puddles, which took on the properties of sulfur. The material is highly toxic, poisoning the blood of any who comes in contact with it.

Weapons: +6 Poison Damage when slashing or piercing enemies.

Apparel: You are poisoned for 6 Poison Damage/round you are bleeding. Gain immunity to Acid Damage.

{Tier IV Ore is sold within the Twilight Market}

Tier IV Ingot

Adamantium: Item weight Doubles.

Sovereign: 80 Crown/Ingot

Ingot Description: Red as crimson, this metal rings when struck against hard surfaces and strengthens when hit at high speeds. It is mailable yet durable.

Weapons: +10 BRK and 50% Bypass.

Apparel: +100 Armor

Mythril: Item weight and load decrease by -50%.

Sovereign: 150 Crown/Ingot

Ingot Description: An aqua-tinted, white metal that shimmers within the light.

Weapons: Weapons deal +3 BRK, 5 Bypass, and AL Negation +2.

Apparel: +10 Physical Resistance

Dark Steel: Item weight increases by +10 Grav.

Sovereign: 200 Crown/Ingot

Ingot Description: A smooth, darkened metal as strong as steel.

Weapons: +4 AL Negation while under Dark Light and Pitch Black, and a +3 in dim light conditions.

Apparel: +4 AL while under Dark Light and Pitch Black, and a +3 in dim light conditions.

Moonstone: Item weight decreases by -25%.

Sovereign: 2000 Crown/Ingot

Ingot Description: Sourced from an ore that fell from the sky above, this metal echoes screams and whispers when struck against objects. The metal has a weird pale glow, which alters the color of nearby fluids. A Wayfarer needeth only find one Moonstone to craft any weapon or armor they seek; as if written by fate, it will be the exact amount needed for their ends.

Weapons: Weapons act as a light source; passively increasing the light level by +1. Deal 50% less damage to Horrors and gain a +1 Modifier against SNT Contests.

Apparel: Apparel acts as a light source and increases the light level by +1. Grants a +2 Modifier against SNT Contests

Hide

When crafting Hide Armor and Weapons, you must utilize portions of flesh/fur called "***Hide***" and collect the Hide Requirement to forge your desired item. Killing a creature grants (Creature MR/5) Hide with a minimum of 1. Killing an Archfiend grants (Creature MR/2) Hide with a minimum of 1.

It is believed power resides within the form of other creatures. Adorning yourself with the hide of those you slay will grant you an "***Aspect of Power.***" To reap the benefits, you must craft an item purely from that single creature "type" (Slaying multiple of the same creature will grant the bonus). Combining multiple hides sourced from different creatures will not grant you an "*Aspect of Power*".

> ***Aspect of Power (Apparel)***: When crafting Apparel, take the highest Core Attribute stat of the creature killed, divide it by 2, and then subtract it by 1 (rounded down to a minimum of 1 and a maximum of +10). Increase your Core Attribute points by that amount (to a maximum of +20). If an item is crafted from a archfiend, increase the maximum to +30. Upon crafting from a Mythic Archfiend, gain the largest Core Attribute's full amount to a maximum of +50, and add it to your related Core Attribute.
>
> ***Aspect of Power (Weapon)***: When Crafting a Hide Weapon, the creature will grant your weapon a power prescribed by the Arbiter. For example, poisonous creatures might allow your weapons to excrete poison on strike. The wielder may even develop passive effects inspired by the foe, such as vestigial wings or damaging auras indicative of the creature killed. The potency of each status effect parallels the creature slain. If the creature is an Archfiend, the effect duration and damage is multiplied by 2.

To read descriptions of the whip and cestus and their respective Reactions, visit **Page (190)**.

Each Hide weighs: 2 Grav

Hide Armor Repair

Exactly like Metal Apparel, to repair a Hide Apparal's durability, you simply need ***1 piece of Hide*** from any source, and a ***service fee (1 crown)***; however, if the source of hide differs from the hide the apparel is crafted from, its purity will be tainted and it shall loose its Aspect of Power; coverting it into Strong Hide with an Aspect of Power bonus of 2.

If the Apparel was forged from a ***Mythic Archfiend's Hide***, its Aspect can ***never drop below 50%***, allowing the player to maintain powerful Hide Apparels even after mass repairs.

Hide Weapon Repair

Exactly as Hide Armor Repair, the same rules shall apply to Hide Weapons. Repairing with hide not of the same creature type shall cause the weapon to lose its Aspect of Power. However, if the hide used was from a Mythic Creature, it keeps its ability but gains a 50% reduction to all gained effects.

Smithing notes for the Arbiter

While it is true that exotic upgrades and metals can be procured from the blacksmith, you may also personally construct Weapons and Armor from ores you find through the Tale. Additionally, while some forms of Weapons and Apparel may be unique/sentimental keepsakes, all Apparel and Weaponry may be upgraded and reinforced at the smith, should you wish so that they may grow with the Wayfarers throughout the Tale. It is, however, to your advantage to regulate what Tier of Weapons you grant your Wayfarers access to, keeping to the natural progression and maintaining game balance.

Additionally, you may have names that affect the tale. When a Player has a named weapon that grows with them, its name might spread from those who have lived to tell stories about the encounter with the Wayfarer. It is at your discretion to prescribe a -1 to enemy rolls if the Wayfarer's Weapon becomes Legendary or Mythic, showcasing a hesitation from intelligent enemies who realize what that weapon represents.

Commissioning the Blacksmith

Apparel and Weapons have a *"Bar/Hide Requirement."* When buying from the Smith, you must obtain the bar requirement for the item you wish to craft. The Bar Requirement of the item is also its collective worth/value as an item. Upon paying the Smith, the Wayfarer must wait (1d4) days for its completion. The Blacksmith can sell many Ingots; However, Higher-tiered Ingots must be found or earned throughout a Tale. The same must be done for higher-tiered hide.

The Blacksmith will only possess Tier I and II ingots and can only have higher tiers at the Arbiter's Discretion.

Additionally, you must pay the Blacksmith a service fee of 1 crown when Commissioning.

Resistance

When a creature has resistance, the amount of damage specified is negated by the integer provided beside the specified resistance. Resistance does not diminish if it permanently affects a creature or item, applying to any current and all subsequent attacks.

Attack 1

{ i.e., 20 Fire Resistance vs 50 Fire Damage = 30 sustained Fire Damage}

Attack 2

{ i.e., 20 Fire Resistance vs 10 Fire Damage = 0 sustained Fire Damage}

When an Apparel has resistance and is unbroken, it will apply to damage types that leak through the armor.

Reinforcement

Reinforce weapons to be as resilient as the tide, allowing blades to dive deeper and blunt tools to rupture organs. The Blacksmith can reinforce normal weapons (4) times before it is fully Reinforced.

Reinforcement

Weapons

Cost: 50 Crown/Stage

{All reinforcements to weapons are permanent}

Stages:

Tier I {Tempered}: Add an additional Damage Dice to your attack roll; and gain +5 Break.

Tier II {Honed}: Add an additional Damage Dice to your attack roll; and gain +10 Break.

{Requires a City/Twilight Market Smith}

Tier III {Legendary}: Add an additional Damage Dice to your attack roll; and gain +5 Break.

{Requires a Twilight Market Smith}

Tier IV {Mythic}: Add an additional Damage Dice to your attack roll; Gain 50% Bypass Damage.

Metal Apparel

Cost: 5 Crown/Tier

Tier I: Add +5 Temporary Armor

Tier II: Add an additional +5 Temporary Armor

Tier III: Add an additional +5 Temporary Armor

Tier IV: Add an additional +10 Temporary Armor

Filigree Plating

Cost: 5 Crown *{Requires a City Smith}*

Gild your weapon with intricate patterns made from Tier I or II materials. Select one material you wish to gild with. These materials will not grant their weapon bonus but will allow the guided weapon now to affect creatures with Immunity/Weakness against that material.

Alloy Attunement

Cost: 200 Crown *{Requires a City Smith}*

Through alchemy, fuse another ingot with your current weapon/apparel to gain the benefits of both, creating an alloy. Alter your weapon/apparel with any needed alterations to the weapon/apparel, weight, damage, effects, etc. The ingot selected must differ from your current material.

Hex Forge

Unbeknownst to The Church, most blacksmiths frequently deal with Vvitches to obtain rare materials and ancient knowledge. As a result, every blacksmith, worth their salt, is somewhat knowledgeable within Hex-craft. The Wayfarer may bring their Wayfaring Arms to be altered.

Reinforcement

Main Wayfaring Arms

Cost: 20 Crown/Stage

{All reinforcements to weapons are permanent}

Stages:

Tier I {Tempered}: Add an additional Damage Dice to your attack roll and gain +5 Break.

Tier II {Honed}: Add an additional Damage Dice to your attack roll. Gain Velocity.

{Requires a City/Twilight Market Smith}

Tier III {Legendary}: Add an additional Damage Dice to your attack roll.

{Requires a Twilight Market Smith}

Tier IV {Mythic}: Add an additional Damage Dice to your attack roll. Gain Cretaxian Augment.

Velocity: After firing a shot, your Round will continue to travel through the target, reaching an additional 10ft, dealing 25% damage to the target behind the first, and enacting a second contest. If the creature has armor, your arms may now deal half of their damage as break and the other half as bypass.

Cretaxian Augment: Deal 100% damage to creatures hit from Velocity; and 100% Bypass to the creature struck before Velocity. Additionally, deal an additional 25% Damage to creatures hit by your rounds.

Secondary Wayfaring Arms

Cost: 5 Crown/Upgrade

Tier I: +2 Base Damage

Tier II: Gain +1 Damage Dice

Tier III: +2 Base Damage

Tier IV: +6 Base Damage

Hex Arm

Cost: 1 Crown/Upgrade

Tier IV: Double your Entanglement Limit and gain the ability to teleport other creatures with your Hex Arm (1 + 1/DIS Mod) unit up to a max of 4 units.

Other Smithy Services

Buying Rounds/Arrow

Standard Rounds/Arrows come in Bronze and grant 20 rounds, and 10 arrows, per 25 Sygnum.

Attuned Rounds/Arrows

Through alchemy, the blacksmith will attune the shell state of your rounds/arrows, granting them the qualities of the ingot chosen (ingot tier weapon bonuses). Each stack of 20 weighs .5 Grav.

1 ingot + 200 Sygnum = 20 Unique Rounds.
1 ingot + 200 Sygnum = 10 Unique Arrows

{Arrows can be collected from bodies and reused.}

The Grinding Wheel

Cost: 1 Armylla

It serves as a place where Wayfarers might sharpen their physical melee weapons. A newly sharpened Weapon that deals Slashing or Piercing ignores Wet penalties and gains +5 Break. This effect fades after one combat encounter.

Protective Polishes

{you may only apply one polish at a time}

Cost: 50 Armylla/per vial

Coat of Flame Resist – Prevents your metal apparel from super heating. It lasts one day.

Coat of Water Resistance – Prevents water from affecting your apparel and weaponry for one day after interaction with water. For 24 hours, gain immunity to Wet and Soaked.

Saurian Lubricant – Coat your metal armor. Physical Attacks and grapples gain a disadvantage against you. It lasts 2 days. It will burn away in arid locations or after sustaining 20 Fire Damage.

Witching Dust – Coat your non-metal gear with scents to dispel mental/hallucinogenic/illusory effects with No Contest. This lasts 6 hours and washes off if you are soaked. This applies to close creatures as long as they remain within close range.

Salted Oil – Coat your Weapons in a mixture of rock salt and oil to deal half your physical damage to incorporeal creatures immune to Physical Damage. Salted oil lasts for 3 days before evaporating.

Grafted Weapons

For 50 crown/Graft, you can meld two weapons together; however, only 1 may be accessible at a time. Gain a Reaction, called Transform, to swap your weapon to the other. For an additional 100 Crown, you may convert Transform into a Secondary Action; and a Free Action for an Additional 200 Crown.

Only 2 Weapons can be melded together. A Wayfarer's Arm may be melded. Each active Weapon is to be treated separately in terms of Tier, Weap. Prof. progression, upgrades, etc. The Weight and Load of your grafted weapon shall be the cumulative total of the two attached.

Poached Pelts

The Smith collects hides from all over nexus; however, most of these pelts are Harvested from Low Beasts. The Smith will provide cheap hides but offer currency for rare and durable Ones.

Buyable Hide

Hide:		Cost:	Aspect of Power:
Normal Pelt:	1 Hide	7s	0
Rare Hide:	1 Hide	15s	1
Strong Hide:	1 Hide	1a	2

Note: You must have a collection of the same type (Normal/Rare/Strong) to gain an Aspect. Aspects of Power can be converted into any 1 Core Attribute Point/Aspect Point.

Pelt Trading: When coming across hides of higher rank creatures, you can sell these for high prices. Below are the exchange rates for Hide based on the MR of each Hide.

If you have the Merchant's origin, you may upcharge your wares for an additional +10% return.

Pelt Trading

MR	Sovereign/Hide
1:	10s
2-5:	20s
6-8:	10a
9-14:	50a
15-18:	1c
19:	5c
20:	10c

Smithing Alterations

{1 Crown/Alteration}

Metal Weapon Alterations

You may allow the Smith to Tinker with a Weapon gaining additional benefits at a cost. Sacrifice 1 Damage Dice on your Weapon to gain:

Impaction: Convert your Damage Dice into BRK

Grip Augmentation: You can never get disarmed

Guard: Convert your Damage Dice to Physical Resistance to a maximum of +5.

Finger Ring: Convert your Damage Dice into +1 AL Negation.

Metal Apparel Alterations

Hex Treating: Gain +5 resistance against Fire, Cold, or Acid. You may only have 1/Apparel; and 2 if your Apparel has ben alloyed.

Town Repository

Each town has a space dedicated to procuring important notes, deeds, currencies, and bauble plenty. All manner of objects can be found within these facilities, and they are protected for the service of the people and investment. The location of each vault and coffer is a highly guarded secret, even amongst the high aristocracy; typically located underground and guarded by 40-50% of a town's attack faculty.

Wayfarer's Hord

Wayfarers have access to a multidimensional coffer, which can store and produce any item they place within it to an unknown degree. The Hord is specific to each Wayfarer and varies in appearance for each person who comes across it. Should an NPC open the chest, they shall witness an empty wooden box. The Wayfarer's Hord vanishes and appears within any visited town or city, serving as a means for one to store their valuables.

Perhaps it is by the will of the Arbiter that this object appears, within locations of storage; a sentiment of purpose that eludes the ordinary layman.

Nevertheless, a storage location resides within any repository for Wayfarers.

Town Safety Measures

Shopkeepers often keep their most valuable items within the repository. As such, they commonly escort high-value customers to this site to withdraw high-tiered and exotic items.

Ire of the Purveyor

Attempting to steal from any Repository will decrease The Seekers Guild's reputation by (5 + 1d10) and gain the ire of The Holy See if it resides within the Town/City.

Stables

When Entering a town, you can lead your Mounts to a designated area within the Stables; where it will be overseen by Town Representatives; and cared for, by the stable tenders. While your mounts reside within the Stables, they will be fully cleaned and fed. Should you reject to place a mount within the Stables, Town Guards will escort the mounts outside of the boundaries of the Town; where they will be left exposed to the outside horrors.

{Stable Fee: 10 Sygnum/day}

To Learn about Mounts; visit **Page {285}**

Tavern

"Take a seat lad and lass! Share a drink; and might fortune sully me, a grand Tale!"

Revel in the delights of fine company and a lovely meal, for there is ought this place might offer. Grab a drink and talk to the keeper to gain insights into secrets that might be flooding through the streets; the words spilled off numbed lips. Pick up a bounty that sits upon the bounty board, or sit down and gain the most beneficial properties of a meal. This is a Place of Trade but also a place of Respite. Gather your thoughts, Wayfarers, and rest here by the fire.

Common Tavern Pastime

Kingmaker

A game of intellect played upon a board, with tokens representing factions, which pits one opponent against another; and can be played by 2, 4, 6, or 8 creatures.

How to Play

Each side represents a kingdom and must be balanced with an equal number of players on each side. The leading player is known as the "***True King***," and the others are Allies. Both sides start with 100 THP and must perform a Strategy to best the opposing side and erect their True King as the victor. The first to drop to 0 THP losses. Each Strategy takes place over rounds, requiring both sides to add up their INT Modifiers. Each True King must make an INT Contest roll and add all INT Modifiers to perform a Strategy. Whoever has the highest strategy wins and deals damage to the opposing side.

Special Contest Results

Success: 10 damage
Critical Success: 20 damage
Critical Failure: Deal 0 damage; Take 10
Improbable Success: 100 Damage
Stalemate (Tie): 0 damage from both sides

The Dark Hour

If the Contest reaches the 10th Round, the Dark Hour Begins at round 11. The Creature which succeeds during the Dark Hour deals an additional 30 damage to the opposing side, potentially turning the tide of the conflict or falling deeper into despair.

Originally a Gresit Game made to usurp duels within the Golden Age, Kingmaker is a common pastime known across all of Gresit, Tsumar, and Arelya. Aristocrats most often use it to decide tied disputes, affairs, and ownership; however, it isn't uncommon to see Kingmaker within the hands of low-er-class individuals, most often used to gamble

Bounty Board

The bounty board lists the town's needs for any mean-well adventurers or the local soldiers who don't often neglect their duty. Wayfarers may find local gripes by inspecting the bounty board of a local town. The tasks here can vary greatly, as can the sovereign it might provide. It is the discretion of the Arbiter what to place here for your Wayfarers.

The Meal Table

Food is very important in the world of Nexus. It reduces stress, fortifies, potentially heals, and provides the Wayfarers with a momentary pause from the Wilds that lie in wait. A meal should be a mark of a mission well fought, a prep for the horrors to come, or the recovery of a dire encounter, nearly breaking our precious Wayfarers. The Wayfarers who find themselves here will have much to fawn over, for the food is delightful.

Each day, the Meal table will have 4 food items to choose from; the Arbiter will randomly roll a 1d10 to select each meal. One choice within the 4 will be the daily special chosen by rolling a (1d4). Select the quality of the meal by paying its cost and receive a bonus for the meal.

Ordering Tavern Meals

Modest Meal: Grants 20 Satiation
Fine Meal: Grants 60 Satiation
Grand Feast: Grants 100 Satiation

Meal Table Food List

{Food Buffs last for a day and cannot stack}

Meal Cost: *10 Sygnum*

Fine Meal: *50 Sygnum*

Grand Feast: *1 Armylla*

{Roll a 4d10 to select four meals}

Daily Special Bonus: The Arbiter rolls 1d4 on the (4) selected Meals for the day. The (1d4) will determine which option is the Daily Meal. The Daily Special will increase all Integers on food by +1 and grant +10 Stamina to the Wayfarer, which can exceed the Wayfarer's maximum.

Investments: You may spend 3 Crowns to guarantee a food option as a daily special on a select day within the week. If your Party invests a total of 100 Crowns, they shall receive a 50% discount when ordering food at that establishment. Additionally, the Tavern shall have that meal as a permanent Daily Special. This meal can change at the investor's request.

Cooking Your Own Food

To look into available ingredients, visit Page {306}. To view Occupations visit Page {262}.

Ordering Drinks

Cost:

Effects

1 c	**Strong Alcohol**: You become Drunk for 1 RWH.
20 a	**Alcohol**: A normal glass of Alcohol.
50 s	**Toasty Drink**: Gain 5 Cold Resistance.

Common Tavern Meals

1. Hunters Pie: A hearty meat pie filled with a helping of meat sourced from the day's catch.

Effect: Reduce DL by 2 and gain a +1 to BRN.

2. Pottage: A thick, hearty stew cooked in a large cauldron over an open fire, made from various vegetables, meat, and/or fish.

Effect: Reduce DL by 2 and gain advantage against cold/winter effects.

3. Roast With Spice Sauce: This roasted lamb is served with a rich, flavorful sauce made from clove, ginger, cinnamon, and other various spices.

Effect: Reduce DL by 2 and gain a +2 Modifier when rolling against disease.

4. Baked Fish with Herbs: Fresh fish seasoned with parsley, thyme, and rosemary; baked until tender.

Effect: Reduce DL by 2 and gain +5 Agility.

5. Fruit and Nut Tarts: Sweet tarts filled with dried figs, raisins, dates, and almonds.

Effect: Reduce DL by 2 and gain +1 ALR.

6. Porridge: A bland but nourishing dish made from boiled barley and oat and served with a drizzle of honey.

Effect: Reduce DL by 2, Gain +20 Stamina

7. Heart and Soul: Simple loaves of bread made from barley flour alongside slices of cheese and meat cuts.

Effect: Reduce DL by 2 and gain +1 GRT.

8. Roasted Root Vegetables: A Medley of root vegetables, including turnips, rutabaga, and parsnip, tossed with oil, garlic, and herbs before a caramelizing roast.

Effect: Reduce DL by 2 and save against 1 failed Poison Contest with No Contest.

9. Lentil Soup: Lentils simmered with carrots, onion, and celery before being seasoned with herbs and spices.

Effect: Reduce DL by 2 and gain +1 DIS.

10. Plate Full o' Eggs: A plate.... full of eggs. Egg-citing...

Effect: Reduce DL by 2 and gain immunity to Core Attribute reduction for 1 RWH.

The Seeker's Guild

Your eyes might catch a glimpse if it is keen, stalking within the dark, of breathing alleys, ere the bottom of a bottle. Their intentions lie obscure, as does their resourcefulness; nevertheless, these travelers are ready to risk life and limb to claim a decent sum and a nice meal. These roaming nomads are known as Bounty Hunters to some, but to most, they are simply called Seekers.

Seekers are tempered and unnaturally resilient forms of humanity; however, despite their prowess, they still pale compared to a Wayfarer. Seekers do not gain access to Wayfaring Arms and will be (1d6) Ranks under the Party; MR 1 at minimum. As the Wayfaring party grows in power through increased rank, their stories might attract stronger Seekers, who yearn to benefit from the party's company.

Purveyors

The very heart of each Town/City maintains a vigilant watch; a dog keeping its fang firmly upon its throbbing pulse. While some may cast their eyes towards the lofty nobility or the ruling monarchy, they would find themselves sorely mistaken. The Purveyors, leaders of a clandestine merchant class, wield a power that could rival even the Holy See. Far from benevolent, their demeanor is characterized by a calculated restraint. The Purveyors are driven by commerce, and nothing disrupts their lucrative endeavors more than chaos and widespread uncontrolled death. In every settlement, these sagacious and influential patrons' solemn duty is to preserve order and equilibrium. Through their vast knowledge and sway, they serve as the avenue through which you may engage the services of Seekers.

Purveyors hide not their influence but bask in the light which shines upon them. You may find them frequenting taverns and local streets, surrounded by the good people they oversee; though some may be more reclusive than others.

What is the Seeker's Guild

Each town Purveyor requires an influx of steady life, and revolving currency, to upkeep towns/cities; The safer the area, the safer the supply in their coffers. The Guild is a covenant between traveling strangers and the Purveyor of a town. Deeds performed in one Town are sure to reach another, providing a network facilitating action and a source of Sovereign. Seekers travel between towns/cities looking for various jobs and services to scrape out a living. Some of these outsiders have a darker past than most, but the Purveyor overlooks most flaws and natures. In exchange for sticking around and offering services, Seekers gain an additional cut and reputation from the guild, on top of what is provided from a bounty; granting them access to other resources and a surplus of Sovereign. Additionally, the foreign aid grants morale to bolster nearby soldiers, allowing them to do their work without fear and allowing them to fixate on more pressing tasks.

Wayfarers may hire members from the Seekers Guild should they require aid, finding all manner of healers and soldiers

Seekers and the Arbiter

When the Party selects a Seeker, it is at The Arbiter's Discretion what Seeker appears, and how many are present. Seeker sheets can be found on **Pages {432-433}***. It should be understood that you will act on these NPC Seekers' behalf.*

Do note that Seekers risk drastically increasing action economy and should be handled with care. Each enemy encounter should not be trivial but slightly more manageable with added aid.

When building out Seekers, your NPCs will come with one permanent debilitation that affects them in combat, called a quirk. Their fragility, within circumstances, will determine how long they will stay with the party. You begin this process by selecting the coinciding archetype and its quirk.

Seeker Archetypes

All seekers will attempt to complete their service, but not all will stay in the heat of battle. Should a situation grant a glimpse of death, Seekers will perform in unexpected ways; some at a detriment to the party. Your amount of Sovereign will determine the loyalty of the companions you might find. It is at the Arbiter's Discretion which/how many archetypes appear.

Archetypes:

The Arbiter may roll a (1d6) to see how many Seekers are within the area. It is also at the Arbiter's Discretion to roll 1d4/Seeker, to see which Archetype appears. Alternatively, you may selectively choose which Seekers arrive.

1. ***Mercenary***

*{**Fee**: 1-250 crown}:* ***Page {441}***

Mercenaries are cold-blooded killers who lack much of a moral compass. These individuals will take almost no issue with actions that fall outside the law; or actions that border on the inhumane.

Law of Crown: Mercenaries follow the highest bidder. Should someone offer more Sovereign, exceeding the amount you offered, the mercenary will switch sides with No Contest; unless their Quirk prevents them from doing so.

2. ***Healing Aid***

*{**Fee**: 5 crowns}* ***Page {440}***

These symbols of aid seek only to cleanse the world of its blights and reduce the chance of ill demise upon avaricious travelers. Due to this pursuit, they have not fostered any combat prowess outside of combat aid.

Hippocratic Oath: This Seeker will refuse and abstain from all forms of violence and bear no weapons to represent their creed (Unless alluded to by a Quirk). While in combat, they gain an additional +10% restoration on regenerative skills and abilities.

3. ***Stalwart Knight***

*{**Fee**: 200 crowns}* ***Page {441}***

Knights serve as examples of benevolence and deliverance in moments where they do not break their oath. Let this wanderer aid your party and ease the growing darkness beyond the gates.

Bastioned Chivalry: The knight will serve you for 3 Bounty worths of missions and will not leave the party upon completion of the first (Unless stated otherwise by a Quirk). This knight acts as a bulwark to the party. When close to single/multiple enemies, the knight shall taunt, attracting enemy attention with No Contest. A Stalwart Knight gains twice the amount of existing Armor but deals 75% less Damage.

4. ***Arcane Dreg***

*{**Fee**: 100 crowns:}* ***Page {440}***

Majicked Husk: The Seeker's body is suffused with an unnatural amount of Aether. While it advantages them in the aims of furthering their pursuits, their body lies shriveled as a pale husk. These Seekers gain an additional 100 Aether but must reduce their natural THP by 50%.

The Damage and Healing augments of Seekers will be already factored into their Sheets within the creature section of the Compendium.

Seeker Quirks:

All seekers have quirks that either bolster or hinder them. All quirks are unknown to the rest of the party.

{Roll 1d10 and attach the result to a Seeker}

1. Craven: Seekers will run away from combat if outnumbered and will automatically fail GRT Contests. Craven Seekers will additionally gain an additional +2 DL upon failing GRT.

2. Misfortune: The presence of this Seeker reduces all party rolls by a -(1d4) Modifier.

3. Mad: The Seeker has a -4 in SNT, is Insane, and is immune to hysteria. The Seeker is very erratic and unpredictable.

4. Sadistic: The Seeker lusts for blood. When within 5 ft of a random NPC, roll a 1d4. If the result is a 1, the Seeker will attempt to slaughter that target. When within combat, the Seeker must always be within 10 ft of the target, ignoring all forms of risk. The Seeker must attempt to strike the enemy each round if able.

5. Lone Wolf: The Seeker prefers to act alone and may ignore group plans and direct orders outside of the main objective. When performing a solo task, they gain a +4 Modifier.

6. Grotesque: The visage of this Seeker lies distracting; if their form is within view, Wayfarers gain a -1 to their rolls.

7. Greed Touched: If the party comes across a substantial amount of treasure, or sovereign, exceeding an amount of ((1d8) x 20 crown) this Seeker will attempt to kill the party; stealing the riches for themselves.

8. Charming: The Seeker gains +8 ALR. This Seeker is obsessed with their appearance. If they reach a wound threshold, they will gain Hysteria for 1d4 rounds.

9. Survivor: The Seeker will abandon the party if their health reaches below 25%. If a Wayfarer dies, the seeker must roll a GRT contest to continue aiding the party; each Death's Door within an encounter increases this contest by +2. Failing results in them running.

10. Honor Bound: In no circumstances will the Seeker flee from combat or abandon allies. Honor Bound Seekers are immune to fear, charm, and frightened effects and will remain with the Wayfarers until death claims them.

Seekers Guild Reputation

There is a law within the Seekers Guild. The Purveyor shall shun any past deed, race, or relation, but their eye is fixed to the future. When you hire a Seeker, a covenant is formed between you and the Purveyor. Upon first introduction, your group rests with a clean slate (1) due to the notice of your Wyrdbrand. Each time you complete your task and return with a Seeker you have hired, you will gain a positive reputation; or a negative one, should they die under your watch. When you gain reputation, positive or negative, your status within the guild shall increase/decrease once you have reached a total of 5/-5 reputation points, resulting in access/restriction of specific goods and services around Towns/Cities.

A reputation of 1 means it is within the Purveyor's interest to maintain your state of health. Due to your status of Wayfarers, the Purveyor will pull strings in towns to ensure that you are not bothered or pursued; be it by Church Clergy or other individuals. Under the Purveyor's eye, you are deemed protected, whereas any attack against you is an attack against the Purveyor themselves. Outside of the Wyrdbrand, This relation is a typical ward against the Holy See for less accepted races.

Reputation

15	**Exalted**: Bounties grant +20% Sovereign. 25% discounts in Towns. Guarantee 2 Seeker Archetypes and their Quirks. Gain a single favor from the Purveyor. Seekers are (1) Rank under the party.
10	**Esteemed**: Bounties grant +10% Sovereign from bounties, and 10% discounts in Towns. Guarantee 1 Seeker Archetype. Seekers are (1d2) Ranks under the party.
5	**Respected**: Bounties grant +5% Sovereign.
1	**Noticed**: The Purveyor will offer you sanctuary while within the bounds of a town.
0	**Neutral**: Your fate is your own within towns; unprotected and unpenalized.
-5	**Disreputable**: Seekers require (1d4) additional crown. Seekers are (1d10) Ranks under the party; with a minimum of 1 Rank under party.
-10	**Undeserving**: Seekers require (1d20) additional crown.Seekers are (1d20) Ranks under the party; with a minimum of 4 Ranks under party.
-15	**Omen**: You are restricted from hiring any Seekers and have 50% increase on town goods. Bounties may appear to seekers to hunt your group down.

Seekers Guild Reputation

The Purveyor ponders your deaths 15/+ times over. If your party reaches the status of "*Omen*," the only way to restore reputation is to complete a harrowing feat. The Purveyor Requests that you kill an archfiend threat within the Deep Wood, 5-8 ranks above your party's MR. Should you survive, your reputation will be reduced to 0.

Green Blooded Escort

There are those Seekers that might arrive within the town; aspiration and glory suffused within their eyes. Whether young dullards or exiled townspeople, Green Bloods frequent a number of Towns; and each Purveyor rises to opportunity. When the party decides to obtain a Seeker, they may purposefully choose a Seeker 5-6 Ranks under themselves. This act is known as "escorting," a means of training for those who wish to be integrated into the Guild. When a Party escorts, they will accept bounties and missions just as they usually would; but shall gain 2 reputations upon completion. The successful completion of this task will grant an additional 5% Sovereign from completed Bounties and a 5% discount for the day of hiring.

Completing the Wayfarer's Bounty

Should a Seeker survive the journey back, they will receive compensation from the guild and a cut from the Bounty, which is an equal fraction of the prize. For example, 4 Wayfarers + 1 Seeker = a 1/5th cut. If all obligations have been satisfied, the Seeker will leave.

Now, things do happen within the Wilds, so the Purveyor will not penalize you financially for failing to bring any Seeker back; but will punish you through reputation. The party may hire the Seeker to join again if the party feels inclined and cherishes their company

Virtues

What is more sought after than achievement itself? A feat of growth and proficiency acquired through ambition. A virtue that sets you amidst the highest, within a given field of Trade, that most only reach in dreams—the pinnacle of mastery and the door to untold potential.

Throughout the Wayfarer's Tale, they will obtain Virtues and may utilize these to increase their potential even further beyond, drawing a deeper divide betwixt them and other Mortals.

Prerequisite

Some virtues are locked behind requirements and must be fulfilled to obtain them. Some are obtained through natural MR progression, Vocations, or even starting Ails.

Virtue List

Adrenaline High

Prerequisites: MR 10

Effect: Once per day, when you enter Critical Wounds, gain a surge in strength for one round. Gain +400 Burden Capacity. Creatures who are knocked back by you are knocked back an additional 15ft. Gain 5 Damage Dice this round.

Throwing a creature while under Adrenaline High has a (1d4) chance of dislocating your arms.

Affata Scriptus I

Prerequisites: Evoker

Effect: Reduce Manuscript Aether Cost by 20%. Visit **Page {374}**.

Affata Scriptus II

Prerequisites: Evoker

Effect: Reduce Manuscript Aether Cost now by 50%. You may read Passages as a Secondary Action. Visit **Page {374}**.

Afterimage

Prerequisites: Instinct Monk, MR 5

Effect: Multifold Strikes gain +10 Impact Damage.

Alacrity

Prerequisites: Slashing Damage Weapon

Effect: Upon the conclusion of a melee attack, sacrifice unspent movement speed to cut deeper into a foe. Deal (+2/5 speed) Bleed Damage to a maximum of +300 Bleed Damage on your last attack.

Armored Defense

Prerequisites: MR 10

Effect: Gain +2 BRK Resistance.

Aura of Decay

Prerequisites: MR 10, Hex Caster, Witness Deaths Door

Effect: Understand the deeper mechanisms of your existence and adjust the path of decay. You can now deconstruct your environment to mitigate the reduction of your Aether stores. Reduce all Aether Reserve Costs by 50% when casting Hex.

Ascetic

Prerequisites: Monk

Effect: Each day while in the wild, if you carry under 1 crown, have full Hunger, and have not visited a Town Vice, you gain an advantage on all attacks and gain +3 DIS.

Astral Body

Prerequisites: MR 10, Hex Caster

Effect: You have divined a method of further linking your Engram to your physical vessel. You may now convert your life force to Aether. Add your Health and Aether Reserve, and put its total under Aether Reserve; your THP drops to 0.

Your Aether Reserve will now be depleted upon sustaining damage and casting. You reach Death's Door once your Aether Reserve reaches 0. Healing now replenishes your Aether Reserve. Wound Thresholds now apply to your Aether Reserve.

Avaricious I

Prerequisites: MR 5

Effect: Gain +1 Adrenaline per hit

Avaricious II

Prerequisites: MR 10, Avaricious I

Effect: Gain another +1 Adrenaline per hit

Avaricious III

Prerequisites: Avaricious II

Effect: Gain another +2 Adrenaline per hit

Avatar of Flame

Prerequisites: Burning Tempest

Effect: Reduce how much damage fire deals to your health by 50%. Base Fire Damage you deal is increased by +5/Rank.

Bastion of Protection

Effect: Specialize in a defensive fighting style. Add +75% Armor to your active Armor Score, but permanently reduce your Damage by 75%.

Blade Savant

Prerequisites: 10 Weapon Proficiency, 5 Agility, 8 DEX, 5 BRN

Effect: You realize the secret to a good, leveraged strike, and pure force is not the answer. Your combat appears as a dance of shifting motion. Reorient your weight and rotate as you pilot your blade, flinging yourself before propelling that momentum into a forced strike. After attacking, your next attack reduces its weight by 30 Grav and gains +1 Damage Dice.

Bleeding Edge

Prerequisites: One-Handed (Slashing)

Effect: Deal +1d4 Bleed Damage after Dealing Damage with a Dagger.

Blind Awareness

Effect: Loose 1 Disadvantage when attacking an enemy you cannot see. To you, the enemy's passive stealth CD cannot be beyond 7.

Bloodlust

Effect: After dealing a critical, gain an additional Secondary Action and +10 movement speed for this round. Bloodlust can be used 3 times/round.

Body and Mind

Prerequisites: 5 VIG

Effect: Once Per day, you can save against a VIG Contest; with No Contest

Breathing Technique

Prerequisites: VIG 10

Effect: You are trained in lowering heart rate and managing exertion. Lose 10 less Stamina from Travel, and gain +2 Rounds when holding your breath.

Burning Tempest

Prerequisites: Elementalism (Fire) Tree

Effect: When you sustain Fire Damage, nearby enemies will catch on fire and burn for 20 Fire Damage/round. This burn damage shall last for 3 rounds. Burn Cooldowns refresh fully each round while around burning enemies under the effects of the Burning Tempest.

Capitalize

Effect: Upon a critical melee, rend forth an opening. You may reduce your AL to 0 for the next round to gain an additional Main Action. Capitalize may only be used once/round.

Catching Flame

Prerequisites: Burning Tempest, MR 10

Effect: When Burning Tempest afflicts an enemy, it spreads to all creatures around that enemy. Increase Burn Damage from Burning Tempest by +5/Enemy burning to a maximum of +20.

Convoluted Theroms

Prerequisites: MR 10, Simplified Functions

Effect: Simplified Functions no longer works on creatures under 9 INT; however, creatures near you sustain +50 Mind Damage/INT Mod you own above +5. Enemies decrease this damage by 20 for every DIS point they own past 10 DIS.

Crippling Weight

Prerequisites: Monk, MR 15

Effect: Shatter the ground by the weight of your virtue. Build energy as you sprint, dealing 1 Impact Damage/unit moved to close creatures. Upon reaching the end of your movement, unleash a final stomp, dealing your collective sprinting damage x 5 to any close creature.

Critical Focus

Prerequisites: MR 10

Effect: Deal 50 Physical Damage upon critically striking an enemy. Upon reaching MR 15, multiply this damage by (1 + 1/subsequent critical) to a maximum of x5/round. This bonus shall remain for the duration of the combat encounter.

Crowd Performance

Prerequisites: Minstrel

Effect: When more than one minstrel is present, they all gain a +2 Modifiers when contesting ALR; and an additional +1/extra Minstrel.

Consume O' Flame

Effect: Fire Damage you deal can no longer burn enemies over time. Increase all Fire Damage by +10/Rank.

Core Focus

Effect: Take (1d10) points, or take (5) points, from your Core Attributes, and shift them where you please. After this process, they will become cemented.

Counter Casting I

Prerequisites: Hex Caster

Effect: Gain Counter Casting as a Reaction. When Counter Casting, you must match the expended Aether of a Hex to nullify the Cast. Your DIS Reduction does not apply when Counter Casting. Counter Casting can only be used against creatures within sight; it consumes a reaction.

Counter Casting II

Prerequisites: Counter Casting I

Effect: When an enemy unleashes a Hex, choose to initiate a Hex Duel as a free action and project waves of force to combat their hex. Perform an INT Contest {CD 1}. Upon succeeding, this contest transfers to the enemy as a CD 1 (+1). This integer will increase by +1 each time it is passed. The failing creature from this duel shall sustain -1 SNT and (5/ Creature Rank - SNT Core Attribute) Mind Damage alongside the dueled spell.

Counter Casting III

Prerequisites: Counter Casting II

Effect: You must now reach 50% Aether Cost when Nullifying a Hex. Additionally, gain a +1 Modifier when Hex Dueling.

Dead Ringer

Prerequisites: MR 15

Effect: Upon Death, all enemies hear your Death Knell and move 5 ft to you, if not beside you already. Upon the next round, if the enemy remains in a spot close to you, its health is reduced by 10%, and you survive Death Knell with No Contest. You will still acquire an injury.

Devout

Prerequisites: Light Morality

Effect: Once a day, you can donate a tithe of 1 crown to a church in Town. Gain +1 charmed dice.

Dharana

Prerequisites: Monk

Effect: At the beginning of each encounter, gain a +1 Modifier to GRT and SNT Contests. If you fail a GRT/SNT Contest, you lose Dharana for the remaining day.

Disarming Presence

Prerequisites: ALR 10

Effect: Gain +3 AL Negation when attacking at close range with a melee weapon.

Dream Work

Effect: *Each time an ally successfully attacks an enemy, during Teamwork, your next attack against that enemy deals an additional +10 Bypass Damage/Weapon Tier with advantage.*

Drunken Master I

Prerequisites: Monk

Effect: *Once per day, you may drink alcohol and gain added benefits for +1 RWH. Roll 1d4.*

1. *Sober*
2. *Tipsy*
3. *Drunk*
4. *Blackout*

You must roll a 3 to gain the effects of Drunken Master, which grants you 1d20 Physical Resistance and a +2 Modifier when attempting to strike a target for the day, and rolling below 3 grants nothing. If you roll blackout, you gain a -4 modifier when attacking for the day; and you will forget everything that happened from the events of your drinking to the time of the following day.

Drunken Master II

Prerequisites: Drunken Master I

Effect: *Drunk and blackout now grant a +3 Modifier when attempting to strike a target. Blackout will no longer grant a -4. Lastly, Drunk effects are active for the whole day.*

Efficiency

Prerequisites: Nightshade

Effect: *Reduce Speed Requirements and Adrenaline Consumption by 10 points when using a Lethal Art.*

Eldritch Rupture

Prerequisites: Minstrel: Musician

Effect: *Outer harmonies call to you. When playing, during a round, you may roll a 1d4 to harken to these rhythms. Rolling 4 strikes an eldritch chord, forcing a CD 1 SNT Contest, and deals 20 Bleed Damage to all nearby creatures—every 5 Ranks grants a +1 to the result to a maximum of 4.*

Energetic

Prerequisites: VIG 5

Effect: *You are immune to unatural Torpor, Exhaustion, and Sleep-based effects.*

Energetic Dhyana

Prerequisites: Monk

Effect: *After sprinting, gain a +1 Modifier to GRT and SNT Contests upon the next round.*

Fast Metabolism

Prerequisites: VIG 5

***Effect**: Increase movement speed by 20, and heal for another 10% per rest. Your base Hunger increases by +20. This Virtue conflicts with Ghrelin Efflux.*

Fear Monger

Prerequisites: DEX 8

***Effect**: Killing your first enemy in combat grants frightened to all nearby enemies; unless the enemy is an Archfiend.*

Fencer I

Prerequisites: DEX 8

***Effect**: When failing a Counterstrike, Reduce the damage from Attacks of Opportunity by +25%.*

Fencer II

Prerequisites: Fencer I

***Effect**: When failing a Counterstrike, Reduce the damage from Attacks of Opportunity by an additional +25%*

Fencer III

Prerequisites: Fencer II

***Effect**: Enemies no longer gain Attacks of Opportunity when you fail Counter-Strikes or Parries.*

Fleeting Expertise I

***Effect**: Gain +2 AL, after sprinting, until your next turn.*

Fleeting Expertise II

Prerequisites: Fleeting Expertise I

***Effect**: Gain (6 + DEX Mod) Damage Resistance while sprinting.*

Flame Caster

Prerequisites: Elementalism (Fire), Fire

***Effect**: Spend 5 Aether to send forth a stream of fire from a source of flame as a Secondary Action; capable of reaching up to 10ft as a cone AoE. Flame Caster deals 5 Fire Damage + 2/Rank and prompts a DEX Contest {CD 5}.*

Force of Will

Prerequisites: Monk

***Effect**: Gain a Secondary Action that converts 20 Aether into a massive culmination of force to strike all nearby creatures for (2 x BRN Mod) Impact Damage. If no Aether is had, sustain up to 20 unavoidable Mind Damage/missing point.*

Fortified Mind

***Effect**: Gain +10 Mind Resistance, and gain Advantage against mind-altering effects.*

Ghrelin Efflux

***Effect**: Reduce your base Hunger by 50%. Lose 10 movement speed. This Virtue conflicts with Fast Metabolism; and cannot be obtained, if Fast Metabolism has been acquired.*

Gluttonous Stowaway

***Effect**: You can eat for a weeks' worth of Hunger; with no ill effects to your body. This food is stored. Vomiting removes 1 full day's worth of food.*

Greater Command Undeath

Prerequisites: Corpse Puppeteer

***Effect**: Reduce the base CD of Command Undeath to 2.*

Greater Impetus

Prerequisites: Impetus, MR 15, Slayer

***Effect**: Add your DEX mod and BRN mod to your Slayer weapon's base damage.*

Gut Punch

***Effect**: When dealing over 50 Impact Damage in a single action, reduce the enemies AL by 1 on the Next Round; and an additional +1/additional 50 Impact Damage to a max of (10). The Effects of Gut Punch cannot stack, and will take the highest result.*

Gut Feeling

***Effect**: When attempting to use a DIS Contest, for the purposes of understanding motive or a flow of conversation, gain a +2 Modifier.*

Guts I

***Effect**: Gain a +3 Modifier on the first GRT Contest in combat.*

Guts II

Prerequisites: Guts I

***Effect**: Decrease GRT Contests by 2 CD.*

Hardened

***Effect**: Gain 1 Physical Resistance/point of GRT to a max of (5 + 1/Rank).*

Hawkeye I

Prerequisites: Marksmen, MR 5

***Effect**: Ranged charging is reduced by 1 round. Gain an Advantage against ambushes when awake.*

Hawkeye II

Prerequisites: Hawkeye I, MR 10

Effect: *Ranged charging is reduced by an additional round. Your sight range extends an additional 60 ft, and trick shot's penalty is reduced to -1.*

Hawkeye III

Prerequisites: Hawkeye II, MR 15

Effect*: Ranged Charging is reduced by an additional round. Treat Invisible targets as if their passive stealth CD is {CD 4}. Additionally, you Ignore Half Cover.*

Hawkeye IV

Prerequisites: Hawkeye III

Effect*: Ranged Charging is reduced by an additional round. Identify Invisible targets with No Contest. Ignore Total Cover.*

Hellfire

Prerequisites: Elementalism (Fire), Potent Pyre, MR 15

Effect*: Stoke the fire. Burning creatures/objects around you stay burning. Additionally, your flames are now capable of burning the soul itself. When creatures sustain Fire Damage, they also take 20 Hex Drain and -1 SNT. Non-Archfiends that reach -10 SNT sustain Instand Death. Lastly, all Fire DoT ignores Immunity.*

Hex Control

Effect*: Your hexes/evocations can be controlled and will not target allies unless desired.*

Hex Aquisition

Prerequisites: Non - Evocation Vocation, Hex Scholar I

Effect*: Learn 2 Hexes under a known Hex Tree.*

Hex Mastery

Effect*: After casting a hex as a Main Action, gain a second Main Action to cast another known Hex under Teir V.*

Hex Nullification

Effect*: Your form weakens. When wearing Apparel weighing more than 2 Grav, gain -4 in DEX and BRN; additionally, gain -5 Speed for each Grav added to your Burden over 10. Each Morning, gain a forcefield that nullifies damage received. When damage is nullified, reduce an equivalent total from your forcefield. Your forcefield's durability is equal to {5 x DIS Score}, to a max of 200.*

Hex Scholar I

Prerequisites: Non - Evocation Vocation, Literacy

Effect*: Gain 20 Aether Reserve and Unlock a new Hex Tree; The Weird Tree is exempt. You may learn one Tier I Hex. This virtue may be acquired multiple times.*

Hex Scholar II

Prerequisites: Hex Scholar I

Effect*: Gain 20 Aether Reserve. You may learn one Hex from known Hex Trees; Weird Hexes are exempt. This virtue may be acquired multiple times.*

High Poise

Prerequisites: 10 BRN, Poise

Effect*: Gain immunity to stagger.*

Impetus

Prerequisites: 10 BRN, Two Hander or Slayer

Effect*: Add half of your BRN mod and DEX mod to your Weapons Base Damage.*

Incite I

Prerequisites: 4 ALR

Effect*: Gain a Secondary/Free Action to release a forboading call. Nearby Creatures must roll a DIS Contest {CD 4} to perceive you as a more significant threat, attacking you until your next turn in combat. Incite will not work against Wise creatures.*

Incite II

Prerequisites: Incite I, MR 8

Effect*: Increase your DIS Contest to CD 8.*

Inspiring Leader

Prerequisites: 10 ALR

Effect*: Grant each ally a +1 Modifier to their rolls when you stand in between them and your collective enemy.*

Joint Casting

Prerequisites: Hex Caster, Hex Caster (Ally)

Effect*: When you and another Caster are close, you gain the benefits of joint Casting. Both casters reduce their casting times by half and gain a +1 to their Hexes CD.*

Joint Weapon

Prerequisites: 6 DEX

Effect*: Gain the ability to dual-wield certain weapons. You may wield/use these weapons as Main or Secondary Action Items.*

Keen Guard I

Prerequisites: Shield

Effect*: Sacrifice 1 Damage Dice, gaining +10 Physical Resistance. Keen guard may be activated/deactivated as a reaction. A creature must be conscious to gain benefits from Keen Guard. Any Break you take will now target the durability of your shield.*

Keen Guard II

Prerequisites: Keen Guard I

***Effect**: Sacrifice 2 Damage Dice, gaining an additional +20 Physical Resistance. Keen Guard may be activated/deactivated as a reaction. A creature must be conscious to gain benefits from Keen Guard. Any Break you take will now target the durability of your shield.*

Killer Frost I

Prerequisites: Elementalism (Water) Tree, Killer Frost, Rank15

***Effect**: Non-Archfiend creatures 2+ Ranks under you become frostbitten when struck by a Hex bestowing cold.*

Killer Frost II

Prerequisites: Killer Frost I, Rank 20

***Effect**: Non-Archfiends become frostbitten when struck by a Hex 3 times bestowing cold. Gain an additional (10/Rank) damage on cold attacks.*

Lecher

Prerequisites: Brothel (Vice)

***Effect**: You may reduce your DL down to a minimum of 4 when using a Brothel. Reduce DL by 8 points/hour.*

Lethal Toxins

Prerequisites: Nightshade

***Effect**: Poisons condense all potential damage over time into the first round. All poisons now last a single round. This effect forces a maximum of 100 Poison Damage that can trigger within a single round.*

{Example: 6 Poison Damage/round for 3 rounds = 18 Poison Damage/round for 1 round}

Leverage

***Effect**: When wielding, grappling, or lifting an object, creature, or weapon, reduce the Lift Burden by 50% to a maximum of -100 Burden.*

Light Footwork

***Effect**: When below 50% Burden Capacity, gain +10ft speed.*

Language

***Effect**: Learn another spoken language. You do not know its script. You may acquire this virtue multiple times.*

Language II

Prerequisites: Language I

***Effect**: Learn an Ancient Tongue. You also learn its script.*

Literacy

***Effect**: Your Wayfarer can read Scripts of all their known languages. Additionally, they are now able to read books.*

Low Breath

***Effect**: You gain a Reaction called "Low Breath," which grants a +1 Modifier/round to your Offensive Contest Dice result to a maximum of +10. Low Breath may be stacked each round but depletes when a Main or Secondary Action is performed.*

Lucky

***Effect**: Once per day, you can choose a single event to turn out as planned. Lucky acts as a Critical Success.*

Minor Pyrokinetic

Prerequisites: INT 11

***Effect**: Spontaneously ignite a dry object within 100ft of your location as a Free Action. You may perform this action 10 times a day before suffering 10 Mind Damage/use.*

Minor Telekinetic

Prerequisites: INT 11

***Effect**: With your mind, transport objects under 10 Grav to areas within sight with high precision. You may perform this action 10 times a day before suffering 10 Mind Damage/use.*

Minor Telepath

Prerequisites: INT 11

***Effect**: Gain a +4 when attempting to convince a creature and gain the ability to convey simple ideas over a distance of 100ft to another creature. You may perform this action 10 times a day before suffering 10 Mind Damage/use.*

Marathon Runner

Prerequisites: VIG 10

***Effect**: You no longer lose stamina from sprinting and can move at normal speed, even when fatigued. Sprinting is now considered a Main Action.*

Mind Rotter

***Effect**: When forcing an SNT Contest, on a target creature, deal 1 Mind Damage/Rank. Gain +20 Mind Damage at MR 10.*

Additionally, when forcing SNT Contests, failing enemies will now build their SNT meter by 2 points instead of 1.

Mirrored Shell

Prerequisites: Blacksmith Occupation

***Effect**: Increase an Armor's Physical Resistance by relative to its max armor durability. Gain +10 Physical Resistance for every 50 Armor over 100. Maintain this resistance even the armor breaks.*

Mitigative Roll I

Prerequisites: Shield

***Effect**: While holding a non-broken shield, add +5 to Minor Protection, Greater Protection, and/or Major Protection.*

Mitigative Roll II

Prerequisites: Mitigative Roll I

***Effect**: While holding a shield, add +4 to Minor Protection, Greater Protection, and/or Major Protection.*

Momentum I

***Effect**: Momentum bestows a passive counter that is built whenever you successfully deal damage to, or dodge, an enemy during combat. When this counter reaches its max of 10, you gain one Momentum Action; allowing you to perform an extra Main or Secondary Action on your turn.*

Momentum II

***Prerequisites**: Momentum I*

***Effect**: Raise your counter max to 20.*

Mounted Combatant

***Prerequisites**: 8 DEX*

***Effect**: All attacks, while fully mounted on a target enemy creature, are counted as critical hits. Additionally, gain a +2 Modifier when bracing.*

Motioned Caster

***Effect**: Gain a +3 AL Negation when using Touch-Based Hexes.*

Natural Force

***Effect**: Gain 5 Bypass Damage when attacking with a limb, tail, or bite-based attack.*

Nerve

***Effect**: Face your fears. Gain immunity to Fear and Dread after failing 10 GRT Contests. Nerve is removed at the start of a new day.*

Nimble

***Prerequisites**: 8 DEX*

***Effect**: Get up from prone as a Secondary Action, Main Action, or Reaction. At Rank 10, you may instead consume 20 Stamina.*

Non-Telegraphic Strike

***Prerequisites**: Monk, MR 10*

***Effect**: Gain 5 AL Negation against Mortals when using pugilistic weapons.*

Nullifying Measures

***Prerequisites**: MR 15,*

***Effect**: Reduce damage you take from enemy AB by 50%.*

Parasympathetic Rejuvenation

***Effect**: When falling unconscious, increase your Hunger by 10 to gain +30 Temporary Health and 30 Stamina. Additionally, gain +30 Temporary Health and +20 Stamina from each Full Rest.*

Passive Aethereal Suffusion

***Prerequisites**: MR 5*

***Effect**: Gain 10 Aether when an enemy dies within 30ft of you.*

Poetic Justice

***Prerequisites**: Nightshade, MR 5*

***Effect**: Deal double damage to enemies who attacked your allies last turn.*

Pious

***Prerequisites**: Evoker, MR 15*

***Effect**: You have been deemed worthy of additional aid. Once per day, you may evoke a single evocation, up to double your maximum Aether Reserve, reducing Aether Reserves by 50% of the Evocations cost.*

Poise

***Prerequisites**: DEX 5*

***Effect**: Gain Advantage against Staggering Contests.*

Potent Pyre

***Prerequisites**: Burning Tempest, Rank 10*

***Effect**: Fire that spreads deals an additional +10 Fire Damage/round to creatures that aren't currently burning.*

Potent Undeath

***Prerequisites**: Corpse Puppeteer, MR 8*

***Effect**: When having 8 total undead, grant all corpses 5 Unholy Damage on each attack. For each corpse surpassing 8, grant an additional +1 Unholy Damage. Your total includes each corpse upon a Gore Chimera.*

Quick Healer

***Prerequisites**: VIG 10*

***Effect**: Your body mends at a quicker rate than most. You heal for double.*

Quick Recovery

Prerequisites: *VIG 8*

Effect: *Stamina Reserve deficits (Fatigue) no longer deal damage upon waking up; additionally, fatigued rest no longer reduces recovery by half.*

Radial State Shift I

Prerequisites: *Hex Caster*

Effect: *When near a creature, treat its damage based immunities as 100 Resistance. This effect cannot stack.*

Radial State Shift II

Prerequisites: *Radial State Shift I, Rank 10*

Effect: *When near a creature, treat its immunities as 50 Resistance. Treat its natural Resistances as 0. This effect cannot stack.*

Radial State Shift III

Prerequisites: *Radial State Shift II, Rank 15*

Effect: *When near a creature, your attacks bypass all Resistance.*

Rank on Demand

Effect: *All Wayfarers gain +1 Mastery Rank. This Virtue may be obtained by 1 player, once a Tale.*

Retaliation

Prerequisites: *Vanquisher*

Effect: *Gain a reaction called Retaliation. When you are staggered, made prone, or feared, add 1 point to Retaliation to a maximum of 5. When dealing damage, you may activate retaliation. Multiply your damage result by the amount of points in retaliation. Retaliation fades after each day.*

Revolving Dream

Prerequisites: *Wayfarer's Arm – Pistol, Dual Pistols*

Effect: *Head to the smith; and request a design, which harkened to you from within a dream. The smith can now augment your pistols, into revolvers; for 5 crown/pistol. Your Pistols may now be fired 6 times/pistol before needing to reload.*

Sacred Works

Prerequisites: *Evoker, MR 10*

Effect: *Increase Base Hex Damage by +10/Rank to a max of +50.*

Sanctimonious Adept

Prerequisites: *Evoker*

Effect: *Reduce Aether Cost by 1/MR.*

Simplified Functions

Prerequisites: *Celestial Mathematician*

Effect: *As a Free Action, passively talk to yourself while solving equations. Nearby creatures hearing your mathematical proofs suffer 1 Mind Damage; plus an additional 10 for each INT mod they own past +1; +20 for each INT point past +3, and -10 for each point past +5.*

Stamina Fiend

Prerequisites: *BRN 5*

Effect: *Once per day, reduce the cost of a single Stamina Reaction by 50%.*

Stamina Surge

Prerequisites: *BRN 5, MR 10*

Effect: *Swiftness is a virtue; derived from your honed form. Gain +100 Stamina Reserve.*

Strong I

Prerequisites: *BRN 5*

Effect: *You wait 1 less round when charging a melee attack.*

Strong II

Prerequisites: *MR 10, Strong I, BRN 9*

Effect: *You wait 1 less additional round when charging a melee attack. You may also now attack with two-handers and slayers from close range without disadvantage.*

Strong III

Prerequisites: *MR 15, Strong II*

Effect: *Your Charged Weapon attacks hit with No Contest.*

Speed Loader I

Prerequisites: *Wayfarer's Arm*

Effect: *You can reload by consuming both your Free Action and Reaction/Secondary*

Speed Loader II

Prerequisites: *5 DEX, Speed Loader I, Revolving Dream*

Effect: *You may consume a Full Round Action to fully reload a single revolver.*

Speed Loader III

***Prerequisites**: 10 DEX, Speed Loader II, Dual Pistols*

***Effect**: As a Free Action, you can fully reload a revolver and an additional revolver as a Reaction/Main/Secondary Action.*

As a Full Round Action, you may fully unload all loaded rounds from a single pistol.

Speed Loader IV

***Prerequisites**: Speed Loader III, Dual Pistols*

***Effect**: As a Free Action, you can fully reload 2 revolvers. As a Main Action, you may fully unload all loaded rounds from a single pistol.*

Spell Power I

***Prerequisites**: MR 10, Hex Caster*

***Effect**: This Hex affects MR I, II, and III Hexes. Multiply your Hex Damage/Healing by 2. Gain permanent -2 DL.*

Spell Power II

***Prerequisites**: MR 15, Spell Power I*

***Effect**: Increase Spell Power's Multiplier to 3 and Permanent DL reduction to -3. Increase all Hex Costs by +40. Lastly, gain an additional permanent -3 DL.*

Spell Power III

***Prerequisites**: MR 20, Spell Power II*

***Effect**: Increase Spell Power's Multiplier to 4 and Permanent DL reduction to -5. Increase all Hex Costs by an additional +60. Lastly, gain an additional permanent -4 DL and reduce the SNT cost of Forced Hex Casting by 50%.*

Spell Slinger

***Effect**: Reduce Hex Cast Time by 5 Rounds.*

Sundering Shot

***Prerequisites**: Blunderbuss/Cannon*

***Effect**: Your first attack against each new enemy with your Arm deals 50 Break; +5/MR. This effect does not stack.*

Sympathetic

***Effect**: At the start of combat, roll a 1d2.*

> ***1. Flight** – Gain +10 speed when running away from an enemy.*
>
> ***2. Fight** – Gain a +1 Modifier to rolls when attacking.*

Throng of Death

***Prerequisites**: Corpse Puppeteer, MR 15*

***Effect**: Fracture your Engram to expand the limits of your control. Gain -3 SNT. Double the amount of Corpses you can puppet and reduce their Health and Physical Damage by 50%.*

Umbral Swordsman

***Prerequisites**: BRN 10, Two Hander Proficiency 10, MR 5*

***Effect**: A dark force whispers to you. It witnesses untold potential and seeks to imbue you with the means of exceeding physical mortal limits. Gain 50 Burden Capacity. Slayer Weapons are now unlocked and may be wielded.*

Unorthodox I

***Effect**: You now consider Two-Handers* {Main or Secondary Action Items}*. Moreover, you possess the knack for using unconventional weapons with remarkable effectiveness. These unconventional weapons can range from forks and perma-frozen sausages to severed horse legs and chairs, among others. The specific damage values and weapon types for these unconventional weapons are at the discretion of the Arbiter, typically ranging from 4 to 10 flat damage.*

In exceptional cases, the Arbiter may assign a damage value of 20 to immense and impose unconventional weapons, categorizing them as "Slayer Weapons." Unorthodox weapons have a Total Health Point (THP) of 100 and are considered destroyed when their THP reaches 0. Each Hit with an Unorthodox weapon reduces its THP by 5 points. Unorthodox weapons cannot be upgraded at a smith until they are put under Attunement (preventing their THP from lowering). If unorthodox weapons are harvested from bodies (Spines, Legs, or even Skulls), they gain the "Fresh Body" effect.

> ***Fresh Body**: For one hour, creatures struck with a fresh limb are coated in viscera and become soaked and wet.*

Unorthodox II

***Prerequisites**: Unorthodox I*

***Effect**: Reinforce hide, metal, and wood. Before attunement, Unorthodox weapons may be upgraded at the Smith for 1 Crown, increasing their THP by 100 per upgrade. Additionally, Unorthodox weapons will not be destroyed upon reaching 0, and will now become broken; and must be repaired at the smith for them to be reused. Should an Unorthodox weapon be used at 0 THP, it will be treated as broken. If put under attunement, your Unorthodox weapon will take upon the properties of the metal ingot selected. It will become a standard weapon, neglecting the typical THP restrictions of newly obtained Unorthodox weapons.*

Unorthodox III

***Prerequisites**: Unorthodox II*

***Effect**: You may attach shards of glass, splinters, and other forms of deadly objects to your Unorthodox Weapon. Gain +4 Base Damage/INT Mod on your weapon to a maximum of 10.*

Vigilant

***Prerequisites**: Perception 10*

***Effect**: Creatures do not get advantage against you when you cannot see them.*

Vigilant II

***Prerequisites**: Vigilant I, INT 10*

***Effect**: You do not have disadvantage when striking creatures you cannot see.*

Viper

***Prerequisites**: Nightshade*

***Effect**: Poisons applied to your weapons deal double damage.*

War Caster

***Prerequisites**: 5+ Aether Reserve*

***Effect**: Reduce your Aether Reserves to gain Impact Damage upon melee attacks for the duration of Combat; sacrificing 5 Aether/1 Impact Damage.*

War Leader

***Effect**: When attacking first at the start of combat, reduce all damage to your allies by 50% for the first round; However, all attacks against you during this round is increased by the same amount.*

Additionally, When by an ally, grant them a +1 Modifier on all Contests as a Moral Boost.

Wide Necromancer

***Prerequisites**: Corpse Puppeteer*

***Effect**: When 4+ separate corpses are close to an enemy, they all gain No Contest when striking it.*

Wayfaring Cartridge

***Prerequisites**: Speed Loader I*

***Effect**: Pay the Smith 1 Crown to fit your arm with a container that funnels rounds within it. This will increase the number of shots that can be fired by a Main Arm by +4 before requiring reloading. This may not be used with the Flame Caster or Pistol.*

Xenophobia

***Prerequisites**: Dark Morality 10*

***Effect**: Gain a +2 Modifier to rolls against creatures so long as they are not from your specified continent of origin; and Gain -5 ALR.*

Being struck with a "Dead Frog of the Jester" reduces the effect by -2 for the duration of a day; and grants back all lost ALR.

Yildmari Dream Walker I

***Prerequisites**: Human*

***Effect**: You hail from a lineage of pagans; a long-dead culture which thrived ere the Epoch. You have tapped into your ancestral heritage through unknown means and gained a rare ability. When sleeping near a dreaming creature, you may enter its mind as a manifestation of your form upon the Coil. Damage sustained within this space is considered Mind Damage. If your health is reduced to 0, within the mindscape, you will be forced out, sustaining an aneurysm and 50 Mind Damage. Within this space, you have infinite aether reserve; however, damage you deal damages the dreaming creature for (20 x Hext Tier) Mind Damage to the dreaming creature.*

Yildmari Dream Walker II

***Prerequisites**: Yildmari Dream Walker I*

***Effect**: Gain 50 Mind Resistance.*

Occupations

Occupations are specialized paths or professions that Wayfarers may undertake. They offer an array of special Virtues specific to that occupation. To invest in an occupation, a Wayfarer must spend a spare virtue point within that occupation, granting them access to the virtue tree of that occupation.

Once an Occupation is selected, the Wayfarer is bound to that Occupational Trade and cannot select or shift to another Occupation.

Investing in Occupational Virtues

Each selected "***Occupational Virtue***" increases your Occupation Rank by 1 point to a maximum of 3 (Three virtue points into Occupations = Rank 3 Occupation). Once your Occupation reaches Occupational Mastery Rank 3 (OMR 3), you may not invest any more virtues within the Occupation.

Increasing your "***Occupational Mastery Rank (OMR)***" grants you access to more advanced versions of the Virtues you have obtained within the Occupational Virtue Tree.

(All selected virtues become the rank of your Occupa-tional Mastery Rank, resulting in a maximum of (3) Occupa-tional Virtues at Rank 3.)

Example:

Occupation: Blacksmith

Unspent Virtue Points: 2

{Rank 1}

***1st Chosen Virtue**: Melder*

Melder Rank 1; OMR also increases to 1

{Rank 2}

***2nd Chosen Virtue**: Tempering*

Tempering Rank 2, Melder increases to Rank 2, OMR 2

{Max Rank}

***3rd Chosen Virtue**: Masterworks*

Masterworks Rank 3, Tempering Rank 3, Melder Rank 3, OMR 3

Occupation: Blacksmith

"Hardened by the crucible of life and forged through its fires; why should another aspect of life differ? You were born for this Trade. Now rise and take to the anvil Wayfarer, for there is much work to be done."

Occupational Virtue List

High-Quality Water Stone

Hone a finer edge when grinding upon the wheel.

Rank 1: Gain an additional +10 BRK
Rank 2: Weapons retain sharpness for an additional encounter. Rank 3: Weapons retain sharpness for an additional encounter.

Guild Notoriety

Rank 1: Gain a 5% discount at the Smithy.
Rank 2: Gain an additional +5% discount at the Smithy.
Rank 3: Gain an additional +10% discount at the Smithy.

Tempering

You may reinforce your gear at a forge, granting additional Temporary Armor. Each Reinforcement costs 20% stamina.

Rank 1: Grant 1d10 Armor to Metal Apparels.
Rank 2: Grant an additional 1d10 Armor to Metal Apparels.
Rank 3: Grant an additional 1d10 Armor to Metal Apparels.

Masterworks

Weapons forged by you deal additional base damage upon striking. Each Masterwork costs 90% stamina.

Rank 1: +5 Base Damage
Rank 2: +5 Base Damage
Rank 3: +5 Base Damage

Arelyan Forging Technique

Stumble across one of the lost pages of the Observatory. The page crumbles within your hand, sharing a final secret before fading to nothing. You may use this lost forging technique when forging Weapons and Armor.

Rank 1: Your Metal Weapon or Apparel is immune to Wet and Super-Heat, but the blade is immune to Affinity Hexes. If the item crafted is a weapon, It will deal 25% less damage. If it is an Armor, it will lose 50% of its Armor total. These debilitations are permanent on these weapons.

Melder

Further, enhance your gear when restoring its durability. After repairing the durability of apparel:

Rank 1: Add +10 Temporary Armor to its armor value.
Rank 2: Add an additional +10 Temporary Armor to its value.
Rank 3: Add an additional +30 Temporary Armor to its value.

Salvager

Rank 1: Retain 50% of your materials when forging.

Artisan's Eye

Spot imperfections within your enemy's armor.

Rank 1: Gain +5 BRK against Metal Armored Mortals
Rank 2: Gain another +5 BRK against Metal Armored Mortals
Rank 3: Gain another +10 BRK against Metal Armored Enemies.

Aesthetic Artisan

Rank 3: Your Weapons sell for an additional +20% of their projected value, a value determined by the Arbiter or used materials (Ingot//Hide).

Masterful Mistakes

Rank 3: Happy accidents are always a pleasure when forging. When crafting a new item, roll a 1d6 and apply the effect.

Apparel

1. Base Armor Value is increased by 5%
2. Nothing
3. Base Armor Value is increased by 10%
4. Base Armor Value is increased by 25%
5. Nothing
6. Base Armor Value is increased by 50%

Weapon

1. Deal +1 Bypass Damage when striking
2. Nothing
3. Deal +3 Bypass Damage when striking
4. Deal +5 Bypass Damage when striking
5. Nothing
6. Deal +10 Bypass Damage when striking

Occupation: Butcher

"Chop, Chop; the work waits for no one. Prepare your blade, and make short work of the meat upon the table, red jewels seeping from its surface."

Occupational Virtue List

Buffalo

Waste not want not. This effect will not apply when utilizing *Quality Meat*.

Rank 1: +2 Hide from kills
Rank 2: Gain 25% more hide when harvesting a creature
Rank 3: +2 Hide From kills

Quality Meat

Harvest finer cuts of meat when butchering a creature. This effect will not apply when utilizing *Buffalo*.

Rank 1: Meat you harvest grants +2 Satiation
Rank 2: Meat you harvest grants +2 Satiation
Rank 3: Meat you harvest grants +6 Satiation and a base minimum of +10 Satiation.

Sharpened Tools

Rank 1: For an additional encounter, your weapons maintain sharpness from a grindstone/whetstone.
Rank 2: For an additional encounter, your weapons maintain sharpness from a grindstone/whetstone.

Swift Skinning

Rank 1: Reduce the time of Harvesting Hides, and Meat, by 50%

Butchers Eye

Select a favored Beast. When fighting against this specific beast, you may roll 1d4 each round. If the result is a 4, your attacks strike as a critical hit.

Abattoir

Rank 1: Gain +1 damage/dead enemy within 100ft
Rank 2: Gain an additional +1 damage/dead enemy within 100ft
Rank 3: Gain an additional +1 damage/dead enemy within 100ft

Skilled Smoker

You may smoke meat instead of drying it, granting the meat a ½ reduction to its Satiation. The meat maintains its weight and will last for 8 days.

Rank 1: Meats you smoke will grant ½ Satiation.
Rank 3: Meats you smoke will grant full Satiation.

A Calm in the Slaughter

There is a profound euphoria for some who deal with death; and in the stillness, a reprieve akin to mantra.

Rank 1: GRT Contests targeting you are reduced by -1CD/ dead body close to you.
Rank 2: GRT Contests targeting you are reduced by -1CD/ dead body near you.
Rank 3: GRT Contests targeting you are reduced by -1CD/ dead body around you.

Occupation: Cook

"Numb the burden of the horrors in wait; its tide held paused by the jubilation held within the sweet idle moments. Be the blessing of calm, and grace, upon the field, granting meals to those who starve within the Wilds."

How to Cook:

Visit Page {283} under "The Act of Cooking" to learn about cooking while camping/idling.

Sourcing Ingredients:

Visit Page {283}, and look under "Camp Cooking" and "Scavenging in the Wilds" to learn the process of collecting ingredients from creatures and vegetation; and visit Page {306} to view the Basic and Exotic Ingredient List.

Mis En Place

Rank 1: Take 25% less time to cook a meal.
Rank 2: Take 50% Less time to cook a meal.

Culinary Artistry

Rank 1: *Your food recovers +2 Satiation*
Rank 2: *Your food recovers an additional +3 Satiation*
Rank 3: *Your food recovers an additional +5 Satiation*

Gourmet

Rank 1: Gain access to Tier knowledge of Tier I Exotic Ingredients. You may now search for Tier I Exotic Ingredients.
Rank 2: Gain access to Tier knowledge of Tier II Exotic Ingredients. You may now search for Tier II Exotic Ingredients.
Rank 3: Gain access to Tier knowledge of Tier III Exotic Ingredients. You may now search for Tier III Exotic Ingredients.

Hearth and Home

The Effects of Hearth and Home only apply once a day; and reduce DL to a minimum of 12.

Rank 1: *Decrease DL of all Wayfarers by 5 when cooking for the night.*
Rank 2: *Additional -5 DL when cooking.*
Rank 3: *Additional -5 DL when cooking.*

Taste Tester

Rank 1: *You can roll DIS - Perception Contests to decern if fluids, plants, or meats contain harmful qualities. You do not know what the harmful qualities are.*
Rank 2: *Gain a +2 Modifier when resisting the effects of disease or poison from edible items.*
Rank 3: *You are immune to Food Poisoning.*

Food Preserver

Rank 1: *You can treat food you obtain, doubling its time before it spoils/rots.*
Rank 2: *When cooking a meal, remove 1 debuff.*
Rank 3: *When cooing a meal, remove another debuff.*

Chef

Rank 1: *Gain a +2 Modifier when rolling a Cooking Contest.*
Rank 2: *Gain a +4 Modifier when rolling a Cooking Contest.*
Rank 3: *Gain advantage against Cooking Contests when Cooking.*

Curation

Your seasoning has restorative properties and grants Well Fed as a passive. This effect disappears upon waking up from rest.

> ***Well Fed***: *While resting after a proper meal, you heal an additional amount.*

Rank 1: *Consuming your food grants +10% Health Recovery when resting.*
Rank 2: *Gain +5% Temporary Health when waking from a Full Nights Rest.*
Rank 3: *Gain an additional +5% Temporary Health when waking from a Full Nights Rest.*

Occupation: Homeopathy Scholar

"Natural mends and sourced Wyrts. Serve the world; that it may find better health, Wayfarer."

Occupational Virtue List

Antidotal Flask

Rank 1: *Your flask reduces poison effects, upon drinking, by 25% for 2 rounds.*
Rank 2: *Your flask reduces poison effects, upon drinking, by 50% for 2 rounds.*
Rank 3: *Your flask reduces poison effects, upon drinking, by 100%; granting immunity for 2 rounds.*

Herbalist's Eye

Dia Warish often eludes most who do not know its existence, even those who do. Once per day, you may roll 1d4 to find Dia Warish; a rare medicinal plant that aids as a naturalistic curative. You may consume this plant with a standard action. Dia Warish Can only be bought, in Cities, in very small quantities.

Rank 1: *Dia Warish heals 10 Health and grants 2 Satiation.*
Rank 2: *Roll a 1d4 to see how many of your plants are Po-tent Dia Warishes. Potent Dia Warish heals an additional 20 Health.*
Rank 3: *You can alter a mixture of Dia Warish and Water to produce a potent fluid, similar to Restorative Flasks, called Warish Water. This process requires three Potent Dia Warish. Warish water will fill a flask by 100% and will heal 1 Health/2%.*

Chronicler of Remedies

You carry a tome of collected recipes and descriptions. You must be literate to read, and write, within this tome. Roll Privy Contest to identify familiar plants.

Rank 1: *Gain an advantage when interacting with foreign plants.*
Rank 2: *Gain a double advantage when interacting with familiar plants.*
Rank 3: *No Contest interacting with all familiar plants.*

Weed Killer

Rank 1: *Your poison attacks bypass all plant immunities and deal double damage to plant-based Natura.*
Rank 2: *Gain advantage to attacks against plant-based Natura.*
Rank 3: *Your poisons last twice as long.*

Flask of Clarity

{Requires Mad Cap Root and alcohol}

Create a potent Tincture of Clarity; a tincture which reduces DL by 1. When added to a Restorative Flask, it will aid with mental afflictions.

Rank 1: *Drinking 20% of a Flask of Clarity will cleanse 5 DL.*
Rank 2: *Drinking 20% of a Flask of Clarity will remove demoralizations.*
Rank 3: *Drinking 80% of a Flask of Clarity will Remove Hysteria*

Enhanced Extraction

Rank 3: *Reap the maximum value from roll-based Homeopathy Scholar Virtues*

Botanist

Rank 2: *Gain Advantage when identifying harmful plants—No Contest with Chronicler of Remedies.*
Rank 3: *Gain Advantage and a +3 Trailfinder Modifier when locating specific plants.*

Occult Tincture

Rank 1

{Requires: Hex Caster and alcohol}

Studies surrounding Blood Hex infused with Homeopathic studies could yield Interesting results.

Bleed yourself and create a tincture from your own blood. For every 1 points of Health lost this way, and 1 Aether, you yield 1% of a flask capable of Healing 1% TH. The Occult Tincture will decay and lose its effects at the beginning of the next day.

Occupation: Miner

"Blackened lungs and coated clothes; your visage shows the grit and determination of a history conceived deep within the earth below."

How to Mine:

You must wield a pickaxe (Two-Handed). Each reinforcement to your pickaxe will allow you to mine the next tier of ore adjacent to the ingots with which the material is associated. Mining will consume one hour and has a (1d4) chance of luring nearby creatures.

{Example: Tier III Pickaxe = Tier I-III ore

Additional Mining Consumes (1d20 stamina/hour)

Ore Vein:

Scattered worldwide are ore veins, the amount of which is determined by the Arbiter or left to a 1d4 roll to determine the "Vein Size." When Mining, you will roll a BRN Contest and may add your Weapon Proficiency and DEX Modifier. Upon completion, if successful, you will reap (1dX) ores from the vein.

Vein Size

1. **Small**: 1d4
2. **Normal**: 1d6
3. **Large**: 1d10
4. **Massive**: 1d20

Ore Tier:

Each Tier of ore Increases the BRN Contest difficulty by +2.

Higher Difficulty:

Some ores maintain high elusiveness, even in the face of high proficiency. When an ore has Higher Difficulty, you add the Higher Difficulty Modifier to the CD.

Trailfinding Ore:

Trailfinding ore begins a CD of 3 and increases by +1 per Tier. Some ores have a Trailfinding difficulty Modifier adding additional CD, due to Higher Difficulty. You must unlock tiers through reinforcement to detect later-tiered ores with Trail-finding.

Ore Conversion:

It requires 10 Ore to forge an Ingot unless the Ore is Moon-stone, requiring only one.

Local:

Some ores require you to search within a specific location before you attempt to trailfind; granting a No Contest failure unless the ore is present within the local.

Ore Vein List

Tier I Ore

Bronze Ore:
Weight: 3 Grav/ore
Value: 30 Sygnum/ore

Silver Ore:
Weight: 1 Grav/ore
Value: 30 Armylla/ore

Tier II Ore

Iron Ore: Used to make Iron, Cold Iron and Steel and Damascus
Weight: .5 Grav/ore
Value: 50 Armylla/ore

Obsideaum:
Weight: .2 Grav/ore
Value: 30 Sygnum/ore

Tier III Ore

Titanium: Collect a mixture of mineral sand deposits and hard rock bodies
Weight: .4 Grav/ore
Value: 1 Crown/ore

Aetherium: Only appears within Convergences
Local: Convergences
Weight: 1 Grav/ore
Value: 1 Crown/ore

Tier IV Ore

Adamantium:
Higher Difficulty: +3 CD
Weight: 3 Grav/ore
Value: 5 Crown/ore

Mythril:
Local: Wimsey Convergence
Higher Difficulty: + 3CD
Weight: 1 Grav/5ore
Value: 10 Crown/ore

Dark Steel:
Higher Difficulty: + 2 CD
Weight: .5 Grav/ore
Value: 15 Crown/ore

Void Steel:
Higher Difficulty: + 1CD
Weight: .5 Grav/ore
Value: 15 Crown/ore

Moon Stone: This Ore is coalesced within a massive form and does not need to be mined. If found, it may be harvested with No Contest.

Local: Deep Locations
Trailfinding CD: +2
Weight: 2 Grav/ore

Occupational Virtue List

Prospector's Intuition

You have developed a knack for areas of worth.

***Rank 1**: Gain a +1 Modifier when Trailfinding Mining out-crops*
***Rank 2**: Gain an additional +1 Modifier when Trailfinding Mining outcrops*
***Rank 3**: Gain an additional +2 Modifier when Trailfinding Mining outcrops*

Miner's Canary

You may buy a pet canary in town for 50 Armylla and train it over 3 days. The canary has 30 Health and takes triple damage from poisons.

***Rank 1**: The Canary can detect Poison and air-based contagions from 50 ft away*
***Rank 2**: The Canary can detect Poison and air-based contagions from 100 ft away*
***Rank 3**: The Canary can detect Poison and air-based contagions from 150 ft away and will let you know its potency.*

Geologically Savvy

***Rank 2**: Gain an advantage when rolling mining Contests*

Stamina and Stone

***Rank 1**: Reduce Mining time by 50%*
***Rank 2**: Mining Consumes 1d10 stamina instead*
***Rank 3**: Mining Consumes 1d4 stamina instead*

Ore Appraisal

***Rank 1**: Your Ore is valued 5% higher*
***Rank 2**: Your Ore is valued 5% higher*
***Rank 3**: Your Ore is valued 10% higher*

Efficient Extraction

***Rank 1**: Reduce mining Contest Difficulty by -2*
***Rank 2**: Reduce mining Contest Difficulty by -2*
***Rank 3**: Reduce mining Contest Difficulty by -1 and gain advantage on the number of ore harvested.*

Pickaxe Mastery

***Rank 1**: Using a Pickaxe as a weapon grants a +4 to damage*
***Rank 2**: Using a Pickaxe as a weapon deals 3 bleed/round for 2 rounds*
***Rank 3**: Using a Pickaxe as a weapon deals +20 Break.*

Heat Resilience

***Rank 1**: Gain advantage, and a +3 Modifier, when rolling Contests against Heat/arid conditions.*

Fortune Hunter

When Mining, you have a 1d100 chance of finding a gold nugget. Your Target Number is 100. You may sell this in Town for 20 crown/gold piece.

***Rank 1**: Bring your roll +5 integers close to the target number. You will not pass the target Integer.*
***Rank 2**: Bring your roll an additional +5 integers closer to the target number. You will not pass the target Integer.*
***Rank 3**: Bring your roll an additional +5 integers closer to the target number. You will not pass the target Integer.*

Occupation: Sell Sword

"Law is written in blood and coin; sympathies are a rich man's luxury. Your humbled beginnings seem to find you amidst the common folk. All must eat... so pick up your arms, Wayfarer, and step forth to war."

Occupational Virtue List

Bargain

Services are high for a reason: barter, to serve a job well done.

Rank 1: *You receive +5% Sovereign from completed bounties.*
Rank 2: *You receive +5% sovereign from completed bounties.*
Rank 3: *Get 20% of your reward upfront if it is Sovereign.*

Anything But Green

Rank 1: *+3 Base Attack Damage*

Fitness

Allow your speed to better accommodate your combative prowess.

Rank 3: *Gain +5 speed*
Rank 3: *Gain +5 speed*
Rank 3: *Gain 1 AL Negation*

Ground Fighter

You are skilled on the ground.

Rank 1: *Gain a +1 against grapple contests*
Rank 2: *Gain a +1 against grapple contests*
Rank 3: *You may deal damage when you are prone and get up as a reaction.*

Vantage Point

You have the high-ground Wayfarer.

Rank 1: *Gain +5 damage when attacking from at least 5ft above a creature.*
Rank 2: *Gain +5 damage when attacking from at least 5ft above a creature.*
Rank 3: *Gain advantage on attack when at least 5 ft above a creature.*

Grip Strength

Hold your tools as If you depend upon them.

Rank 1: *Gain a +1 Modifier against attacks attempting to disarm you.*
Rank 2: *Gain a +1 Modifier against attacks attempting to disarm you.*
Rank 3: *You are immune to having your weapon released from your hands unless wanted.*

Hyperactive

Thoughts, thoughts, thoughts...

Rank 1: *Gain a passive +1 adrenaline per turn in combat; Gain a permanent +1 DIS*
Rank 2: *Gain a passive +1 adrenaline per turn in combat; Gain a permanent -1 GRT*
Rank 3: *Gain an additional passive +2 adrenaline per turn in combat; Gain a permanent -1 GRT*

Protean Combatant

Test, Master, Wield...

Rank 1: *Select a weapon or shield for this Virtue and give it 5 Weapon Proficiency.*
Rank 2: *Your chosen item is now 10 Weapon Proficiency.*
Rank 3: *Gain +30 Physical Damage when using a different weapon type on the next round.*

Fluid Arsenal

Rank 1: *Swap weapons as a Free Action*

Unerring Strike

Rank 1: *Unlock Charmed Proficiency (Wep. Prof.) at 9 Dice.*
Rank 2: *Unlock Charmed Proficiency (Wep. Prof.) at 8 Dice.*
Rank 3: *Unlock Charmed Proficiency (Wep. Prof.) at 7 Dice.*

Occupation: Travel Guide

"There are those who cannot reject the call to nature; and must jaunt, behind safe boundaries to meet it. Whether to staunch ill-fated omens, aid kindred unlucky travelers, escort Arelyan Homeopathy Scholars, or simply venture to acquire materials, these guides, to the Wilds, are saviors to many and resourceful allies to some."

Occupational Virtue List

Naturalist

Rank 1: Gain a +3 Modifier to Trailfinder when decerning directions while in nature. You may apply this to tracking prints and noticing irregularities in nature.
Rank 2: Gain an additional +1 Mod.
Rank 3: Gain an additional +1 Mod. You are always aware of the exact time of day.

Light Forger

Rank 1: Gain a +3 Modifier when establishing a campfire. Your campfire raises Light Levels by 1 to a maximum of Normal. Additionally, you carry an additional 2 Torches.
Rank 2: Your campfire now raises Light Levels by 2 to a maximum of Normal.
Rank 3: You can craft 3 uncorrupted torches/day with a {Contrive Contest} and may add your +3 Modifier to this process. To create torches, you require 10 stamina and wood/torch.

Multilingual Reader:

Rank 1: When an unknown spoken language is directed towards you, Gain a +3 Modifier when deciphering the general meaning behind the language.
Rank 2: Gain an additional +1 Mod.
Rank 3: Gain an additional +1 Mod.

Cartographer

Rank 1: Understand foreign/dirty/worn maps
Rank 2: Keep track of the areas you have been to. You gain No Contest on Trailfinder contests to reach places you have traveled.
Rank 3: You can roll ALR Contests (CD 5) to have travelers, you meet on the road, mark your map. Traveling to these marked areas has No Contest.

Guides Instinct

Rank 1: Gain a +1 Modifier when using Perception.
Rank 2: Gain an additional +1 Modifier with Perception.
Rank 3: Gain No Contest against ambushes.

Well-Traveled

Rank 1: Gain +2 to Privy.
Rank 2: Gain an additional +3 to Privy.
Rank 3: Gain an additional +5 to Privy and +2 to Perception.

Long Distance Walker

Rank 1: Lose the ability to use Sprint as an action. Double the distance you can travel within a day.

Camouflage

Gain a +1 Stealth CD while in the Wild. For each rank, you may select which environment you are familiar with: {Forest, Cave, Snow, Desert, Jungle, Grassland, Tundra, Swamp, Mountain}

Rank 1: Select a Biome.

Step Two

Rules of Play

Chapter 8: Traversing

Traverse beyond the pale and unearth the horrid secrets held within forbidden delves, corrupted monasteries, and blighted bogs. Let not even the flames of Hell staunch your will to press on. This section covers the ins and outs of travel.

Time

Managing your time within Nexus affects many overarching elements within Harvest and should be carefully considered when venturing out into the Wild. The Arbiter can use a more condensed format when referring to actions done over time in select situations if it better serves the party, known as "Time Skipping."

Within normal play, it is standard to consider the flow of minutes or seconds if the player wishes to examine or interact with something, like the act of lighting a torch or inspecting tracks. However, in more unpressed situations, when one doesn't need to exercise precise timekeeping, the Arbiter may ask the party if they would like to time-skip activities like Vices or shopping.

Real World Hours {RWH}

Some items within Harvest, like torches, are tracked by timers within the real world (out of Game), often prompting a sense of urgency. This is known as Real World Hours {RWH}.

Time Skipping

When the party Time Skips, they announce the list of actions they wish to perform to the Arbiter. The Arbiter then takes the sum of the highest overlapping values to calculate passed time. The players may then skip ahead in time, completing those tasks, and end up at the estimated time upon the conclusion of those events.

The Inn Room: Time Skip

Wayfarers may set a desired wake time and utilize the inn room to rest longer than normal. This action grants a Full Rest. This action trivializes preparation by allowing Wayfarers to prepare a day before departure, rest, have a meal, and then head off to their next Bounty or Act.

Long Journey

If Wayfarers travel long distances via carriage, mount, or on foot, they may also use the Time Skip function to reach their location speedily. It is at the Arbiter's Discretion how much time will pass and how many encounters the party might stumble upon in between. This feature can skip hours or even days, with an occasional interruption, sparking combat.

Sectioned Time: Actions and Combat

When in combat, every action occurs within 10 seconds. The notation showcases continuous movement with Standard (30ft speed).

Time – Round/Distance Conversion:

	Rounds	Distance
Minute:	*6 Rounds*	*180ft*
Hour:	*360 Rounds*	*4,320ft*
Day:	*8,640 Rounds*	*103,680ft*
Week:	*60,480 Rounds*	*725,760ft*
Month:	*259,200 Rounds*	*21,772,800ft*

Mile Conversion

Mile Distance: 5,280ft
Mile Time: 29.3 min
Mile Rounds: 175.8 Rounds

Noting time for actions is helpful for traversal and combat. It allows one to know how long it may take to utilize an action or how many actions one may wish to perform within a given period. Some effects may linger for an elongated duration, or some distances may require a wealth of rounds. Above is a quick shorthand for the passage of rounds/feet alongside miles.

Example:

"An NPC has escaped the wrath of one of your party members, limping at half speed (15 ft) to the nearest town, which is a mile away (5280 ft distance). With the NPC's current injured situation, they do not have the will, nor power, to sprint, so an action of movement would reach 15 ft. (5,280ft distance / 15ft creature speed) = 352 rounds x 10 seconds (round time) = 3,520 rounds If the NPC is not impeded along their journey; and can muster the strength to limp continuously. It will take them slightly under an hour (3,520 rounds/60sec = 58.7min) to reach a town and alert the authorities to your party member's transgression."

The Day:

The hours rotate over a day, containing light at various degrees. Light will always be present, be it the sun or moon. A standard lighting situation during a day is considered normal or dim, and the obscuring of the lighting element will always shift the level down. It is at the Arbiter's Discretion to keep a close eye on time due to its effect on potential encounters, which scale to the night.

Dawn: 6 a.m.

General light is considered dim unless altered.

Day: 6 a.m.-6 p.m.

General light is considered normal unless altered.

Night: 6 p.m.

General light is considered dim unless altered.

The Night

The Wayfarers completely control how often they wish to visit the Wilds. In general, Night is often more deadly for anyone who dares to venture within its depths, though this can't always be avoided. Some creatures are nocturnal and only frequent dark areas, requiring one to embrace the dark.

Travel might also spur a Wayfarer into action. Preparation in a town grants many benefits, such as securing the Wayfarer for a day or multiple. However, the Wayfarer will be left with their own devices after a few days. Traveling to different Towns or far-off locations might spur a journey lasting 3-5 days. There will be moments when you are far away from the safe walls, which conceal you from horrors; within those moments, you must rely on those you find and those you have near to steal you away from the threats that hunt you.

The Night Grows Stronger

During the Night, all Enemies +5 AB.

Light Levels

Guiding Light

"Be wary of the dark Wayfarer...it hungers."

Upon The Mortal Coil, the safety provided by light is a steadfast companion. To forsake it is to expose oneself to the relentless terrors that lurk within the shadows. Carrying a source of light becomes paramount for Wayfarers, not only to enhance visibility, but also to ward off sanity contests and dissuade particular creatures from tempting your fate.

Bringing a light source with you increases the light level by +1 point. {Pitch Black to Dark, Dark to Dim, Dim to Normal. Otherworldly sources of light are required to bring Normal to Bright and Bright to blinding.}

+2	***Blinding**: Witnessing this source of light will blind you for 3 rounds.*
+1	***Bright**: It becomes more challenging to see, granting a disadvantage to perception.*
0	***Normal**:*
-1	***Dim**: The area is visible but darkened; (Dark/Light Tale Effects).*
-2	***Dark**: Sight range is reduced by 50%; gain Paradolia and -5 Perception.*
-3	***Pitch Black**: Blind. Roll GRT; and SNT each hr.*

The Dark of Night

During a normal day or night, it will always be, at most, Dark (Within shadowed areas) and Dim within unshaded locations. If you are to go to an area that obscures moonlight or adjacent sources of light, like a cave, deep wood, or delve, then the result shall be Pitch Black. Some unnatural effects, such as the Whimsey Touched Convergence, can force an area to be Pitch Black.

If enough Light sources are established to mimic a brightened area (Towns, Cities, Homes), an area can convert to a normal Light level, so long as the light sources are produced in mass. Areas like encampments or large campsites can ward off all manner of creatures, almost ensuring a safe slumber.

The Light

During the day, the light level is Normal. Very few light sources have any effect on bolstering the light level beyond normal. If you are in an area surrounded by white (Snowfield), this is one of the only times a Normal Light Level can naturally reach Bright due to the high reflectivity. An overcast day on the same field would allow the light level to be normal.

The only sources of light that can augment the light level above Normal are items capable of producing strong flashes; or special Light Level augmenting abilities.

Fear the Dark

Wayfarers should embrace the light, for many horrors lie within the shadows. The presence of light wards off many creatures and prevents the chance of ambushes if you find yourself needing to rest outside of town. However, some creatures are drawn to the light. Protection and attraction go hand in hand with this tool.

Light also helps calm the nerves of your Wayfarers. The darker the environment gets, so too does their outlook. This can force Grit and Sanity Contests; and has the potential to create phobias. Wayfarers will learn to love the light; it keeps them warm and serves as friend.

Light Attraction

Light tends to attract non-craven foes. Occasionally while your Wayfarers wander deep across darkened lands, it is at the discretion of the Arbiter to roll a 1d4. If the result should land on a 1, then the party shall be pursued by light-seeking enemies. If this is within an area with a high concentration of enemies, it is at your discretion to roll 2d4 or 3d4; 1 still being the number defining a group of enemies.

> ***Travelers***: If you roll a 4, it is at the Arbiter's Discretion to introduce a random NPC Traveler who got lost in the dark and sought the nearest person they could find. This random NPC can aid in a few ways, depending on what attributes you wish to give them; be they a stalwart knight offering aid or a merchant with a broken cart willing to restock a couple of items in exchange for guidance.

Dim

"Your light fades, Wayfarer. Be wary that this situation doth not get darker."

Dim light is a non-hindering effect. It coincides with the natural waning light that the sun produces day by day. Just as the sun produces light, so does the moon. Situations where it is dark, but you have some form of natural light, would be classified as dim. Light sources increase Light Levels, like dark, to Normal. The only thing Dim may control is initiative. Visit **Page {316}** to learn about initiative; and Page {19} to hear about Light and Dark Tales.

Dark

The player must roll an SNT contest every hour when under Dark or Pitch Black.

> ***Limited Vision***: Your sight range is reduced by half if you are affected by Dark; additionally, you gain a -5 Modifier on perception-based contests.
>
> ***Pareidolia***: *"Your mind deceives you, Wayfarer."* The Arbiter can use this to have fun with the Wayfarers in Dark Light settings. The player must roll perception and beat periodic Perception Contests. If they fail this check, the Wayfarer starts to see shadows moving in the dark. Perhaps something was running around them or something trying to hide.
>
> ***Example***: *"Your perception does not fail you; an unknown figure is assailing you; they race toward you with aggressive intention, from just outside your vision. Would you like to roll a DEX Contest to dodge out the way or strike at them before they get the chance to hit you first?"* A situation like this can create exciting and fun outcomes. Maybe the party can poke fun at the player *"hitting the tree right behind them"*; or perhaps it alerts other things that did not know the Wayfarer's current whereabouts, due to their reckless noise.
>
> {Situations like these create a lack of trust towards one's perceptions and the nature of where they are and how hostile it is. If your goal is to set a foreboding or a *"never-a-bleak-moment"* scenario, utilizing tools such as this should allow the players to feel more engaged; and create fun stories through possibility}

Pitch Black

In Pitch Black darkness, you cannot see unless stated otherwise and are considered blind.

When the Wayfarer enters a Pitch Black local for the first time, they must roll a GRT Contest and SNT Contest; an additional GRT and SNT are required every passing hour.

Torches

Wayfarers may carry a torch. This tool allows one to light a radius of 30ft, and allows the increase of 1 Light Level to a maximum of normal. Once lit, this touch will last 1 RWH; and can be maintained by expending fuel. Each Wayfarer may carry one refuel, consuming an item slot. Torches are considered a Main or Secondary Action Item. Rain won't extinguish a torch, but it can be if submerged in nonflammable fluid.

Clustered Light Source

When four touches are within 60ft of each other, the light level will increase by +2 to a maximum of normal.

Crafting Torches: When in the Wild, you can source and craft torches by rolling a Contrive Contest {CD 4} and may add your survival Modifier. Torches require wood and flammable material.

Wood Corruption

Wood, in the Wild, is corrupted by a malevolence. Burning this material and breathing in its smoke will cause a loss of sanity. If you craft a torch in the wild, all creatures within 30ft will gain -1 SNT at the beginning of its lighting. If there are 4 touches with corruption, the integer increases to -2 SNT.

Ingenuity and Light

Dark times breed moments of desperation. Creatures must turn to wit when the light wains; and as such, might attempt to find scraps of flammable material. Whether this be logs, small cloth, or the residual fat trapped within a corpse, it is at the discretion of the Arbiter, how strong and persisting of a light this creates. Should the method of lighting the area prove disturbing, it is also at the Arbiters discretion to prompt an SNT Contest.

Sight

Blind Sight – You can detect the world around you within a proximity of 30ft. Creatures that move within 30ft of you are detected with No Contest. Treat all passive stealth CDs as 0 if creatures are within range. You can only see creatures that have moved within the last/current round.

Cloud Sight – You can see through obscuring fogs, mists, spore clouds, etc. as if you have Standard Sight.

Dark Sight – You can see within Dark and Pitch-Black settings as if it were normal Light Conditions. You are immune to the penalties granted by Dark and Pitch-Black Light Levels.

Fey Sight - You can see the whisps that drift around the Fey Wild. Roll a 1d20. If you get above a 10, the whisps will light you a path out the Fey Wild. Additionally, you gain a +1 Modifier when attempting to see through Illusions.

Hawk Sight – Standard Sight increases to a range of 120ft. Gain +1 Modifier to your Contest Dice when attacking within 60ft.

Hex Sight - Witness traces of Majick signatures drifting within the air. These currents connect to majick based creatures, areas, and objects, drifting a total of 100ft. Following these tethers will lead you to its source. Your Arbiter can hint at how potent/strong the source of the tether is on the other side. Within 30ft, you may treat Hex sight as Blind Sight without requiring creature movement.

Moral Sight - You know the exact Morality number of any creature you can see.

Standard Sight – You can see 60ft and are subject to standard Light Level debilitations.

Thermal Sight – You can detect strong and weak traces of heat, granting you clear sight for things producing heat within 120ft. This effect is reduced to 60ft while underwater. All creatures within this range have a passive stealth CD of 0.

6th Sense: See Invisible Horrors and Ghasts with No Contests. You may also sense the presence of Illusions, Horrors and Ghasts within a 100ft radius. If an illusion is present, gain a +4 Modifier when attempting a DIS Contest.

If a sight doesn't have a set sight range, its standard sight is modified by the other sight (Cloud + Standard = 60ft of Cloud Sight). If a specific sight on a creature has a longer or shorter range than what is displayed above, its sight is considered an advanced/hindered version of the sight listed and will gain more/less range if within that setting.

Example: Hawk Sight {200ft} - Standard Sight increases to a range of 200ft. Gain +1 to your Contest Dice when attacking within 60ft.

Rule of Sight: Unless a sight states otherwise, you must see a creature/precisely detect them in order to target them.

Movement and Grids

Movement is reduced into precise intervals, with each 5ft section being referred to as a "*unit*" and the collection of these units being referred to as "*a grid*." Grids serve as units of measurement and are essential in various situations ranging from combat to exploration.

Grids In Combat

During combat encounters, grids define a creature's range of mobility and allow for strategic positioning. Most creatures have a specific movement speed, which directly translates to grids, indicating the full range of their movement. For instance, a Creature with 30ft of speed (moving 30ft) translates to 6 units within a grid. If a creature wishes to sprint, it exhausts a Full Round Action, allowing it to double its movement speed.

Elevation

Grids can also determine the height or depth of a particular zone, allowing for calculations regarding fall damage, drop attacks, or scaling. Visit Page {282} to learn about fall damage, drop attacks, and scaling objects.

Sprinting

A creature may consume (20 - VIG Mod) stamina to sprint during a round, doubling their movement.

Flying

A creature that can achieve flight may fly in any direction, up to their movement speed, so long as they aren't obstructed. This form of movement will ignore certain effects at the Arbiter's Discretion, such as ground based effects such as Rugged/Impossible Terrain, Earthquakes, Trip Attacks, etc.

Space and Size

Every creature has a size that determines its height. Every creature will also have the amount of grid space it occupies, known as "***Space***." For example, a Gargantuan creature may have a Space of 10x20. This would occupy a rectangular space on the grid, 2 units wide and 4 units long.

Rugged Terrain

Terrain, which provides harsh traveling conditions, is known as rugged terrain. When a creature moves through rough terrain, its movement is reduced at the Arbiter's discretion. The degree shall depend on the severity of the land's conditions. Snow, mountains, rock landscapes, lava, marshes, quicksand, etc., are all considered rugged terrain. Should a creature cross an elemental form of Rugged terrain, it is at the Arbiter's Discretion if any damage is dealt, alongside how much.

Impossible Terrain

Terrain which is impossible to traverse unless stated otherwise. Creatures within this terrain are trapped to their unit unless given a Contest or aided.

Stamina and Fatigue

Stamina Reserve

Every creature has a stamina gauge. Stamina monitors a creature's physical exertion over the course of the day; the energy exerted within the throws of combat and the surrounding environment. Exhausting this resource limits your ability to quickly move around, attack, and will even potentially hurt you if you are left fully drained.

Stamina Reserve: Every creature has an innate reserve of Stamina that they may expand over the course of the day through actions such as sprinting, traveling, and utilizing certain weapons and the combat actions they provide. This reserve may be increased through various means, like a fine meal, Virtues, Core Attributes, and Mastery Rank, and is replenished through rest.

High Exertion: Wayfarers can push themselves, to a maximum of 20 points, past their Reserves, gaining a maximum of -20 within their Stamina Reserve.

Travel: At the start or end of each day, a Wayfarer deducts 24 points from their Stamina Reserve; accounting for expended energy regarding traversal over the course of that day. Each point represents an hour the creature spent traveling on foot.

Mounted Travel: When traveling on a mount or a carriage, the stamina traversal cost is deducted from your journey and applied to your mount.

Fatigue

Fatigue is a debuff that applies after a creature's Stamina Reserve reduces below 0, lowering the creature's base movement speed to 5ft, lowering AL by 50%, and granting a disadvantage to Physical Contests. Additionally, you lose all Damage Dice behind your attack, reducing your weapon damage to its true base damage.

Example: An attack that deals 4d6 at higher MR, now deals 1d6 damage while Fatigued.

Resting: The act of resting regenerates stamina; and has the potential to cleanse fatigue. Resting also cleanses Exhaustion.

Nap: Restores 20 Stamina
Full Nights Rest: Restores 40 Stamina.
Restorative Sojourn: Restores Full Stamina

Fatigued Rest

Sleeping while fatigued will still restore stamina but deals the Stamina Deficit as damage to the creature upon waking.

-20 ***Stamina*** = 20 ***Damage upon Waking***

Adrenaline

The heat of battle rises, as does your burning blood. Use your heightened senses to your advantage. Adrenaline is stored in front of your stamina and can be used to perform actions instead of stamina.

Example: 10 Adrenaline may be used to sprint during combat.

Adrenaline can be gathered through the acquisition of certain virtues, items, and skills. It can also be obtained naturally by dealing critical strikes at the Discretion of the Arbiter.

1 Critical Success = 5 Adrenaline

Adrenaline is drained at the end of a combat encounter. Lastly, if you gain any Adrenaline, reaching or exceeding an amount equal to 200% Stamina, suffer a Cardiac Arrest.

Sleep

Creatures require periods of rest to maintain their physical and mental health. Sleep mechanics involve a combination of time management, recovery of hit points, and restoration of abilities.

During a designated sleep period, Wayfarers may choose to sleep. During this time, your character naturally regains a fraction of their health through rest. Some Wayfarers depend on rest to regenerate expended abilities. The duration and effectiveness of sleep can vary based on factors like the quality of accommodation, Hex influences, or the presence of disturbances. Arbiters may introduce challenges or encounters during sleep to add an element of risk or unpredictability.

Additionally, sleep mechanics can relate to narrative elements, influencing character relationships, dreams, or potential encounters with otherworldly entities.

Restorative Sojourns

A Restorative Sojourn involves the Wayfarer finding a safe space to rest for multiple days. Within this time, they are to take no form of strenuous action and will be confined to a room and bed for most of their Sojourn. When attempting this, the Wayfarer/s may visit an Inn and pay upfront for the cost of a meal and bed for each day they choose to stay. They will then be served and tended to over the course of **5 days** to complete the sojourn. If they are ill, they may pay an additional fee, at the discretion of the Arbiter, for a treatment during their stay. A Restorative Sojourn restores the Wayfarer to ***100% THP***, ***cleanses*** all ***illnesses*** and ***diseases***, and grants ***Well Rested*** an additional ***40+ Temporary Health***.

When A Restorative Sojourn is enacted, the party may collectively choose to Time Skip to fast forward to the rest's conclusion.

Full Nights Rest

A Full Night's Rest consists of **8 Hrs** of sleep. After a full rest, the party regenerates ***20%*** of their ***THP*** and ***Aether Reserve***. If done in a Place of Respite, it ***grants Well Rested***.

Nap

A Nap consists of a minimum of **4 Hrs**. Upon resting for 4 hours, the party will regenerate ***10%*** of their maximum ***THP*** and ***Aether Reserve***. A nap will not grant Well Rested.

Rude Awakening

If a creature receives damage enough to send them into a threshold, they are forced awake in the form of System Shock; unless they have stayed up for 6 days.

Poor Sleep

"The quality of where you sleep matters, Wayfarer." Sleeping in an area unsuitable for rest, such as a decrepit building, a pool of water, or even bumpy earth, can lead to potential adverse outcomes. Anytime you find your Wayfarer resting in one of these places, they will wake up with a ***-1 Modifier*** to rolls (for the day) due to lack of quality sleep.

Normal Sleep

Sleeping within a sanctioned area, such as an Inn, a proper camping roll, an encampment quarter, etc., will grant your Wayfarer Well Rested.

Well Rested: Gain +20% Temporary Health upon waking.

The Long Venture

A party would be wise to keep themselves within reach of a Town; however, one cannot see the horizon if they never leave the shore. Many goals can exist deep within the wild. These things range from places of interest, luxurious coffers, delves, people of interest, rare items, objects of power, etc. Some creatures you might seek out only exist many days outside of the reach of a town; creatures that only exist in The Deep Wood, for example. Whatever your reasons, it is best to prepare with supplies accommodating the efforts of cooking, cleansing, healing, and sleeping.

Harder encounters may host a venture exceeding 5 days. The longer you remain out within the wild, the more your resources deplete, and the harder it becomes to thrive; each day bearing a sharper reminder of one's environment, waning supplies, and the cold call of the Death Knell.

Death may come for you. Desperation and insanity will claim you. It is a matter of when and how you will react with your time. Should you reject fate and narrowly escape, learning and growing, or fall victim to the unknown? Perhaps your Wayfarer is one of the few who will survive this Tale to its conclusion, besting the odds. Only time shall tell, but it all starts with a step and a warm fire next to comrades. Beware of The Long Venture, for it hosts the Darkest Nights.

Camping

Your Wayfarers may purchase a tent and a bedroll within a Town. This reusable resource allows the Wayfarer to create a portable station if you find yourself deep in the wilds of Nexus. Setting up a proper resting station will allow your wayfarer to gain normal sleep. You may not establish a camp in rugged terrain such as water, burning lands, etc., but you may do so over bumpy ground in other similar locations.

Ambushing

Your Wayfarers might find themselves being ambushed from time to time. Designating players to keep watch can negate the potential of some ambushes; or alert the party if any attackers spring to action.

If ambushed, your party is considered Suprised, allowing their enemies a full round of actions before combat officially starts for the players. Enemies also gain an advantage on any actions done in the first round.

Ambush:

The Ambusher will have their passive Stealth CD which creatures around it must pass; utilizing a DIS + Perception Contest. Visit Page {30} to learn about stealth. The Perception result of any sleeping creature/s is cut in half by 50%. If Stealth succeeds, the perceiving creature is ambushed. This works interchangeably for enemies and Wayfarers.

Designate a Watcher:

Have that player roll a DIS + Perception Contest to counter a potential ambush over the course of their watch. Your party may take shifts; each new player has to roll a new contest. The perception result is put against the Stealth CD of a potential ambusher. Being a designated Watcher automatically negates ambushes from local Craven enemies. It is at the Arbiter's Discretion; what enemies frequent a local area.

Staying Up

It is not a bad idea to choose when one sleeps; especially due to the general danger increasing during the night. There are times when your Wayfarer cannot sleep due to a current predicament. Neglecting sleep can be done; at a cost. At the beginning of each new day, the player has to fight off sleep {GRT Contest +1CD/Day}; with each roll becoming harder, as the days pass on. When they fail this roll, they will pass out; and sleep until the Full Nights' Rest concludes. This Wayfarer will be regarded as unconscious; and incapable of waking unless reaching a Wound Threshold.

{All penalties stack; and will revert upon a Full Night's Rest}

End of Day 1: Gain +20% Exhaustion.

End of Day 2: Gain -2 AL

End of Day 3: Gain -3 AL. Additionally, You gain disadvantage on rolls and -5 to perception.

End of Day 4: Gain -5 AL; and your immune system shuts down; you automatically fail disease/Illness contests. Gain +20% Exhaustion.

End of Day 5: Gain -10 AL; Hallucination: you have a 50% chance of missing every attack. Gain +20% Exhaustion.

End of Day 6: Gain -20 AL; The Waking World can interact with you; take 10 Mind Damage each round until you sleep. Gain +20% Exhaustion.

Continuous Napping

Relying on napping, to quell the necessity of sleep, is a fool's errand. Should you not gain a Full Night's Rest each day, or an amount equating to 8 hours, the next day will grant you the Sluggish condition.

> ***Sluggish***: Gain disadvantage rolls on every action. This effect will stack with "Day 3" upon staying up.

Disease

Nexus hosts a variety of illnesses one may contract depending on the location. It is at the Arbiter's Discretion to enact a disease VIG Contest when Wayfarers have poor sleep in overly dirty areas.

Corruption

{ it is at the discretion of the Arbiter where the Effluvium is within the Tale}

A malevolent effluvium permeates within the wood. If Wayfarers rest within the wood, they must then roll Survival or Privy to realize that its presence exists. If they succeed, they may attempt to prepare a Ward against the curse before the party sleeps. One designated player can then attempt to draw a Protection Glyph on the ground; hallowing the earth beneath them to fight against the effluvium for the duration of the rest. The Wayfarer rolls a 1d20. The Wayfarer may use a charmed die to succeed with No Contest.

1-5: The Wayfarer is Possessed
6-10: The Wayfarer does not heal from their rest.
10-20: The Wayfarer Successfully Warded the effluvium.

Moon Presence

The Waking World breeches from beyond the veil; attempting to invade your dreams. If your Wayfarer rests under the ***full moon***, you must roll a 1d20. If you roll under 5, their Wayfarer must make a (CD 10) SNT Contest. If the player fails this check, they take 30 points of Mind Damage before they are released from the dream; gaining no benefits from resting.

Flasks

When approaching shops, you may find that they have vast manners of containers in accordance with dosages and amounts. Names vary from Draughts, Drinks, and Vials. To the Wayfarer, these all fall under the category of "flask," which is their fortified container that carries any drink they may require. The Flasks, which Wayfarers Carry, are of the Artificer's Design; they are made from a Reinforced Adamantium Aetherium Alloy with a Metal Armor Value of 500.

Unless stated otherwise, each Wayfarer is only allowed to carry a single flask on their person, for it is the only one they own. These flasks can be filled with any fluid, but in most cases, the Wayfarer may choose to fill them with restorative fluids.

When entering a town, you may gain healing drinks from the Apothecary. The homeopathic fluid they offer (Drinks, Vials, and Draughts), while it does work on its own partially, requires the flask to become a potent healing fluid. Without the Alchemical reactions within your flask, this combination of herbs and syrups would only soothe minor pain and discomfort.

Each category of restorative has a percentage that is in accordance with the amount filled, and the corresponding healing received upon drinking. A 100% draught will fill a Flask to 100%, a Drink to 50%, and a Vial to 25%.

When playing a Non-Wayfarer, drinking this fluid without your Artificer's Flask will heal you only 1 Health/ 10% consumed.

Tonics and Tinctures

Tonics and tinctures are isolated small containers that grant specific properties. You may consume these at your leisure with a free action or add them to your flask on top of your restorative to gain an additional effect each time you drink from your flask. This allows you to gain the benefits of tonics and tinctures multiple times, at the cost of depleting your healing reserves each time you need to cleanse a particular effect. Using a tonic/tincture outside your flask fully depletes the resource.

If you combine these in your flask, you may only mix one/ flask, lest the flask explodes, dealing 1 point of blast damage to all creatures within 5ft with No Contest, eliminating all fluids placed within.

Filling the Flask

If a flask is empty, you may add any liquid within it, be it water, honey, etc. Your flask serves as one of the few objects that can heal health directly, and with the right fluid, it will be your companion during harsh nights. The Flask is capable of maintaining the temperature of a fluid for the duration of a full day.

Should you fill a Flask with any manner of poison or impurity, that flask shall afflict the drinker, with a reduced effect, of the last impurity within the flask. Take the integers associated with the poisoned flask and divide its total by 2. You may cleanse your Flask by visiting the Occultist at a Town for 1 Crown.

Restoring Armor with the Flask

When restoring Health, not Temporary Health, you can repair natural Thick Hide Armor. You can only repair Thick Hide Armor for each point after drinking a minimum of 10% of your flask in a round.

Example:

A creature is wearing Apparel granting 2 Armor; and thick flesh granting 10 Thick Hide Armor. Both were reduced to 0.

Drinking 10% of the flask restored 0 armor to the thick flesh.

Drinking 11% of the flask restored 1 armor to the thick flesh.

Drinking 15% of the flask restored 5 armor to the thick flesh.

Drinking 50% of the flask restored 10 armor to the thick flesh.

Fall Damage

Players receive +6 Impact Damage/10ft they fall. The minimum distance from which you will receive fall damage is 10ft. Fall damage can take place vertically (Gravity), or horizontally (Thrown/collision). When falling, you travel 10 Units/round and an additional stacking +10/round.

Catching Yourself

The player may attempt to grab something mid-fall but must roll a BRN Contest at the Arbiter's Discretion to do so. Succeeding will still net 1/4th of the damage accrued while falling. When attempting this, at a fall surpassing 40ft, your Wayfarer will dislocate their arms, granting them -50%BRN until the ailment is treated, requiring a full round to resocket their arm, dealing 1d10 physical damage.

If you fall in something to soften your blow: high vegetation(trees); bushes; hay; or a deep fluid; you will take damage at the Arbiter's Discretion; but will survive the fall. You may expend a charmed dice to force a lucky area to soften your fall.

Deep Fluid: When landing in a fluid, you will go 1/4th of the fall distance underwater (80ft Fall = 20ft dive.) If you dive in a pool that is too shallow above a height of 40ft, your Wayfarer must perform a DEX Contest {CD 10}. If you fail; Your Wayfarer breaks their legs and is now considered Crippled and prone; while still receiving the total damage of their fall.

Terminal Velocity: When you fall a total of 200 ft, a Wayfarer reaches terminal velocity; at this point, water is considered ground. A Wayfarer must find a way to slow their fall before terminal velocity, or else they will reach the Danger Zone.

Danger Zone: The Wayfarer is no longer able to make a grab attempt; and will sustain Instant Death, on impact with the ground, regardless of their health; shattering their organs, and crushing their body.

Hunger and Starvation

It gnaws at you even now; the hungering bite that crests, beckoning excess and ravenous recourse. You can only feed on hope for but a moment, as the honeyed words dull in sweetness. You need to eat, and what will you do to reach this goal?

Food is a necessity within this Coil. You must have it if you seek to unburden yourself and grant energy for the hard moil ahead. Its costs can lead to desperate measures...

Camp Cooking

When players decide to have their Wayfarers cook for the night, they must collect an amount of food to total their hunger. Each Wayfarer requires Satiation to reduce their Hunger, which refills to its maximum at the end of each day. Satiation is gained through the consumption of meals (cooked food) or raw ingredients, each having its own amount of satiation. They may accrue this in any fashion, "a little now, a little later," but the food must be edible, approved by the Arbiter, and consumed within the day. Each Satiation point, gained by consuming food, removes that many points from a creature's Hunger Total.

Ingredients offer many benefits, from staunched bleeding to extra defense against the cold and even the reduction of disease. A hearty cut of un-diseased meat might offer 6 Satiation, granting a temporary +1 to DEX as a buff. Consuming the flesh of Horror could lead to 10 Satiation at the cost of a heavy Sanity Contest as a debuff. When Cooking, you may add as many ingredients as you wish, creating a mass of buffs/debuffs and satiation points. Select 3 buffs, of the ingredients, you wish to gain from cooking a meal. If your food has any debuff, you must take any present up to 3 as well, accounting for 3 buffs and 3 debuffs maximum. The meal you cook will gain these buffs/debuffs and combine the total number of satiation points. Any creature consuming this meal will gain the bonuses from this meal. You must have at minimum 3 ingredients to cook a meal. Visit **Page {306}** to learn about ingredients.

Over a fire, you must designate one cook. Alternatively, each Wayfarer may cook for themselves. When Cooking for the collective, all Wayfarers share the same 3 buffs/debuffs from the collective meal. The Satiation, the meal yields, will naturally increase the more ingredients that are provided, their point totals being added together. Any unused points will be lost, having no effect on a creature if their Hunger isn't fully reduced.

For example, one Wayfarer provides 21 points worth of food; the other 7. Two Wayfarers are attempting to benefit from a 28-point meal when both creatures require 20 Satiation to remove their Hunger. One will starve, losing (1d20 x +1/ Day Starved) Health within the night. The extra 8 points will be deleted over the night if consumed; and if stored, the meal will spoil over the course of 1 day.

Cooking itself, instead of eating a raw ingredient, provides an additional effect. Meals will reduce your DL by an additional +1 upon its consumption {with an additional +1/Exotic Ingredient added}. Visit **Page {306}** to learn about Exotic Ingredients.

The Act of Cooking

There is no limit to how much you can add when cooking ingredients. Roll an INT or DIS Contrive Contest (CD 4); you may add a cooking Modifier If you have one. Cooking takes 1 hour. When cooking Exotic Ingredients, you must take the Exotic Satiation number and use it as the new Contest Difficulty.

Succeeding in the act of cooking grants you normal benefits. Failing cooking burns your food, decreasing the satiation the food grants by 50% and removing any buff it grants..

Buff/Debuff Limit

You may only gain 3 buffs from meals/day maximum, and these buffs may not stack nor be gained again upon the same day. If any other meal is consumed, only its satiation shall be gained.

Overeating

"Eat to your fill Wayfarer."

When eating, you may overeat, reducing your Hunger Score to the negative for each Capacity filled (-60 Hunger = Three 20 Hunger Capacities). This will carry over to the next day, allowing you to skip your next meal for the coming day, removing 1 Hunger Capacity (-60 to -40). You will not reap the added benefits of eating 2+ meals/ day outside Satiation. Those who overeat 2 days in a row gain -1BRN. Reaching -3BRN considers your Wayfarer Rotund. Starving as rotund decreases -BRN by +1/staved day to a maximum of 2, at which point they are no longer considered Rotund. Rotund creatures do not sustain damage from starving.

Scavenging in the Wilds

The Arbiter will initiate a scavenging CD based on the given area. If the area is dead with little resources, this contest will be much higher and harder to beat. If there is a verdant garden of opportunity, it will be exceptionally low. The Wayfarer rolls a DIS/Survival Contest (***Trailfinding***), representing their scavenging over potential hours. This may only be attempted every 5 hours. Wayfarers may use applicable trailfinding skills to aid them with this Contest. Each success yields 1d4 items. The Wayfarer then rolls a 1d6 to determine each item's Satiation. Alternatively, the Arbiter may provide them with a specific ingredient, with a predetermined Satiation. If performed at the end of the day, scavenging can be lumped together, allowing the Yield to be 1d20 items with 1d6 Satiation/item.

When killing a creature, the Arbiter decides if the meat is edible and usable for cooking. If the creature can provide a source of meat, it is at the Arbiter's Discretion how many points it provides per slab if not already provided. For ease of use, the meat can contain (1d10 + 2) Satiation. The Arbiter also decides how many pieces of meat can be harvested from the source. Alternatively, you may use the Creature Table on **Page {308}**.

Each ingredient held can be sectioned. For example, if you have meat providing 15 points, you may chop off a sliver, yielding 1, reducing the meat to 14. That 1 can then be used to fill a Wayfarer's 19 points to 20, fully reducing their Hunger.

Drying Ingredients

Meals expire after 24 hours, but ingredients last longer. One might try to save the ingredients. Each ingredient has a shelf life of 3 days. One day for meat, unless it is salted, which increases its shelf life to 3 days. Drying meat increases its shelf life for 10 days, salted or not, but reduces its Satiation down to 1/5th of its total Satiation numerical value.

Simplified Weight: Each ingredient weighs ½ Grav. Each Piece of meat weighs 1 Grav./5 Satiation Each piece of dried meat is ½ Grav/5 Satiation.

End of Day Starvation

If your Wayfarer can't sate themselves by the end of the day, they starve, taking (1d20 x +1/Day Starved) Damage upon waking up. When you have a Rotund Wayfarer, if they fail to Sate themselves, they can choose to be the one in the party who doesn't eat, granting them a +1 to their BRN after the night; however, they must roll a normal GRT Contest not to attempt to eat another Wayfarers food; with an increasing CD of +1/additional day starved.

If your Wayfarer is insane, they have a disadvantage on GRT Contests. If an insane creature starves, they must roll out a GRT Contest. If failed, they will attempt to eat anything, from raw meat to ingredients to potentially Mortal flesh.

All raw ingredients and raw meat provide only negative debuffs, but they will still sate the Wayfarer.

Cannibalism

Once you consume Mortal meat, it is hard to go back. You have a dark craving that gnaws upon your thoughts. A Wayfarer who consumes human flesh must roll an SNT Contest {CD 6} to not succumb to the craving. If they fail, they gain -2 to SNT, and they are considered Wendigo Blessed.

> ***Wendigo Blessed***: The Wayfarer Hunger is Doubled. Once per day, at the Arbiter's Discretion, they must also roll a normal SNT Contest against not taking a bite out of a person they see; allies are exempt. Each time they consume flesh, they gain -2 SNT. The Wayfarer must save against consuming the flesh of their kind, three consecutive times, to cure themselves of the affliction of the Wendigo.
>
> Due to Wendigo Blessed acting as a ritual, one must be deprived of cannibalism for 3 days to be cured. Players can restrain this member for 3 days or get them to an Asylum.

Wendigo

The player can choose to have their Wayfarer give into the blessing to alleviate all adverse effects of consuming flesh. At this point, consuming a raw humanoid body will yield 10 Satiation. Your Wayfarer must now feed from Mortal Corpses to deplete their Hunger; otherwise, you start each day with 50% THP as your body leeches from itself. Your health will not deplete past 50% of its THP as a Wendigo from starvation. It may also only increase past 50% if you meet your Satiation, acting as a Deep Wound. Your Wayfarer must now relinquish all Ranks in their chosen Trade and create a new Trade for their Wayfarer under the Pestylent Wendigo. This will serve as your new Trade for the duration of the Tale.

> ***Semblance of Sanity***: All wendigos have a calming tool that links them to the Coil they inhabit.; something to distract and to quell the rage within. Your Wayfarer's fellow allies act as this tool. This allows the player not to be overtly hostile towards their allies.
>
> This also allows Allies to have a +8 ALR bonus when attempting to interact with the Wendigo Blessed Member of the party.

Trailfinding

When traversing the Wilds, you may be ill-equipped for a specified area or situation. When this occurs, you may assign a Trailfinder to guide you. The assigned Trailfinder can lead the group to avoid enemies, find specific herbs, or discover delves, amongst other things of interest.

How do you Trailfind?

A trailfinder rolls against a DIS Contest given by the Arbiter. The Trailfinder then utilizes any applicable Modifier to aid them with guidance. Their result will determine whether the Arbiter presents success or failure, which may result in inaccurate directions, the discovery of crucial antidotes, or even an ambush.

Example: Heading back to Town =

(DIS Contest {CD 2} + Survival Mod + Misc Mod)

Mounts

Taming

When attempting to tame a wild mount, you must roll a Contest of Tame Beast, with a contest difficulty, at the Arbiter's Discretion.

If successful, you will manage to lower the aggression level of the beast.

If it fails, it is at the Arbiter's discretion how the creature might react. You may only attempt this once per day. When the Creature is considered tamed, you no longer need to tame it. Visit **Page {31}** to learn about Tame Beast.

Control the Beast

If your beast is tamed, you may either guide it or let it guide you, depending on if the creature is considered intelligent.

An intelligent creature can act independently, while an unintelligent creature must be led.

Mounted Movement

Mounts, while unburdened, can move at their full range of movement. While a mount has 50% of its carry capacity burdened, its movement speed is reduced by half. If 80% of their capacity is filled, then the creature is considered over-encumbered and can only move one unit per round. If their capacity reaches 100%, they cannot move and are staggered every round and overburdened. When a creature receives another 10 Grav of weight past their BC, they must roll a BRN Contest; +1CD per additional 10 Grav over their BC. The Mount will suffer 10 Impact Damage/10 Grav over BC.

A quick weight shift might crush a creature to death. Mind what burdens or falls upon you.

Sharing the Burden

Like animals affixed to a carriage, multiple creatures bearing a load combine their capacities and Modifiers. Visit **Page {185}** to learn about Lift Together and Burden.

Feeding Your Mount

Mounts require 40 points to fill their Hunger. It is at the Arbiter's Discretion what this animal consumes. If a Wayfarer cannot feed the creature, the creature must roll a GRT Contest of 4 +1/day. It will attempt to flee, kill, and eat the party if it fails. Carnivorous creatures begin the contest at a +6 CD.

Terrain

All mounts can tread on rough terrain without issue at the discretion of the Arbiter.

Wandering Merchants

Whether finding a merchant stranded or stumbling across an Arelyan escort, one might find many forms of merchant along the road. Often accompanied by guards, these individuals will most likely have a carriage of goods they need to deliver, and if you aid them with some tasks, you might find that they won't mind marking some of their goods "lost in transit." It is at the Arbiter's Discretion what merchants the party may find; and where these travelers may appear.

Reduced Costs

Finding a merchant out in the wild is a very rare event. Due to the low nature of trust, they barter at lower prices to ensure a hopeful extension of goodwill. It is at the discretion of the Arbiter what this discount or favor will be.

Wandering Homeopathy Scholar

The Scholars of Arelya still wander the road from time to time, and appearances are few and far between, but they carry a priceless wealth of knowledge, herbs, and curatives. Should the party need to purchase flask refills and other curatives, this scholar can serve in most regards.

Peddler of Misfortune

Some individuals highly crave blood due to its applications within the realms of the occult. When roaming the roads, one might stumble upon a wondering occultist. These individuals are known by most as "Peddlers of Misfortune." Some are crafty liars, and others are truthful collectors of oddities. Though few often tell of the cost, they will promise power and fortune. Peddlers of Misfortune sell uncanny items, the price of which is most often paid in blood rather than sovereign. The amount needed depends on the rarity of the item. A group may be bleeding their whole party or nearby creatures to fulfill the debt.

Wandering Mentors

Within Harvest, you may encounter learned individuals skilled in a variety of Aptitudes. The Arbiter may manifest and curate these creatures as NPCs, though some are already designated as mentors. Mentors are similar to books in terms of benefit. If you happen across a mentor, you may learn from them to improve Aptitudes.

A Crown Fer' Deed

A learning creature can be trained up to the mentor's Aptitude score they are trying to learn from. When selecting the Aptitude, they must spend 1 week of dedicated time multiplied by the rank of the Aptitude reached. For example:

Increasing Weapon Prof. from 9 to 10 will take 10 Weeks.

Payment for this service is equivalent to 2 crown/week.

Creature Aptitudes

Creatures usually do not have Aptitudes unless stated otherwise, so it's at the Arbitrator's Discretion what rank they might have in any given Aptitude if one is not provided.

Mountains

When traversing the Wilds, it is expected to stumble across varieties of land structures; of these, the most notable might be the glorious mountain. Mountains are considered rugged terrain.

Digging

Tools that can surpass armor may dig into mountains and other land surfaces. The tool must be suitable to dig (Pickaxe, Shovel, Axe, etc.); at the Arbiter's Discretion. When a creature decides to dig, it must break past the earth's Armor value to clear a pass.

Soft Earth: 1 unit = 5 Armor

Hard Earth: 1 unit = 20 Armor

Stone: 1 unit = 100 Armor

Hard Stone: 1 unit = 300 Armor

Mineral: 1unit/1 = 300 Armor

Hard Mineral: 1 unit = 500 Armor

Wood: 1 unit = 200 Armor

Hard Wood: 1 unit = 250 Armor

When digging through Hard materials, the digger must perform a BRN Contest to breach the surface successfully. Failing will reduce BRK damage against the material by 50%.

Each passing BRN Contest = (1 hour)

Wandering Saints

Legendary mentors who can be used to learn weapon techniques. Visit *Page {376}*.

Natural Environmental Hazards

Arid

An arid land flushed with heat. Creatures will face Dehydration every hour.

Blizzard

Vision is reduced by +5ft/round to a minimum of 5ft. Creatures within Blizzard sustain 5 Cold Damage/round. Strong Winds blow and change direction every 5 rounds, prompting a BRN Contest {CD 6} each time. Failing creatures are knocked prone, taking an additional 10 Cold Damage from touching the snow. Creatures within the blizzard have a -5 perception and are considered deaf. Becoming chilled within a blizzard reduces your speed to 5ft/round. A blizzard takes 10 rounds to start.

Bodies of Water/Rivers

Create areas of water requiring a raft or bridge to get across.

Bog Gas

Swampy areas emit toxic fumes; poison dealing 1d4 damage if breathed in.

Brambles

Thorney thickets that block a path; dealing 5 Piercing Damage if touched.

Burning

Nurture the flames of a growing inferno. If objects within the environment are flammable, they may catch fire. If an object catches fire, its unit is covered with fire. Fire spreads to all close units each round and can be removed by suffocating or drowning the flame. Creatures within the inferno take 5 Fire Damage from their unit and an additional 5/close unit. Creatures on a fire unit have a 1d2 chance of catching on fire for 1d4 rounds.

Disease

A random disease presents itself in the area.

Earthquakes

Roll a 1d10. DEX Contest {CD 6} to not be staggered for 1d10 rounds round. Gain a new Contest each round.

Falling Boulder

A Bolder rushes into an area, prompting a DEX Contest {CD 4}. The bolder knocks creatures back 10 feet if they fail, dealing 80 Impact Damage.

Falling Tree

A tree falls, prompting a DEX Contest {CD 4}, dealing 200 Impact Damage on hit. The tree, most of the time, serves to block a path.

Fetid Bog

Contact with the Fetid Bog can lead to debilitating contaminations, inflicting creatures with temporary status effects such as poison or weakened defenses. Players must weigh the risks of wading through the contaminated waters against the potential rewards or shortcuts the Fetid Pools might offer.

> ***Blighted Undulations***: Waves disturb the surface of the Fetid Bog. DEX Contest {CD 5} to avoid falling prone in the water. Falling within the water grants Harmful Bacteria and 4 Poison Damage, over the course of 3 rounds to breathing creatures.
>
> ***The Drowned***: The spirits of those who met their demise in the pool linger, forever trapped under the mud. These ethereal entities attempt to pull players beneath the surface. BRN Contest {CD 6}

Hailstorm

Roll a 1d4 to determine the size of the hail. The result will deal (1d4) damage/round to all exposed creatures for 1d6 hours.

Heavy Rain

Heavy rain takes (1d10) rounds to release from the sky in large quantities. Creatures standing 5 rounds within Heavy Rain will become soaked; their weapons wet. After an hour, dirt beneath Heavy Rain will become muddy.

Hives:

Insect nests attack any close creature, dealing 5 Bypass Damage, with No Contest.

Hypothermia

Round 1: Your movement is reduced to 10 Movement speed. If your Movement speed is below 10, it is reduced to 0.

Round 2: Your body goes into shock, and you collapse prone; heat is rapidly draining from your body. You cannot speak during this time, and you are staggered. Take 50 Cold Damage/round until you are warmed.

Cure:

A Campfire or strong heat source reduces the 50 Cold Damage/round by (20) Cold Damage/round that the creature is near the heat source. Upon reaching 0, they will no longer take cold damage but will remain cold until they are fully warmed for over 30 minutes.

{Hard Mode} Wayfarers must take an additional step to cleanse hypothermia; they must first remove the clothes of the target creature. Failing to remove clothes changes the cold reduction/round to (5)/round.

Lava

Standing near lava will deal 10 Fire Damage/round. Standing close will ignite flammable surfaces. Touching lava deals 5d100 Fire Damage. If the object touching it contains fluid, it shall sublimate, creating a 10ft radius of 50 Blast Damage. Metal objects may melt by its touch.

Levin Strikes

When a lightning storm is active, roll a 1d4. A Levin strike shall impact a metal source within the area if you roll odd. The Levin bolt will strike the nearest source of metal, at the discretion of the Arbiter, for 10 Lightning Damage; and chain (1d6) units away from that creature/object to a second source, which is closest to that new unit. If there is a tie between a Wayfarer and another creature, the rules of Light and Dark shall be the decider. If there is a tie between Wayfarers, roll a 1d4; and have a result of odds vs evens.

Alternate Rule (In-Person): The Arbiter blinds themselves and drops a dice upon the table. The closest source of metal, 1d6 units to the die, is struck by the Levin Strike.

Loose Land

Be it dirt or stone, the ground is unstable. Perform a DEX contest {CD 5} to not fall.

Monkeys

Monkeys jump from tree to tree. Roll a 10d4. For each 1 that is rolled, Wayfarers must succeed a DEX Contest {CD 6} to avoid being struck by falling debris. Wayfarers may use their Agility mod. The debris will deal 1 Impact Damage/fail.

Muddy

Slippery, wet, and dirty. After 10 rounds of rain, the floor will become muddy. Every round the player attempts to move on top of a muddy surface and must succeed in a normal DEX Contest. Increase this CD by +1/unit moved beyond 5ft. If they fail, they slip and become prone. They are now soaked and their weapons wet. They must take a Full Round Action to cleanse themselves of each.

The player can choose to move slowly, 5ft per round, to avoid slipping with No Contest; and 10 feet with Advantage on their DEX Contest.

Quicksand/Muddy Pits

Roll a Perception Contest {CD 5}. If you fail, you walk onto quicksand. You will sink up to your chest over 3 rounds; suffering Asphyxiation upon the 3rd round. Quicksand/Muddy Pits prompts a DEX Contest {CD 6 +1/round to a max of 9}. Players can help pull you out by performing a BRN Contest against your Dex Contest. The players may add together their BRN Results when lifting together. The player is considered soaked, and their weapon wet, until they clean themselves off with 2 Full Round Actions.

Root Covered Floor

Perform a DEX Contest {CD 4} to not trip on a tree root and fall prone.

Thick Fog

Vision is obscured within the fog and Standard/Hawk Sight is reduced to 5ft. Treat all creatures within the fog outside of this range as Invisible unless stated otherwise (example: Cloud Sight).

Trick of the Light

An individual Wayfarer will momentarily see a haunting creature amongst the trees within 60 feet. This creature does not exist and is considered pareidolia.

Spirits

Glimpses of ghosts prompt an SNT Contest {CD 6}; players may add their grit Modifier

Strong Wind

-50% speed moving against the wind; +50% speed moving with the wind.

Winter

Hibernation: Some Beasts have a reduced chance to appear.

Metabolism: Food buffs wear off twice as fast unless it's a fatty dish.

Cold: You need warm clothes to keep you warm for a longer duration of time. Warmer clothes provide a sizable increase in Cold Contests. The Arbiter may occasionally enact a party-wide cold contest {VIG CD} if you are exposed to the elements; ranging between a CD 4-8.

If you fail 3 Cold Contests, you are now Cold. If you fail any Cold Contests at this point, you will take 5 Cold Damage/fail. Torches and other sources of heat grant a +2 Modifier against Cold Contests.

A warm campfire will reduce your fails by 1 per 10 min, allowing your Wayfarers to warm up over 30 min. You are also chilled when cold, reducing movement speed by 50%.

Frostbite*:** If you take 100 damage from cold damage within 20 rounds, one of your limbs is now forfeit; you may hack it off, but it is otherwise useless for the duration of the Tale. Consuming your limb grants 10 Satiation. ***{Hard Mode: Both limbs become Frost Bitten.}

Hypothermia (in winter): If you become soaked in winter and are exposed to the elements, you have 1 turn to get beside a campfire, or you will have hypothermia.

Deep Locations

Areas escalate in difficulty depending on where the party travels. Areas that do this are known as Deep locations. Some creatures and events can only be found within Deep zones, offering some of the highest rewards and some of the hardest challenges.

Deep Wood

The deeper one travels within the wood, the darker it gets; requiring light to push back its darkness.

The Forest Hungers: Every 5 miles deeper into the wood increases creature MR by +1.

Dark Woods

5 Miles: Set the base light level to dim.

10 Miles: Set the base light level to Dark and add +2 Creatures/Encounter

25 Miles: Set the base light level to Pitch Black, and activate Hungering Void.

30+ Miles: Activate Hunted

Hungering Void: Your players lose 1 health/round when a light source is not present; they will hear screams within the wood. Bloodied cries force SNT Contests {CD 6} every hour.

Hunted: 1 Archfiend encounter per day.

Deep Marsh

Few pathways exist within this fetid marsh.

Pestylent: Every 5 miles deeper into the Marsh increases the creature MR by +1.

Ill Waters

5 Miles: Malaria is in the air; VIG Contest/hr {CD 6}

10 Miles: Touching the water spawns a creature after 1d10 rounds to hunt the party.

25 Miles: Touching the waters bestows 10 Poison Damage + an extra 10/round to a maximum of 50/round until cured.

30+ Miles: All found enemy creatures have the Pestylent {Deadly Special Effect}

Deep Snowland

Needles of Cold: Cold Damage you take from the environment is increased by +5/Mile to a maximum of +100.

Frigid Biome

5 Miles: Snow is higher; reduce movement speed by 5ft.

10 Miles: Blizzards spawn every 1d4 hours; and last for 1d20 rounds.

25 Miles: A Blizzard is always active

30+ Miles: Your Hunger is doubled, and Hypothermia deals 100 Cold Damage/round.

Deep Desert

Baking Sun: Consume 10 stamina/hour while moving under the sun; and an additional +5/ft

Burning Sands

5 Miles: Nothing happens.

10 Miles: Your flesh is weakened to fire after 1 hour of direct exposure to the sun.

25 Miles: Sandstorms are prevalent. Summon a blizzard and change the damage to Fire Damage.

30+ Miles: You see mirages constantly; pareidolia is active for all dehydrated creatures. Gain a -2 Modifier on all rolls when you are Dehydrated.

Deep Swamp

10 Miles: Dead Quiet

20 Miles: Blighted Hord

25+ Miles: Toxic Fumes

Dead Quiet: There is an unusual silence permeating the Swamp. Undead, within the Swamp, are drawn to loud noises and whispered conversation.

Blighted Hord: Blighted swamp water bloats all shambling undead. All undead gain +10 Poison Damage on hit.

Toxic Fumes: The air is toxic. Creatures that breathe the air sustain 10 Poison Damage/round.

Deep Mine

Dark Caverns: Creature Rank increases by +5/Mile.

Illustration By: Eryk Szczygieł

Locations of Intrest

Delves

There are all manners of locations hidden away from prying eyes. Delves are secret locations frequented by creatures; subterranean bastions filled with mystery. It is up to you to unearth the secrets held within, alongside its treasures. Delves are known to have stored hordes of valuable items, protected by Archfiends and their throng.

Eld Crypts

Eld Crypts are ceremonial Bastions; Maze like underground structures which were built long before the Age of Dark; its poupose long forgotten; the practices held paused after the birth of the Old Moon. It is within these places of rest that is a breedeing ground for the Undead, Ghasts and all forms of Thanatophilic creatures. Deep within these Crypts are long lost pre-epoch relics and treasures; curios left to accompany those revered in death.

Gloamhollows

Once-great citites which now lie trapped under a cursed half-light, where sun and moon never rise. The shadows shift with sentience. Inhabitants are neither living nor dead, repeating strange routines. Odd occurances often happen within these cities. Every hour, the many residents rush indoors to claw at the walls. During this time, an Archfiend or Horror slips into the City to hunt tresspassers. Untold oddities and uncanny curios can be found inside the corpses of these creatures.

Mines

Within the depths of the earth lie precious metals and corpses holding forgotten treasures. Venturing into the depths of mines can provide valuable gems, tools, and ores if the creatures lurking within don't claim you first.

> ***Hell Gates***: Some mines contain blackened gates; with 600 Armor. The blackened gate cannot be entered; and spawns a Hellscaped Convergence, affecting a radius of 1 mile.

Noospheric Metashells

A wound upon the Coil. Uncanny manifestations which cover multiple miles of land. Travelers might often compare it to lingering magenta mist. Should any creature come in contact with it; it shall grow thick like fog; eventually fading to showcase a land of wonders and strange oddities. The land itself is influenced by the individuals within it; leeching from their desires, phobia, fears, etc. The objects found within these locations cannot exist outside of it; nor can its creatures. Within this land, all manner of creations can be found.

Wither Warrens

Deep zone floral catacombs, caked with fungal overgrowth and death-born structures. Mycotic beings lurk within, feeding on decay. No fire survives long here. Spore-choked air makes breathing difficult, and time distorts—some who enter believe they have only wandered hours when days have passed. Fits of Asphyxiation plague creatures per hour. Many creatures accidentally fall victim to these areas; as such, there are multitudes of items lefts within these dangerous locations; powerful items which aid those who venture this deep into the Wilds.

Convergences

There is a call that beckons from beyond the Pale, a virulent gnawing ever scraping at the heels and gouging at the eyes. In myriad, they whisper: Convergence.

Convergences are parallel planes of existence, which leak into The Mortal Coil, tainting its surface and corrupting its people. They are facsimiles of their true realm but just as real as the Coil. It is at the Arbiter's Discretion to spawn them should they wish to increase the difficulty, or stir intrigue.

Though an exceedingly rare phenomenon, a Meta Convergence might present itself. At any point, you may summon in a Meta Convergence; combining 2 convergences into one and merging it with the Mortal Coil.

Abyssal Chasm Convergence

Everything is quiet momentarily, a hum of white noise muting all within sight. There is a feeling of weightlessness, which washes over everyone within the immediate area; all is quiet ere the fall. A blackened void breeches the surface, neath your feet, as an empty dark abyss pulls everything down within its depths.

In the heart of the Abyssal Chasm, it's a blackened void with no light outside of the sky above; its luminance is lost on the dark expanse. Enemies sucked into this plain are stained, like an oily ink affixed to the flesh, shrouding their movements and rendering them nearly invisible.

Effects

Abyssal Ink: All enemies are invisible.

Silence: All creatures are deaf and mute.

Inky Black Abyss: It is Pitch Black during the night, and Dark during the Day.

Into the Chasm: Your party will be attacked after 1d20 rounds by creatures who have been trapped within the abyss; and must survive for (1d100) rounds. A group of 5 enemies will spawn every 5 rounds.

Escape: All creatures will fall through the ground upon the conclusion of Into the Chasm, arriving above ground. If the creatures were within the Chasm for 30+ rounds, they are partially coated with an inky black substance, gaining a permanent ability to see invisible creatures with No Contest.

Blood Moon Convergence

There is a mysterious red glow that sings to us from the sky; honeyed words to rifle under the skin and kiss with ill madness. Can you hear it? It feeds yet still, siphoning mind and body while we writhe under its light! A corruptive font, which turns kin against kin! This is no natural form of order... it seeks to tear our world asunder; this creature in the sky.

Effects

The Crimson Bath: The moon bleeds, bathing the world in an eerie red glow. Nexus' waters stained red, and the ground coated black. All Beasts will attack on sight and gain +10 Life Siphon Damage upon attacks.

Veil of Madness: The Arbiter rolls a 1d100. Within Towns, a swarm of (1d100 x 2) Mortals will attack indiscriminately as long as the moon resides in the sky.

All Beast Archfiends have a (1d4) chance to grant Hysteria for 1 round per attack.

Sanguine Pact: Intelligent Beasts can sacrifice 20 health to gain an additional Damage Dice on their next attack.

Carrion Garden Convergence

Bodies lay strewn across the sprawling expanse of soil, a morbid host of decay, melding with oxidized blood, both decorating the flowers and field. The putrefying mass emits a sickly aroma, a mélange of death that wafts for miles, beckoning insects and necrophages like perverse scavengers. Despite weeks of exposure, flesh clings stubbornly to the bone, refusing to succumb to the earth's embrace. Once verdant sentinels, the trees now bear a grotesque veneer of putrid bile and viscera while a crimson mist hangs delicately in the air. This battlefield, tainted and scarred, resonates with the tortured souls of the fallen.

Wanderers might chance upon this accursed field, a fetid convergence where death and life mingle undistracted. The soil beneath this unholy ground warps and contorts, birthing twisted vegetation and unhallowed creatures alike. Nothing in this grove truly succumbs to the finality of death—to some, with morbid inspiration, a haunting beauty: a Carrion Garden.

Effects

The Necrotic Resurgence: The ground is stained with the blood of the innocent and defiled. The grass finds itself drunk with sin and sanguine fluid, and it adorns a red hue.

> ***Garden's Rebirth***: Fallen enemies that die upon the grass resurrect with half of their health after 10 rounds unless burned. Once resurrected, the creatures will passively leech 1 health/round from all close, living things, healing itself for that amount.

The Festering Bloom: Within the Garden lies a festering bloom—the garden births foul flora, blossoming new life from the remains of fallen enemies.

> ***Verdant Corpses***: Every new corpse, upon the soil, summons 3 Verdant Corpses after 3 rounds.

Return to Soil: Around the garden are vines formed from entrails; their spiked protrusions are made from bone. Corpses left in the Garden will be pulled under the ground by these vines and fed upon to strengthen the Heart of Rot. The Heart of Rot: Within the centermost area of the Garden lies a Gargantuan beating heart.

> ***Heart of Rot***: The Heart gains 10 health per body consumed. Roll 1d100 and multiply its result by 10; representing the Hearts THP, from the bodies consumed. The Heart cannot directly attack but spawns 3 Verdant corpses from its vessel every 2 rounds.
>
> The Heart has a weakness to fire and will only produce Verdant Corpses when its Garden is threatened.

Hallowed Convergence

{Arbiter Divine Intervention: Easy Mode}

If thematically relevant, the Arbiter may create a Hallowed Biome in an area of the world. Alternatively, this mechanic is created to be used in select situations that fit certain criteria. When the party is at its darkest hour, the Arbiter may rain down a swath of light, which terraforms the area, converting it into a Hallowed Biome.

Criteria

Encroaching Tragedy: *Most of the party (3/4) has died or is at Death's Door, leaving one left.*

Cigar: *The Wayfarers have reduced an Archfiends THP below 30%.*

Deus Ex Machina Limitation: *The Arbiter may only summon a Hallowed Convergence once, over the whole Tale. The Hallowed Convergence vanishes after two rounds.*

Enviornmentsl Actions

Resurrection Echo: All dead, or dying Wayfarers, may roll a standard contest; if they succeed, they resurrect with 100% THP, removing all Injuries and up to 1d4 Permanent Injuries.

Hallowed Ground: A 60ft radius of light spawns upon the ground for 1d20 rounds, raising the light level to normal. All creatures standing within the ground gain a heal, setting their health to 100% THP and removing all injuries. Enemies standing within the radius take 20 Holy Damage/round they are within the Convergence.

Hellscaped Convergence

"And the sky turned black, fattening itself with the screams of man. An Abattoir filled high with urchins and noble lamb alike, bringing forth echoes of prophecy to beckon forth darkened gates. Flesh formed structures blackened like chitin, hosting foul heats, fetid stenches, and infernal whispers. Let they who shall come, greet their demise; for who can staunch the tide of Hell."

Effects

Infernal Tempest: All nearby sources of liquids dry up as the trees catch fire and lakes fill with lava. The air is filled with blackened ash. Each round within the Hellscaped Convergence deals a passive 1 Fire Damage. Creatures take no Fire Damage if they are within closed-off shelters.

Vitaric Shrines: Alters of Vitaric origin rise within the local area, offering temporary boons in exchange for an offering of 40 Health.

Roll a 1d6/offering

1. +40 Stamina for 1 RWH
2. Gain an additional Main Action for 1 RWH
3. Gain the answer to any question
4. Gain Immunity to Unholy Damage for 1 day.
5. Take 10 Mind Damage
6. Take 20 Mind Damage

Hellfire Afflicted: Gain Weakness to Fire while within the Hellscaped Convergence

Let Forth: Hellhounds will pursue your foreign scent. Every hour spawn 1d6 +4 Hellhounds to pursue the party.

Floor is Lava: The ground is covered in glowing cracks spewing infernal heat. Placing flesh to the floor deals 10 Fire Damage/round.

Torment: When entering a Hellscaped Convergence, you are tormented for 1d6 rounds. Your traumas and emotions will be turned against you with each passing round. Suffer 1 Mind Damage and an additional +5 per Phobia, negative SNT point, and Psych Tree Condition. Torment cannot reduce your THP below 1.

Enviornmentsl Actions

Brimstone Reckoning: The Arbiter spawns 3 AOEs of brimstone eruptions/round during each combat encounter. The eruptions spawn 1d4 units away from a random creature; exploding after 1 round, dealing 40 Blast Damage to all creatures within 30ft.

The Waking World Convergence

"I saw it when I awoke, a stagnant child running in place, yet fervently being ushered towards the veil. It was a length of scattered fragments, colored with words, that have been echoed ere the beginning. And as they gouged out my eyes, I began to understand the beauty of insight. A temple wreathed in a segmented crown, draped in the flesh unknown to man; speaking its myriad with infinite gestures. A simulacrum it called me, that sleeping sultan upon its umbral throne. And as I queried the future, I looked beneath me, as I saw the world coated in black clouds; its spawn like water atop a cloth, ever dripping into a bowl."

Effects

The Bowl: The Arbiter rolls a 1d4/hour

1. All Creatures sustain an SNT Contest {CD 5}

2. All Creatures sustain an SNT Contest {CD 7}

3. Spawn 5 Horrors

4. Spawn a Weird; lasting for 1d20 rounds

Behind the Curtain: If a creature has 6th Sense, they suffer a SNT Contest {CD 9}.

Insight: Horrors appear more abstract, gaining +4 AL. Additionally, any successful attack they deal forces a horrific vision of the waking world, forcing creatures to sustain 20 Mind Damage.

Depths of Fear: System Shock is useless.

Fear the Depths: Becoming soaked in a large body of water has a 1d2 chance of bestowing Hysteria.

Watchers of the Void: During combat, roll a 1d4 every 3 rounds The environment will act in a weird way. Treat hostile interactions as Perfect Illusions, and the environment as House of Lies.

The Hanged Men: Black shillouets float within the sky with motionless poses; their posture evoking anguish. Outside Creatures under a passive Stealth CD of 5 will be noticed with No Contest. They will sustain 50 Mind Damage and experience unexplainable horrific visions, granting -5 SNT, +6 DL, before staggering them for 1d6 rounds.

Enviornmentsl Actions

1. Ashen Rain

Black ash falls from the sky, coating all exposed creatures. This warm substance has the consistency of blood. After 1 round, all coated creatures will witness a Great Eye staring down from the heavens. Creatures must perform an SNT Contest {CD 7} or sustain 40 Mind Damage. Upon the conclusion of combat, the ash and the eye shall vanish.

2. Walls That Breath

1d10 {5ft x 5ft} Walls of flesh appear with an AL of 0 and a THP of 20. The walls will scream each round, dealing 5 Mind Damage/wall. These structures will bleed profusely if killed, coating all nearby units with black ichor. If 20 connected units are coated, a Weird shall spawn for the duration of the Combat Encounter. Each Eye shall follow players, forcing an SNT Contest {CD 5}/round.

3. The Star Commands

Gravity shall reverse for 1d2 rounds, forcing creatures under 150lbs into the air 6 units/round. Creatures may attempt to save themselves at the Arbiter's discretion. Gravity returns to normal upon completion of this ability.

4. Toll of the Midnight Hour

Each Player under 10 SNT must roll a 1d12. If this is their second time hearing it, they must roll a 2d12. Reduce this roll by 2/ SNT Modifier you own. Affected creatures will begin to hear a growing rhythm fill the air as a ticking grows. The ground begins to shake with each tick, and the winds bite. Each player must multiply their dice result by 10 Mind Damage. Should a player roll 24, their wayfarer shall gain 3 injuries in addition to their suffered damage.

Whimsy Touched Convergence

"Deep in the wood, a wicked force glared.
Whimsied laughter, children midst air.
They pined for the crossing, deathly youths frothing.
To liven the silence, death shall come knocking.
For when ocean drinks sky, and the forest bares eye,
A zenith shall mark, to then they shall hark.
From their realm of Spring, untold horrors they bring.
The wood so dizzy and lush, a place now Whimsy Touched."

A Scholar's Quandary

Mothers will often tell bed stories of this phenomenon to scare youths, threatening to bring them to the wood to turn them into trees during the Zenith; however, more than children fear Fey. Both man and child avoid the wood, fearing what lurks within it. Documented studies have attempted to classify the occurrences within the wood. This research aims to determine when Zenith starts and what takes place during the event. Most scholars have come back changed in some way; either what we can only describe as charmed or worse... This is to say that these individuals return at all. The vast majority of those who walk deep in the woods do not return. Unfortunately, this does not directly point to the rumors of Fey. The cause may very well be a grave encounter or them simply getting lost.

Those few who returned, who have encountered this occurrence, all had something in common. They spoke of a silence that fell atop the wood, a foreboding presence emitting from the trees. The prevailing uproar of laughter emanating from the wind and the snuffing of all sources of light mere moments after the occurrence transpired. Some described backtracking and feeling as if they had been walking for miles, where they had only walked a few minutes to enter the grove. They describe: "a perversion of games" and "a distortion of time." None remember how they got out, only that they did. They describe strange beasts that lurked amongst the trees, only illuminated momentarily by whisps, and coursed through the paths of the wood. This phenomenon, be it fiction or non, is much too dangerous for the insights it could gleam. The Scholars of Assurance have banned further inquiries into the matter and left the only means of further exploration to those outside of the scholarship. Though it pains us to deal with the likes of Wayfarers, they have shown a particular proclivity in finding themselves deep within the wood. If we are to gain any insights on further development on the "Fey Wilds, it falls to the motley fellows that travel this land."

Whimsy Touched

The waters of the forest biome turn purple. All trees are adorned with headless bodies fused to the wood, their severed heads draping from branches on red vines formed from their intestines. Creatures that die get sucked into the ground and are fed on by the trees.

Surreal

Within the realm of the Fey, all colors ooze an unnatural vibrance: apples as red as blood and saturated as the sun. A soil rich with darkened hues of brown and a sky shimmering with a chromatic array of colors. All forms of flora are attracted to foreign creatures upon entering this realm, shifting direction towards each passing wanderer. Some floral plants hold a similar stature to man: overgrown and imposing. These plants produce bioluminescence at night that tends to mesmerize passing viewers, a lure that finds them digested by potent acids.

Walking within the Fey Wild is expected to cause one to become lost, as there is no form of normalcy to indicate the passage of time or direction. One could walk for miles, with the sun fixed to the west, and still find themselves walking in circles. Minutes have passed, yet the night approaches as if hours have drifted beyond notice.

The deeper one travels within its landscape, the more surreal the land becomes, often starting with talking creatures and minor illusions; bucks with glowing horns and hissing flowers are common occurrences. When the night approaches, the Wild truly hungers, its animals, and its environment, plaguing the mind of Mortals and hunting for pleasure. Often, by these strange occurrences, children slip within the Fey Wilds, just beyond the log in the wood, and a step to the left ere the right. Before they notice, they are spirited away within the Fey Wild.

Most actions performed by Mortals will most assuredly anger the fey. Minor actions such as consuming fey fruits/vegetables, stepping on flowers, or cutting wood are offenses, often repaid with a cruel death. Transgressions of these types hasten the perversion of the land, quickening its convergence.

Mid-Summer Nights

During the night, in the woods, expect to see more Fey creatures. The amount is at the discretion of the Arbiter.

Enchanting Darkness

During the Night, all light sources are snuffed out. The area is now considered Pitch Black. The Arbiter decides whether to allow the Wayfarers to make a light source. If the Arbiter allows for lights to be created, the Arbiter can also decide how bright or dim the area is. If there are no light sources, the only means of having a viable light source is to stick with Whisps floating, unaware of where they might lead you. Players who have Fey Sight can determine which whisps can lead out of the wood. Drinking the fresh blood of select creatures from the Fey Wilds allows Wayfarers to gain this sight for a limited time.

Whisps

To Fey Sighted creatures, Illusioned whisps appear as a barely visible mass of fireflies. True whisps are quite visually distinct. You would witness what most do: a ghastly white undulating orb, which consistently shifts its elevation as it hovers atop the ground. It bleeds a pale ichor, which vanishes before it collides with the floor beneath it. Whisps have the effect of granting luminescence to the flora around it within a 30 ft radius, changing the light level within that radius to normal. Fey-sighted creatures do not see this below the fireflies, allowing them to distinguish even more between that which lies and that which guides. In contrast, creatures without fey sight treat these areas as pareidolia, hosting false illusions to mislead them, obscuring any creature that hides within the Pitch-Black radius. Creatures cloaked this way are considered invisible.

Dancing Plague

Those who found themselves deep within the wood have witnessed pale maidens with bloodied feet dancing in an unnatural cadence, their face hosting a red smile. Some have even found isolated soldiers in the woods dancing for a matter of hours, a smile gracing their lips and tears rolling down their visage

Women of the Wood: These pale maidens dance in the wood. If you catch their gaze, you must roll an SNT Contest (CD 5) not to start dancing. If you should fail, you should dance for the next hour. A fellow player can release you using Witching Wood or Killing the Pale Maiden. After one hour, your feet will bleed, dealing 20 Bleed Damage. Each hour, you will gain a new save. You are considered Bevvitched. Each passing round, while dancing, you consume 2d20 Stamina; 1d20 Health if you have no stamina. The maidens have an AL of 0 and 50 Health; and will dance, in laughter, when receiving damage. Maidens cannot die until all maidens are reduced to 0.

Dancing Feast: Tooth Fairies tend to move around Pale Maidens for an easy meal and harvest, feasting on Bevvitched creatures. It is at the Arbiter's Discretion how many to add. It is at the Arbiter's Discretion how many to add.

Fey Misfortune

It is never fair with the Fey, so your luck is jeopardized whenever you enter the Wood during the Zenith. All players gain a disadvantage in contests when they are in the woods. It is at the Arbiter's Discretion whether they wish to increase or reduce this. The Arbiter may also decide whether some creatures gain Twisted Fortune.

> ***Twisted Fortune*** – Fey creatures that fight within the Fey Wilds gain Advantage on attacks.

Hungering Ents

"Mind that which binds Wayfarer; It thirsts."

The trees of the wood are now alive; twisted perversions that crave the blood of travelers to nourish their vines. If a creature gets close to a tree, it can attempt to snag it as it bears its roots.

Vines that Bind

Perform a Dex Contest against the vines. The CD is at the discretion of the Arbiter. Should you fail, the vines will constrict and Grapple you, dealing 5 Impact Damage/round.

Each round, you must perform a BRN Contest {CD 6} to break from the vines. These vines do not discriminate and seek all sources of nourishment.

The vines will avoid you if you have a heat source close to you.

Thicker than Water

The trees seek to drag you under. If a body should die upon the soil of a Whimsey Touched Forest, it will be dragged underground upon the next round. Players must bring a heat source next to the body or pick it up to keep it away from the Ents.

Fey Torpor

Once an hour, the Arbiter may start this hazard in the woods. The players must roll a 1d4 or a 1d2 (Arbiter's Discretion).

- ***1***. Creature falls asleep
- ***2***. Creature gains the Torpor status effect for 1hr
- ***3***. Creature stays awake
- ***4***. Creature stays awake

If the creatures are of fey lineage, they are unaffected by Fey Torpor.

The Guide

It is at the discretion of the Arbiter to Summon Joseppie. Visit Page {419} to learn about Jhoseppie.

Power of Names

Creatures that give their names to the fey are bound to the lands of Whimsey and can only be released at the whims of the fey that now owns it. This bond makes the fey immune to all damage/effects of the bound creature. A rare few are let free after a deadly game.

Places of Legend

To most who traverse The Mortal Coil, naught is more bewildering than the Arelyan Observatory. This sentiment is known only to laymen who are unversed and steeped with ignorance; their minds soothed by honeyed theories. Beyond the horizon lies more. And should one venture forth, they may stumble upon something greater: a place of legend.

Illustration By: Dariusz kieliszek

Cognitionis

There lies a grand library set beyond the bounds of all creation; a personified constant in the omniverse. Its gates open to any who may enter. Though seldom visited, it harbors every form of knowledge spanning eons and transcending all planes of existence. Some speak to something that resides beyond the Synagogue, its presence ever looming, forever enlightening.

The Library

The Library floats within an endless black void; its interior is lightened with peculiar lights with bolts of lightning coursing through metallic strings. It is a massive expanse with uncountable rooms; every wall has shelves containing all manner of parchment, tome, and tablet. The Library contains levels and higher floors storing rarer forms of information. Upon entering the Library, for the first time, each creature must successfully perform an SNT Contest {CD 5} or sustain 40 Mind Damage. Mind Damage within cannot be mitigated-beyond 20 Damage.

The Rabbi

Creatures wander the halls periodically, all just out of view; even when directly looking at them, they elude your focus. It is a form which defies all comprehension and breeches the mind. When not looking down while passing a Rabbi, creatures under an SNT Core Attribute Score of 10 will have to perform an SNT Contest {CD 9}, sustaining 25 Mind Damage upon failure. Rabbis can be seen tending to books and will not notice any passing creatures.

The Synagogue

A collective form, known as the Synagogue, drifts across higher floors and will be drawn to creatures that pick up any form of knowledge contained within its library section.

Library Sections

Tier I: All information housed here will answer "generally known" information regarding the Coil and its happenings.

Tier II: The information housed here is "rare" and inaccessible to most of the known world.

Tier III: All information housed here is "esoteric" information; only known to beings beyond comprehension. The knowledge deals with the mapping of realities and the interworking of happenings on a cosmic scale. Being found on this floor summons 3 Rabbis to kill you for each book you picked up.

Tier IV: All information here will change you by directly warping your stats or altering your physique. Being found upon this floor will summon a Synagogue to kill you. It is at the Arbiter's Discretion to provide custom books capable of augmenting stats/and bestowing buffs.

Knowledge: Reading any form of knowledge grants an SNT Contest {CD 5 +1/Tier}

Each floor above Tier I deals (10 x Tier) Mind Damage/RWH to all non-Horror creatures.

Items of Significance

{Tier IV Section}

Hungry Blade of Masses: Stained black with ever dripping ink; its form crude, and undefined. Nearby peering creatures, which look upon this blade, do not see a weapon; but the wielders hand. An undulating growth, coated in an ebony tint; their fingers as writhing tendrils.

> ***Effect***: This broken dagger is a One-Handed weapon; capable of dealing 1 Bleed Damage. Creatures touched by the blade are stained black for 1 round; gaining a -1 Modifier against SNT based Contests.

Hungering Mask of the Librarian: A sheet of flesh, coated with several eyes; all sourced from different creatures. Wearing this mask grants +1 AL; and an additional -1 mod when wielding the Hungry Blade of Masses

Flesh Woven Robe of the Librarian: This item is considered clothing; and may not be worn with other Apparel. When faced with an SNT Contest, the seams of the robe will tear; ushering forth blackened hands, which will begin to claw into exposed flesh; forcing the wearer to release a bloodied cry, dealing 5 Life Siphon to all nearby creatures.

Darkspires

Darkened towers which have stood long before the coming of man. It is a cold ebon material that cannot be broken or sundered. It breathes a perpetual hum, which can be heard for miles; a ghastly sound that kills all surrounding flora.

Darkspires are tall, dark needles piercing the heavens, hosting a gargantuan door etched with cryptic runes, a pattern akin to a whirl of intestines. The tower's circumference is vast enough to encompass many houses, and its depth is long enough to cross waters. For centuries, Darkspires have been close to The Mortal Coil, a fact which remained so, ere the Epoch. Now its doors lie open to any who wish to brave its interior.

The Arbiter and Darkspires

Darkspires are a gauntlet of combat, each floor hosting deadlier creatures and rare items. A Darkspire has a maximum of 100 floors. Each floor must have at minimum 5 enemies and an Archfiend on every 10th floor. When an archfiend is defeated, a pedestal is raised from the floor below, granting the Wayfarers a coffer. Roll a 1d100 to determine what rewards lie within the Coffers.

Should Wayfarer attempt to leave and later return to the Darkspire, all previously completed floors will remain completed.

Wayfarers are able to rest within the Darkspire without fear of corruption and will not be ambushed in rooms they have completed.

Darkspire Creatures

Upon the first floor, creatures begin within the Darkspire at the party's Rank. On every 20th floor, their rank will increase by +1 MR.

Well Springs of Life:

A vast, shallow stone pit is on every 20th floor of a Darkspire. Upon the killing of an Archfiend, the pit shall fill with blood. Should one bathe within the Spring, they will be fully healed and restored, as if they had performed a Restorative Sojourn. After using a Wellspring, it will dry up after 1d10 rounds. The Wellspring can be used to refill flasks.

Banquet Floor

Tables stained with rotten food are placed on every 10th floor. Eating from the Table non-permanently reduces VIG by -1 but will fully Sate the hunger of a creature while granting no disease. It is also on this floor where Wayfarers may obtain 3 torches.

The Consuming Darkness

The light level within a Darkspire is always Pitch Black.

Coffer Rewards
(Charmed Dice cannot be used)

{Roll a 1d10}

1. ***Mimic Spawn***: Hungry Chest Combat Encounter
2. ***Periapt***: Select a random Periapt
3. ***Ring***: Select a random Ring
4. ***Lost Hand of Sin***
5. ***Tier I Apparel*** +1 Tier/30 floors
6. ***Tier I Weapon*** +1 Tier/30 floors
7. ***Moonstone***
8. ***Permanent +20 THP***
9. ***Uncanny Item***
10. ***Sovereign***: (100 Crown/Rank x 4) + 500 Crown per 10 floors

The Final Coffer

All Wayfarers will receive an additional Glyph Slot upon defeating the final Archfiend. When the final Coffer appears, the party shall obtain 10,000 Crown, a Mythic Weapon Teir IV weapon imbued with a permanent affinity, and two Mastery Ranks.

The Dark Below

Upon completing the Darkspire, the Wayfarers will be teleported outside the Tower, its doors forever closed behind them.

Speculo's Temple

Balance is an ever-teetering cycle that rends on one end and births on another. Some liken it to an ever-shifting scale, but what does it measure? What is that which is weightless yet carries a ceaseless burden? It is within this house that one might see to that answer; to know if theirs doth weigh heavy.

The Mountain

There is a mountain coated in willows, adorned with a blue hue; its grass is purified with values likened to that of clouds and colors as soft as the horizon. Upon entering the mountain, all forms of normalcy will shift:

Mirrored Entrance

All creatures that enter the mountain will fall towards the ceiling. Creatures that have phobias and choices from the Psych Tree experience heightened gravity pushing down upon them, dealing +5 Impact Damage/Phobia and Psych effect per round while within the Mountain

Unbalanced

Actions, and effects, are swapped while in the mountain.

Main Action *= Sprint*
Secondary Action *= Main Action*
Reaction *= Main Action*
Full Round Action *= Prone*
Sprint *= Reaction*
Damage *= Health*
Health *= Damage*
Temporary Health *= Critical Damage*
Contests *= Must roll below a CD and AL to succeed.*

The Cavern

Several enemies line the mountain, hidden within the cavern. If enough creatures are killed, the cavern will shift, revealing Speculo's Temple.

Speculo's Temple

The Wayfarers will find themselves upon the ceiling. Looking up will reveal an upturned temple painted with blue and indigo marble. Upon the ceiling, on which they stand, are pools of water, reflecting a dark room with windows. Entering through the reflection will bring the Wayfarers into the room, allowing them to access the temple's interior.

Item of Significance

The Mirror

Somewhere, within the Temple, lies a room with a black mirror; one which yearns to feed. Upon finding this room, all Wayfarers will be locked in after 1d6 rounds. To escape, at least one creature must engage with the mirror.

In exchange for giving up something of value, value shall be received. All Sacrifices are permanent.

Small Sacrifice of Loss: {1d4}

1. Remove a Phobia*: Gain 1d100 crown*
2. Remove a Psych Tree Choice*: Gain 1d100 Crown*
3. Sacrifice 10 THP*: Gain a Periapt*
4. Gain a -2 to a Random Aptitude*: Gain a +3 in another*

Medium Sacrifice of Loss: {1d6}

1. Gain an Injury*: Reduce your DL to 0*
2. Lose Precious Memories*: Gain -5 DIS, +5 SNT*
3. Sacrifice 20 THP*: Gain a Ring and an Uncanny item*
4. Remove 2 Bonuses From Your Origin*: Gain a Ring*
5. A Pet/NPC Dies*: Gain an additional Damage Dice*
6. Gain a -6 to a Random Aptitude*: Gain +1 Core Attribute*

Large Sacrifice of Loss: {1d10}

1. Lose Your Racial Identity*: Change to a new race.*
2. Lose All Bonuses From Your Origin*: Gain +6 Core Attribute Points*
3. Lose a Random Limb*: Gain +60 Aether Reserve*
4. Gain a Permanent Injury*: You can shift 5 Core Attribute Points*
5. Remove a Racial Bonus*: Gain a random Weapon Affinity*
6. Remove a Racial Bonus*: Gain +50 THP*
7. Reduce Your Aether Reserve by 50%*: Gain a Glyph Slot*
8. Your Weapon is Destroyed*: Gain a random Immunity*
9. Reduce Your Health by 50%*: Reduce all incoming damage by 20.*
10. -6 to your Highest Core Attribute*: Gain an additional Main Action*

The Hell Forge

Within Hell lies a Vitaric Forge burning with a heat that rivals the sun. Those who have survived within the Hellscaped Convergence have seen it, often in passing, as they fled for their lives. It is a large structure lined with brimstone and scorched igneous.

Forging

Weapons and Armor forged within its fires gain:

> **Weapons**: Permanent Fire Affinity, +50 Fire Damage, Super-Heat immunity, and Wet Immunity.
>
> **Metal Apparel**: 30 Fire Resistance, Super-Heat Immunity, Soaked Immunity, and +20 Armor

Weapons and Apparel taken to the Forge to be lain upon its fires gain:

> **Weapons**: Permanent Fire Affinity
>
> **Metal Apparel**: 30 Fire Resistance

The Twilight Market

"Lo, as the sun embraces the sea, the golden rays bid farewell to the day to welcome in its waxing cousin. In its presence, a station blesses the Coil, a market of wonders, amid the twilight. Nestle thine self, within the holds of the earth; come its zenith, and the void might take you to a place of covetous kinds. A place trading from life and bestowing glory in myriad."

Creatures that frequent Deep locations, during sunset, have the chance to stumble across The Twilight Market; a supernatural bazaar filled with rare cursed curios and races of every kind. It is here where Wayfarers might naturally buy weapons and items of higher tiered values; value considered legendary or mythic, within The Mortal Coil. The Market's appearance and arrangement change depending on location, but shall always appear to Nexian creatures as a Bazaar. The market is held within a time-locked zone, yet it can only be accessed within 30 minutes of sunset.

Accessing the Market

Items, and services, sold within the market are at the discretion of the Arbiter; and range from ***Hands of Sin***, ***Tier I-IV Smith Upgrades***, ***Cursed Relics***, ***Periapts***, ***Rings***, ***Uncanny Boons***, ***Tier III-IV Ingots***, ***Affinity Rites***, ***Glyphs***, ***Exotic Ingredients*** *and* ***Esoteric Items***.

Blood Discounts

Creatures within the Market crave the blood of Mortals and will grant a 1% Discount for every 2% THP traded from the Mortal itself.

Beyond the Veil

The Twilight Market resides outside of time. When entering within its boundaries, time ceases to move for the duration of your stay until you exit, returning you to your place within time and space. Creatures found within The Twilight Market span the length of eons within the Coils isolated universe; and are comprised of a multitude of races, extending beyond the current number accessible to the Player; many of which are lost to the annals of antiquity. Foreign creatures cannot be interacted with; they will be seen as faded shades, which operate stalls and walk amongst roads. Noticeably, some creatures can frequently be witnessed carrying ornate coffers in seemingly random directions before disappearing. If a creature Sustains damage within the Market, it will not take effect until it leaves the market, sustaining it as Mind Damage upon waking. Creatures cannot reap the benefits of resting while within the Market. Upon leaving the market, Wayfarers will have only lost a single second within the World of Nexus.

Twilight Mist

A pitch-black wall of mist surrounds the Market, which hangs along its outskirts. Venturing into its depths returns creatures to their previous zone within time and space.

Transference of Goods

When a creature leaves the market and opens its eyes, it becomes possessed by a savage compulsion to dig beneath it. All items bought will be buried in an ancient rusted coffer, 1ft beneath them.

The Wyrdwright

The Divine Deck

The Wyrdwright pulls 3 cards from a deck of 20; however, you may sacrifice 10% of your THP to gain 2 more. When this happens, the Wayfarer will roll a 1d20/Card. From the 3-5 selected, they shall be revealed to the Wayfarer, who may then choose one card.

The Horrid Deck

The Wyrdwright will now brandish a blackened deck. From this deck, the Wayfarer must choose a card. Any attempt to leave will prompt a force to hold the Wayfarer to their seat. The Card chosen from this deck will be paired with the divine card selected. This card will affect the whole party. The Wyrd Wright will offer to swap a card you do not like. However, this will enact a curse upon the Wayfarer.

> ***Ill Fate***: The Next attack that deals Damage to you is increased by +80/Card.

{Charmed Dice may not be used when pulling cards.}

Horrid Cards:

1. ***Dread Omen*** - in 1d20 days, an MR 20 Archfiend Dullahan Shall come for you and will accept no bargain.
2. ***Withering*** - Suffers 2 Cardiac Arrests within a single round.
3. ***The Hunt*** - you will be pursued by 1d4 Archfiends 1d4 +2 Ranks over you for 1d20 + 5 rounds; stacking with other MR increases. Each day, they shall come within the dead of night.
4. ***The Wood*** - For the duration of the Tale, all encounters, at a base, are +5 ranks over you, stacking with other MR increases.
5. ***Broken Arm*** - your AL is permanently treated as 50% lower for the duration of the Tale.
6. The ***Folly*** - within combat, you have a permanent 1d4 chance of failing any action.
7. ***Pincushion*** - All residents within the nearest Town shall die, including places of respite
8. ***The Grey*** - Suffer 1d20 damage upon waking from any rest for the duration of the tale.
9. ***The Damned*** - your health can no longer expand past 1d100 THP. Any residual health shall be converted into TH, dissolving after each day.
10. ***The Grimm*** - The Eclipse shall fall upon the Coil in 1d20 days for 1d100 days.

Divine Cards:

1. ***Rebirth*** *- The next time a party member dies, they shall revive with 0 injuries. If an ally is dead, tear this card to bring them back.*
2. ***Youth*** *- Bring yourself to a desired age.*
3. ***The Butterfly*** *- Remove 10 core attribute points and re-allocate them.*
4. ***The Balance****- Reduce any future encounter Rank difficulty by -2 to a maximum of your MR.*
5. ***Fortune*** *- Within 1d4 days, you shall stumble upon a tier 4 item and 1 moonstone.*
6. ***White Mare*** *- Remove the cap on one of your Core Attributes.*
7. ***The Iconoclast*** *- Suffers no damaging penalties from negative or positive Morality.*
8. ***The Traveler*** *- For the duration of the Tale, treat sprinting as a reaction.*
9. ***The Thief*** *- Receive +1 crown/2 crown from every source of discovered sovereign.*
10. ***The Astrolabe*** *- At the beginning of combat, reduce your Hex or Health Cost by 100.*
11. ***The Warlord*** *- Attacks that deal break, deal an equal amount of bypass damage to the enemy.*
12. ***The Hound*** *- Increase your Daunted Gauge by +10.*
13. ***The Veil*** *- Cleanse yourself of a single horrid be stowed by a Card you own.*
14. ***The Castle*** *- You are permanently Fortified. When your Armor breaks, you gain 1 round where you sustain no damage*
15. ***Virtue****: Gain 1 Virtue*
16. ***The Heart*** *- Gain immunity to 1 Affliction or Illness.*
17. ***The Black*** *- Gain a +2 Modifier when saving against Reapings.*
18. ***Rabbit's Foot*** *- Increase your max capacity for charmed dice by +1.*
19. ***The Black Sea*** *- One of your Core Attributes cannot fall below 0.*
20. ***Ascension*** *- Rank up 1d2 times.*

Basic Ingredients

Ingredients in the wild will source Basic ingredients, granting Basic Buffs. Visit Page {283} to learn about cooking. Basic Ingredients may be bought at an apothecary for 50 Sygnum/ ingredient.

Herbs: All Herbs grant (0.25) Satiation

- ***Basil***: Gain +2/4 Satiation
- ***Thyme***: Meals grant +1 DIS
- ***Rosemary***: Meals grant +2 SNT
- ***Parsley***: Meals grant +2 INT
- ***Sage***: Meals reduce Aether cost by 5 points
- ***Cabbage***: Remove 1 non-permanent -BRN

Mushrooms: All Shrooms grant (1) Satiation

- ***Common***: Meals grant +10 Stamina
- ***Glombert***: +1 Modifier against Poison
- ***Red Aushren***: +1 Modifier against bleed
- ***Bolivi Namu***: 3 Poison Resistance
- ***Velin***: +5 Health after Rest

Roots: All Roots grant (0.25) Satiation

- ***Carrot***: +3 Modifier on Perception Contests
- ***Turnip***: Meals grant +15 Stamina
- ***Beet***: Meals grant +1 BRN
- ***Ginger***: Meals grant a +4 Mod against Disease
- ***Garlic***: Gain Immunity to poison for 1 RWH
- ***Potato***: Meals Grant +10 Satiation

Berries: All Berries grant (0.25) Satiation

- ***Umbral***: +1 Temporary Health
- ***Blue***: Meals grant +1 INT
- ***Elder***: Meals grant +2 DIS
- ***Holish***: Meals decrease Stamina cost by 2 points
- ***Varden***: Meals grant 1 Charmed Dice

Nuts: All Nuts grant (0.25) Satiation

- ***Wal***: Meals cleanse Blindness
- ***Hazel***: Meals cleanse Deafness
- ***Chest***: Meals grant (1d20) + 5 Stamina
- ***Opal***: Meals recover 1 lost BRN
- ***Melder***: Meals recover 1 lost SNT

Spices: All Spices reduce +1 DL when used in Meals

- ***Pepper***: Meals grant a +4 Modifier against Disease
- ***Clove***: Meals grant +1 Satitate Levels
- ***Salt***: Meals last 3 days before spoiling
- ***Eber***: Meals grant 1 re-attempt on a Contest

Staple: All Staples grant (+2) Satiation

- ***Egg***: Grants +3 Satitate Levels
- ***Milk***: Grants +2 Satiation
- ***Wheat/Flour***: Grants +4 Satiation
- ***Water***: Grants 1/2 Satiation
- ***Rice***: Multiply Meal Satiation by 2
- ***Bread***: Grants +5 Satiation
- ***Tallow***: 6 Cold Resistance

Tier I

Perfect Dia Warish

Satiation: 6

A plant that permeates the world, more than most realize, remains elusive due to its appearance. The plant is unstable, shifting its form to that of nearby plants as if interpreting the nearby properties of stable shells. First discovered beside Dia laced lakes, these plants are highly prized due to their curative properties.

Consuming it raw will yield 1 Health/min for 5 min.

Meal Buff:

Restorative: Meals Heal 150 Health

Meal Debuff:

Tough Chew: Meal Consumes 20 Stamina

Honey

Satiation: 6

A thick yellow amber nectar harvested from flowers by bees, holding a palpable sweetness and a rich aromatic scent hinting at flowers. A flavor profile evoking notes of caramel or fruit.

Meal Buff:

Sweet: A pleasurable sweetness reducing DL by 4.

Ageless: This ingredient will never spoil.

Arborian Grass

Satiation: 6

Despite its name, this weed is found in minuscule quantities deep within the dark reaches of the Coil and grows quite large when without light. Its internal texture is reminiscent of Oranges, with an external thickness akin to cabbage.

Meal Buff:

Rod Amplifier: Gain Darksight for 1 RWH

Meal Debuff:

Vile Bitterness: Gain a non-permanent -2 VIG

Exotic Ingredients

Exotic ingredients must be found via Trailfinding, and require the Cook's Occupation Gourmet virtue {p. 266} to begin searching. Each "Savaging DIS CD" is the Satiation number of each Exotic Ingredient, altered by the local scarcity. Visit Page {283} to learn about cooking with Exotic Ingredients. When buying an Exotic Ingredient from the Twilight Market, its base value will be 200 Crown + 100 per Tier. *You may not use Charmed Proficiency when locating Exotic Ingredients. Exotic Ingredients Can only be found in Deep Locations. Each Tier is found (+10/Tier) miles deeper within enviornment biomes.*

Tier II

Hesterian Bloom Veggie

Satiation: 7

An orbed, red root, vegetable; shriveling and flattening when exposed to the sun for longer than 1d4 rounds. It releases a palpable odor and is often confused for mold during the Day.

Meal Buff:

Beyond the Grey: You can see ethereal spirits wandering through wood-filled areas; populating near locations of danger.

Meal Debuff:

Hysteria Afflicted: Gain Hysteria for 1d100 rounds

Aether Suffused Meal

Satiation: 7

A powder found within the marrow of drowned bones; pre-dating the Epoch.

Meal Buff:

Remain: While Soaked, gain 20 Damage Resistance and immunity to asphyxiation.

Meal Debuff:

Drowned: While in water, you sink to the bottom with No Contest

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Gali Flower

Satiation: 7

This mythical flower, which can only be found by those who know of its existence, is often revealed through dreams to those worthy.

Meal Buff:

Remain: Your Appearance changes its form to look like anything you think of; maintaining its natural size.

Tier III

Strawberry

Satiation: 8

A deep red fruit that produces a distinct sweetness. Beloved and legendary to find within nature, some believe it to be a new plant conceived from the Epoch.

Meal Buff:

Sweet: A pleasurable sweetness reducing DL by 1.

Potent Curative: Heals 300 Health when consumed.

Refreshed: Recovers 50 stamina

Meal Debuff:

Rapid Recovery: Gain +1 Stage of Cancer

Mordin Shell

Satiation: 9

When the waters were found dried, these shells echoed its Tale. A final remnant of a once flourishing land.

Meal Buff:

Amplifier: Gain +3 AL

Strong Shell: Gain 10 Damage Resistance

Panacea

Satiation: 10

There is a rumor of a plant that grows within the Wilds; highly elusive and enshrouded in myth.

Meal Buff:

Omni Cure: Remove all injuries, Illnesses, poisons, and afflictions.

Meal Debuff:

Potent Rejection: Vomit blood reducing your Health to 1, and increasing your hunger to max.

Creature Ingredients

When Killing Creature Types, Roll a 1d6 and claim 1 item.

Fey: -2 Modifier on all Contests for 24hrs.

1. ***Flesh***: Remove 2 Afflictions.
2. ***Luminous Ichor***: Heal +20 THP.
3. ***Glittering Lungs***: Meals grant Asphyxiation immunity.
4. ***Eye Nectar***: Meals grant +10 Perception.
5. ***Blood***: Gain Fey Sight for 1 RWH.
6. ***Tallow***: Remove 1 Illness.

Homunculi: Suffer 1d20 Bleed/ingredient.

1. ***Gold Tinted Esophagus***: Meals grant +40 Stamina.
2. ***Unstable Flesh:*** Meals grant +16 Satiation.
3. ***Vestigial Organ***: Meals grant +8 Satiation.
4. ***Overgrown Brain***: Meals grant +4 INT.
5. ***Chromatic Fluid***: Meals grant Cancer Immunity.
6. ***Twisted Bone***: Meals grant +5 Damage Resistance.

Horror: Perform an SNT Contest {CD 6 + 1/ingredient}.

1. ***Uncanny Flesh***: Meals grant +30 TH.
2. ***Magenta Hued Bile***: Meals grant +8 DIS.
3. ***Otherworldly Organ***: Meals grant +4 SNT.
4. ***Magenta-hued Eye***: Reduce SNT Contests by 2 CD.
5. ***Blue Stomach***: Meals grant Starvation immunity.
6. ***Black Ichor***: Meals remove Hysteria.

Mortal/Beast:

1. ***Meat Cut***: +10 Satiation
2. ***Bone***: +2 Satiation
3. ***Lung***: +6 Stamina
4. ***Eye***: Gain +5 Perception
5. ***Stomach***: +5 Satiation
6. ***Tallow***: Gain +5 Cold Resistance

Pestulent: Perform a VIG Contest {CD 6} not to Vomit.

1. ***Putrid Flesh***: +4 Bleed Resistance.
2. ***Stinking Liver***: Meals grant 25 Disease Res.
3. ***Black Guts***: Meals grant +30 TH and Paredolia.
4. ***Hole Filled Tallow***: Meals grant +50 Stamina.
5. ***Puss Filled Sac***: Meals grant Poison immunity.
6. ***Shriveled Organ***: Meals grant Disease immunity.

Sea Aberration: Perform an SNT Contest {CD 4}.

1. ***Rubbery Flesh***: Smell the location of blood.
2. ***Filletted Meat Chunk***: Meals grant +3 VIG.
3. ***Deep Organ***: Meals grant Asphyxiation immunity.
4. ***Magenta-hued Eye***: Meals grant +2 INT.
5. ***Tranclucent Bead***: Gain +10 in one Aptitude.
6. ***Uncanny Fin***: Remove 1 non-permanent -BRN.

Exotic Creature Ingredients

When Killing specific Creature, you may perfrom an Identify Contest: {CD 7}. If you succeed, you can safely harvest the special ingredient from the creature. Failing Results in its destruction.

Astral Whale:

{Roll 1d2}

1. *Vilil*: Gain *Lightning Seeker* as a Main Action. Visit Page {402}.
2. *Astral Balloon*: Convert your movement to Flight.

Deep One

Inky Flesh: Gain *Chittering Call* as a Reaction. Visit Page {409}.

Grizzly Bear:

Tough Meat: BRN attacks gain +40 Damage.

Gibbering Womb Eater

Umbilical Cord: Gain Immunity to Death

Hell Hound

Heated Air Sac: Gain 50 Fire Resistance

Jhoseppi

Eld Blood: Gain Teleport {Page 419} as a Main Action; and gain Fey Sight.

Leshy

Fibrous Eld Root: Gain *Into the Ground*. Page {420}.

Radiant Judge

Immaculate Flesh: Recieve 50 Holy Damage. If a creature near you is of Dark Morlity, they shall take 10 x -(Morality) extra Holy Damage.

Twilight Stillbirth

Imperceptible Flesh: Recieve horrific visions of a world cleaned in stone, a union foretold, and the heralding of a new age. Vanish from the coil for 1d4 days and return with no memory of the horrors you shall soon witness. Receive 80 Mind Damage.

Void Mind Aberration

Potent Brain Matter: Gain No Contest on all INT and DIS Contests.

Weird

Chromatic Milk: Gain Immunity to Negative SNT. Gain Wrinkle as a Passive; Page {442}.

Chapter 9: Combat

"Rise above it all, Wayfarer; how might you fight?"

Within Harvest, Wayfarers choose how they would like to interact within combat. Wielding a shield, two-handed weapon, one-handed melee with offhand, etc., can change the progression of attacks and even grant other actions. Due to Wayfarers being Mortal, their capacity for multiple attacks is restricted by physical limitation. Playing wise, and building towards virtues, allow different ways to exploit your enemies and offer an effective way to leech a bit of extra health from your foes. No matter how dark the day or how strong the hunt, there is always a way to overcome what tempts you.

Combat Phases and Actions

When combat starts, the player has access to all listed actions; and can use, or relinquish, any and/or all on their turn:

The actions available are ***Movement***, ***Free***, ***Main***, ***Reaction***, and ***Secondary***. The Wayfarer can use these actions in any order unless stated otherwise.

Movement Action: The Wayfarer can move around the battlefield at the limit of their speed and may segment their movement action between other Actions.

Sprinting: Double your speed at the cost of (20 - VIG Mod) stamina as a Full Round Action.

Free Action: The Wayfarer can use an item upon themselves or an ally; speak; interact with something; pull a lever; etc.

Main Action: The Wayfarer can use their Main Weapon, Hexes, Main Action Items, or Vocation abilities to interact with a target creature or environment. A Vocation ability is considered a Main Action if it does not specify any action type.

Reaction: The Wayfarer can choose whether to make a reaction with their weapon/arm/shield/ability. Using a round's reaction may happen after your Main Action; however, performing a reaction before the Main Action will consume your Main Action for the round. A reaction may be used at any moment on your turn, or an enemies, so long as it is unused.

Secondary Action: Most cases find Secondary Actions to be offhand attacks. The Wayfarer may consume a Secondary Action to use Secondary Action Items. Main Weapons used as Secondary Actions require the Joint Weapon Virtue. Secondary Actions may also be consumed for additional Free Actions, at the Arbiter's Discretion, if a creature is extensively interacting with something.

Full Round Action: All actions are consumed to perform a single action. Full Round Actions can only be performed if no other action has been performed this round.

Enemy Actions

Enemies follow all Action rules, and gain access to any/all actions they have available. Some enemies may have more Actions than others.

Turn Order Example

Player		Enemy
	Round 1	
{Player Turn}		
Movement: *Move (15) ft to Enemy*		
Main Action: *One Handed Sword -> miss*		*No Damage*
Secondary Action: *Sawed Off -> hits*		*Hit by Player*
Reaction: *Counterstrike -> (wait)*		
Movement: *Move (10) ft back*		
		{Enemy Turn}
		*<- **Movement to Wayfarer***
	Fail <-	*Enemy Main Action*
***{Triggered Reaction}*: Counterstrike**-> *hit*		*Hit by Player*
	(block) <-	***Enemy Reaction***
		{Main Action Skipped}
		{No held Secondary Action}
	Round 2	
Secondary Action: *Impact Shot -> Breaks Block*		
Main Action: *One Handed Sword -> hit*		*Hit by Player*
Reaction: *Counterstrike -> (wait)*		
Free Action: *Insult the enemies mother ->*		*Cries*

Sound

Sound is considered a Free Action. Players, NPCs, and Enemies are able to communicate within and out of Combat, and may do so by consuming a Free Action. Sound, when not specified, has a standard range of travel:

Yell: 60ft
Speak: 30ft
Whisper: 5ft

When unhindered, creatures will be able to hear the sound. When in ***combat***, it is inferred that all ***sound-based effects*** are being ***Yelled***, with an effective range of 60ft unless specified otherwise.

When deaf, creatures will not be able to hear sound from any range.

At the Arbiter's Discretion, if something which can obscure sound is present (Wind, Loud Noise, etc.), they may consider all players Deaf to all other forms of sound, or grant them 2 Disadvantages with a {DIS} Perception Contest {CD 5} to hear properly.

It is also at the Arbiter's Discretion to allow for unorthodox tactics to avoid sound-based attacks, granting Deaf for a period of time — such as bleeding or boxing one's own ears.

How Does Damage Work?

Damage in Harvest is represented by the dice you roll for an attack; known as a "Damage Dice". For Example,1d8 represents the Wayfarer's capacity to deal 8 damage maximum. 2d8 represents its capacity for 16. Thematically, additional Damage Dice rolled are counted as a single/stronger hit; whereas three individual 2d8's, separated into 3 Main Actions, would be counted as 3 separate attacks.

Some attacks simply state the amount of damage dealt; this is known as "Flat Damage" and will strike for that exact amount if the attack is successful. Flat Damage is still counted as a Damage Dice; setting a baseline for the amount of damage dealt for that action.

When gaining Damage Dice, it will affect all "Base" Damage; ignoring Damage Over Time Integers and Addative Damage Dice within an Action.

Adding Damage Dice

When you gain Damage Dice, you are to increase the base damage for an attack. If your dice has 1d4 damage; it may increase to 2d4 ("Often by tier upgrades"). If your flat damage is 4, this damage is increased to 8; adding another "+4" (your current flat base damage value), representing an increase in the weapon/abilities "base damage." If a damage increase doesn't refer to base damage, it is to be added to the end of that attack's full damage result.

{3d6 Fire Damage + 3 Damage = 21 Fire Damage.}

Multiplicative Scaling Damage

When you multiply your damage by a number, you must multiply its base damage, including all acquired Damage Dice. For example, if your damage is 5d10 (1d10 + 4 Damage Dice) and is multiplied by 2, your Damage will be increased to 10d10. Any addative damage will then be factored in after.

Some items and abilities might augment your base damage, adding +(X) base attack damage to your base Damage Dice; allowing it to scale multiplicatively under specific effects or instances.

Example: 2d4 + (2 Base Damage) = 2d6.

Damage Math Hierarchy

Base Damage *= {Base Damage + Other Base Damage}*

Total Damage *= {(Base Damage + AB) x Damage Dice} x Crit*

Weakness *= Total "Type" Damage x 2*

Normal Damage *(Additive) = Total Damage + Additive Damage + AB*

Vocation Multipliers *= Total Damage + Additive Damage*

Some strange sources might modify damage in odd ways, like the Butcher's Vengeance Ability, granting a multiplier to Physical Damage. In cases such as these, the answer should reside within the grammar. The Physical Damage in this case is modified. In other Words, if the Base Damage is physical, as is a portion of the additive, both shall receive the multiplier, but only the Base Damage shall then receive the damage dice/crit multiplier before being added with the additive damage (Non-Base Damage). AB is another type, which applies to 1 Integer; Base or Addative.

Attacking

When attacking, your Contest Dice target's the AL of the Target creature, gaining additional Modifiers from Weapon Proficiency, DEX, and Misc. Modifiers.

Some attacks tell you what the target creature must perform to save against an attack. This is most common with hexes and monster abilities/actions.

Defending

Your AL serves as the your defenses CD. Should an attack succeed against your defense, the attack will first strike the Temporary Armor of a creature; if there is none left, the attack will then target the armor of a creature. If there is no present/remaining Armor, the attack shall then target the creature's Temporary Health. If there is no remaining TH, the attack shall target the THP of the defending creature.

Pattern Recognition

Stealth Attacks and How to Adapt

When a stealth attack strikes a creature, it gains an understanding of the enemy. Whenever you are struck by a stealthed creature, gain a +1 Modifier up to a maximum of +10. This bonus can only be used when attempting to perceive a hidden creature. This effect is lost at the end of Combat.

Targeting Objects

Some creatures may hold items which may aid them in combat. If any object has a built in durability, a creature may target that item with a standard attack contest + their Idenity Modifier. Upon success, any BRK shall target the Armor of that held Item.

If an item doesnt have a set durability; it shall break if successfully struck 10 times within an encounter. Its is also at the Arbiter's discretion to allow these objects not to be targeted.

Surrounded

When multiple allied creatures are close to a creature during an attack, this is known as surrounding. If a creature is surrounded by enemies, additinal enemy attacks beyond the 1st strike with No Contest, unless stated otherwise by Actions. Some Actions are built to effectivly counter additional attacks if not ignore incoming damage.

Wise players may use/interact with their environment to control the battlefield, reducing the risk of being surrounded.

Damage Types

Acid Damage

Acid Damage is counted as 100% BRK, and its leftover damage is treated as Acid Damage.

Blast Damage

Blast is 50% Impact and 50% Fire Damage. Blast Damage exceeding 20 deals 1 unit knockback to all close creatures upon impact; and an additional unit/10+ Damage. Additionally, for every unit of knockback recieved, sustain 5 BRK. Blast damage can be artificially created when striking together, at minimum, 10 Fire and 10 Cold Damage. Creatures with a weakness to blast damage take its Physical Damage as Bypass.

Archfiends sustain 50% less knockback from Blast based Knockback. Mythic Archfiends sustain 100% less knockback from Blast based Knockback.

Bleed

Damage caused by lasting wounds. If a creature suffers Bleeding Damage without a duration, it shall suffer Bleed for 1 round and is considered bleeding.

Bypass Damage

Most attacks must first deplete Armor before targeting THP. Some damage can ignore Durability completley; this is indicated by an integer followed by the word "Bypass." If a weapon/attack has "Full/100% Bypass", all of its damage will strike the target should the attack succeed, ignoring all Armor. Bypass does not affect/deplete durability. Bypass as damage (1 "***Bypass Damage***") is added as "***additional***" Physical Damage, unless stated otherwise, at the end of an attack; while percentage Bypass, (***25% Bypass***) converts existing damage to Bypass. Percentage based Bypass Damage will maintain the "damage type" of the attack.

Example:

1. *27 Bypass Damage = 27 THP Damage (Ignore Armor)*
2. 100 Fire (100% Bypass) = *100 Fire (Ignore Armor)*

Cold Damage

Chilling frost, which bites. The accruance of Cold has the potential to reduce speed and wither limbs. Visit Page {327} to learn about Chilled and Page {287-288} to learn about Hypothermia, Frostbite, and Winter.

Disease

An attack that targets a creature's vitality. Under some conditions, the effects of disease can be amplified. Visit Page {330} to learn about Viral.

Elemental

Damage originating from natural primordial forces, or hexes adhering to natural forces. Fire, Cold, and Lightning Damage are considered Elemental. Physical Damage caused by sources of Wind and Earth shall also fall within this category of Elemental.

Fall

Visit Page {282} to learn about Fall Damage.

Fire

Fire Damage hurts enemies through heat, but can also catch creatures on fire, burning the creature over time; or applying the Super-Heat condition to creatures wearing Metal Apparel. Visit Page {329} to learn about the Super-Heat Condition. If Damage is unspecified, a creature sustains 5 Burn (Fire) per round.

Lightning

Lightning, Electric, and Levin-based attacks move at light speed and cannot be dodged, striking targets with No Contest. Visit Page {328} to learn about the Electrify Condition.

Hex

Damage sourced from Actions that consume aether; or abilities stated to be Hexes (Weird Hexes, Vocation-Based Actions, etc.).

Hex Drain

Abilities/attacks that steal/deplete the Aether within the Aether Reserve. Once Aether Reserve is at 0, sustain the rest as Mind Damage.

Life Siphon

Damage that steals Health from a target creature and transfers the stolen health to the attacking creature.

Mind

Psychic attacks which influence, compress, and hemorrhage the mind. If Mind Damage causes a Deep Wound, you receive an aneurysm.

Aneurysm – Reduce your THP to 0 and suffer a -2 to INT and DIS.

Negative Damage

When damage numbers reach below 0, the damage shall default to 0 Damage. No healing shall be gained from it unless stated otherwise.

Physical

Bypass Damage, Slashing Damage, Piercing Damage, and Impact Damage all fall under the category of Physical Damage, wounding, and maiming creatures through the employment of focused kinetic force.

Poison

Attacks that target a creature's functionality and vitality. Poison, most commonly, deals damage to another creature while potentially bestowing other conditions. When struck with Poison Damage, an enemy is considered poisoned for 1 round.

Sensory

Attacks/abilities that affect a creature's perception, such as auditory, mental, tactile, smell, and visual attacks; granting effects such as, but not limited to, Fear, Intimidate, Chamred, etc. Actions/Abilities that affect INT/DIS/SNT/GRT would be included in this, alongside actions that grant Insanity/Hysteria.

Stacking Damage Over TIme

When a target sustains damage over time of the same damage type from multiple sources — Bleed, Poison, Fire, Cold, Disease, Acid, Unholy, Mind, or Hex — the new source's *damage per round is added* to the current active DoT, and the *round counter refreshes to the higher* of the two durations.

(***Example***: *5 Bleed per round for 3 rounds + 3 Bleed per round for 5 rounds = 8 Bleed per round for 5 rounds.*)

Different damage types are tracked independently, and single-round hazard instances *(Burning environmental units, Fire units within a hazard)* apply separately without merging with ongoing DoT. Effects with their *own stacking language* — {Stack} tagged Special Effects, named stack counters (Heat, Splinter, Contagion, Terror, and similar), and abilities stating "does not stack" — follow their written rules instead of this default.

Special Damage Types

Avoidance Level Negation (AL Negation)

Avoidance Level Negation bypasses AL and treats AL as lower than it is.

Example: *Sword with AL Negation +2 vs AL 10 = Offensive Contest vs .8 AL*

Sundering

Sundering refers to a devastating collision against an enemy. When sundering an enemy, the creature rolls against the AL of the target enemy, striking it with a standard attack augmented with sundering. If this attack succeeds, the AL of the target is cut in half. Sundering can only be repaired by Restorative Sojourns. If a weapon/shield is used to counter a sundering strike, the item will be sundered instead of the creature's AL; resulting in the weapon/shield becoming "*Broken*."

Sever

Certain creatures have limbs/parts that can be hacked off, generally by first identifying the severable part and then targeting it. Dealing enough damage to a specific area will result in that area being destroyed or hacked off. Damage exceeding the creature's part THP will not continue to the creatures full THP; dealing a maximum of the remaining THP on the part. Some Weapons, and attacks, ignore the health pool of specific parts; and can instantly sever the part with No Contest; dealing the full TP as Damage. Visit **Page {319}** to learn about Dismemberment. Many Actions may be tied to severable parts; and the dismemberment of them can shift the tide of battle.

Broken Tools

Broken Weapons

Broken weapons deal 1 damage and have a double disadvantage during contests. Broken weapons can be repaired at the Smith for 2 Ingots/Hide of the weapon material and one Crown. Reactions may not be used when a weapon is broken.

Broken Shields

Shields reduced to 0 Armor are rendered Broken. Shields that are broken lose their Block Bonus and Protection. Broken shields can be repaired at Smith for 2 ingots of the shield's material and one crown. Reactions may not be used if a shield is broken.

Damaging Auras

What is an Aura

Some attacks/abilities/creatures deal damage when you enter within proximity. If you sustain damage or receive a debuff from an aura, you are considered affected/damaged for that round; unless stated otherwise, and may not stack aura effects by running out and back in; unless stated otherwise.

Underwater Combat

The shifting currents may lead to your downfall. Mind your step, for the water bites with abrasive rapids and cresting waves.

Fighting underwater grants {***Dead in the Water***} debuffs.

Dead in the Water:

Depths

While in normal light, under a depth of 20ft, the light level is considered Dark. Any depth below 40 ft is considered Pitch Black.

Impeded Movement

Your movement is hampered by added water Resistance . While underwater, consider your movement reduced by 50%, unless you are a strong swimmer.

Wet Abyss

While underwater, You are soaked, and your weapons are considered wet.

Additionally, any form of ranged weaponry drops to a range of 10 ft when attacking and deals half damage within that range. It will deal 0 upon exceeding 10ft.

Attack Distance

The space between creatures and objects dictates the interaction options available. In combat, enemies are affected by certain abilities and reactions based on this distance.

Close: Creatures of objects within 5ft

Near/Nearby: Creatures of objects within 10ft

Around: Creatures within 60ft

Additional Actions

Pushing

Wayfarers may perform a push when interacting with creatures as a Main Action. Target a target creature's AL with a DEX Contest. This action will push a creature back 5ft plus several units equal to 1/4th of your BRN Modifier: -1 unit/ size above normal and +1/size below Normal. If a creature weighs over 200 Grav, every 10 Grav increases the target creature's AL by +1.

Coaching

Wayfarers may guide other creatures to aid them in tasks related to their Core Attribute Scores. When you coach, you are performing a Full Round Action/round; granting that target creature an extra Modifier, equivalent to 50% of your Modifier's value, to a minimum of 1. Your AL drops by 50% while coaching.

Examples:

{ALR 10 (5 Mod)= +2 Mod to an ALR Contest.}
{ALR 12 (6 Mod) = +3 Mod to an ALR Contest}

ALR - Give advice on a charismatic approach.
BRN - Offer advice on leverage.
DEX - Offer advice on technique and posture.
DIS - Offer your wisdom to an incoming decision.
INT - Aid a conundrum with two minds.
SNT - Be the tether for an ally.
GRT - Quell the intrusive thoughts of an ally.

Overload

Only a single creature can coach another creature at a given time. If any additional creatures attempt to coach, the Modifier will be lost.

Leaping

Creatures can perform leaps within the air as a Free Action. If there is an additional amount of force propelling the creature, it is at the Arbiter's Discretion how many extra feet/units are added to the leap.

***Vertical Leap**: 2ft + BRN Modifier*
***Horizontal Leap**: 5ft + BRN Modifier + Agility Mod*

***Sprinting Horizontal Leap**: If a creature performs a sprint before horizontally leaping, it may add +1ft per unit moved before the jump to a maximum of +5ft.*

Flee

To flee from an encounter, the party/creature must maintain a 60ft distance from a threat for 3 rounds; or reach a distance of 200ft from the threat.

If you attempt to hide and aren't found for 3 rounds, you shall also leave combat.

Teamwork

Players may sacrifice their reaction and 50 Stamina to enact Teamwork on their round, describing the events leading up to the final strike. Using Teamwork shall not interrupt Main Actions. When triggering teamwork, all performing individuals shall gain a +3 Modifier to their next action. The team member delivering the final attack action shall gain charmed proficiency, advantage, and +1 Damage Dice.

Plunging Attacks

Wayfarers can turn a horrible situation into a beneficial one. When falling, if you have yet to reach the distance (speed) of 100ft, you may enact the Plunge Attack reaction. This attack grants you an Advantage on your next Main Action contest and gives you your maximum damage on a physical melee attack. Additionally, It will add 50% of your Fall Damage to your attack as Impact Damage. Visit Page {282} to learn about Fall Damage. Impact Damage dealt by Plunging Attacks has 100% Bypass.

Plunging creatures only sustain 50% of fall damage after successfully plunging into an enemy. Falling to strike, causes the attacker to fall, sustaining 120% Impact Damage from the fall. Plunging attacks can only be performed by physical melee weapons.

Grapple

Perform a BRN Contest + Agility Modifier as a Main Action. You can lift to up your BC. This action consumes 4 stamina +1 per height increase above normal. If attempting to grapple a creature, without lifting, treat their weight as 50% lower.

To escape a grapple, creatures must perform a BRN or DEX Contest against the grappler's BRN Modifier. Grappled creatures can still attack; however, their strikes will be at a disadvantage. Grappled creatures will be unable to move if their weight resides within the BC of the Grappler; and will have their AL reduced to 0 until they are free. For every 10 Grav over the BC of the grappler, the grappled creature gains back 5ft of movment and 1 AL.

While grappling, the grappler will also be at a disadvantage when defending against incoming attacks but may perform a DEX Contest against the incoming attacks result number to use the grappled creature as a body shield, absorbing all incoming damage unless it's an AOE. If the grappled body is a corpse, it shall be destroyed upon receiving 20 Damage.

Interlope

If close to another creature, being attacked by another creature from a non-AOE attack, you may swap places with the creature to take damage on their behalf as a Reaction.

Weak Attack

Should you find the need to damage/heal yourself or another for a lower amount, you may reduce your damage/heal by 50% maximum as a Free Action.

Arbiter/Player Note

Get creative when using/allowing actions. Many rules can be used in interesting ways. Actions can be taken without written permission.

***Example**: You are grappled by a creature in the sky and are about to be dropped on the next round; you have a spare Secondary Action and an offhand Piercing/Slashing Weapon. To prevent yourself from falling, you ask if you can stab your weapon into the creature as a grapple. The Arbiter agrees and swaps the DEX contest for a Grapple Contest. When successful, damage goes through, and you successfully grapple. The Brace mechanic from mounting creatures can now apply. Maybe you wish to attack because your weapon is plunged; you can wiggle the blade, striking with No Contest. Don't be afraid to be creative as a player/Arbiter.*

Affinity

Affinities are elemental properties brought to bear by the alteration of the nexus surrounding an object or person. Some hexes and acts of faith can bestow weapons and creatures with attuned elemental capabilities. These abilities can increase in potency, allowing for additional effects. Differing affinity cannot be stacked, overwriting any active affinity, unless stated otherwise.

Flame Affinity

(6) Fire Damage + 6 Fire Damage/5 Ranks

Wide Flame Affinity: All allies receive Flame Affinity

Frost Affinity

(+6) Cold Damage

High Frost Affinity: (+12) Cold Damage; additionally granting chilled for 1 round, upon striking an enemy.

Wide Frost Affinity: All allies gain the effect of Frost Affinity.

Gale Affinity

+1 Main Action/Round

High Gale Affinity: Melee attacks can strike at range; allowing the user to hit their target with an additional +10ft of attack distance with melee, and an additional +10 ft with ranged.

Wide Gale Affinity: The benefits of High Gale Affinity are distributed to one ally within 10ft.

Holy Affinity:

(+5) Holy Damage

High Holy Affinity: When fighting Ghasts, Vitarii, and Carrion, you smite them with (+10) Holy Damage/hit. When you attack a Dark Moral Creature, you deal an additional 5 Holy Damage.

Wide Holy Affinity: The benefits of High Holy Affinity are distributed to all close allies. High Holy Affinity also exudes an aura of hope, negating 2 damage whenever you are struck.

Levin Affinity

Deal (12) Lightning Damage. Each strike chains to nearby creatures wearing/holding metal; dealing +5 Lightning Damage to all nearby creatures.

Unholy Affinity

(+5) Unholy and 1 Life Siphon Damage

High Unholy Affinity: Attacks now deal (+15) Unholy, and 3 Life Siphon Damage. Striking, a Light Moral Creature, steals and deals an additional 8 Damage.

Wide Unholy Affinity: Attacks now deal (+10) Unholy, and 2 Life Siphon Damage. Striking, a Light Moral Creature, now steals and deals an additional 4 Damage. The benefits of High Unholy Affinity are distributed to all close allies.

Increasing Affinity Damage

If an item, effect, or ability, specifies that it deals a specific amount of damage (while an affinity is active), that damage overrules the base damage granted with an affinity. Any bonuses, with Affinity, are still applied. Integers, that can be augmented by a damage increase, are indicated with a "(#)".

Example:

Augmented Holy Damage: Weapon Deals +20 Holy Damage.

Augmented Holy Affinity:

+25 Holy Damage

Augmented High Holy Affinity: When fighting Ghasts, Vitarii and Carrion, you smite them with +35 Holy Damage/hit. When you attack a Dark Moral Creature, you deal an additional 5 Holy Damage.

***Damage Boost**: When receiving an Affinity from a Hex, it shall receive bonuses from buffing passives, such as (Death Caster, The Spell Power Virtue, etc.). Augments shall alter all* "(#)" *integers within an affinity.*

Flow of Combat

Initiative

Initiative dictates the progression of the attack order when combat has started and determines a creature's quick thinking and reactive nature during combat encounters or time-sensitive situations.

Light Based Initiative

If the party is not ambushed at the beginning of an encounter, one factor determines the Initiative: Light Level. The players determine the order of attack within their Hunting Party.

Normal: Players Attack First
Dim: A Dice Contest of 1d2; or the Arbiter's Discretion
Dark: Enemies Attack First
Pitch Black: Enemies Attack First and have Advantage on attacks.

Visit Page {276} to learn about Light Level. Dim may also be chosen by the choice of a Light or Dark Tale; Visit Page {19}.

(Alternate Rule) Light Agility Initiative

Turns are still separated into groups based on light; however, players organize their turn order based on the highest Agility Score.

Situational Events

Ambush

A successful ambush allows an attack before the initiative is started, forcing the enemies to be "off guard." It also grants the whole party the ability to interact for one whole round before the initiative is started. During this round, they may perform any actions as if combat has begun.

Environmental Initiative

Environmental hazards and events might appear within certain locals, most commonly within Convergences. Visit Page {287} to learn about Environmental Hazards. Environmental contests always transpire at the end of the initiative order if they are present.

Action Economy

Action economy refers to the management and allocation of available actions, such as attacks, hexes, reactions, movements, and other abilities. It also accounts for the total amount of actions within a round.

Adding more creatures escalates the action economy, leading to difficulty spikes, greater damage, and slower rounds. It is best to keep this in mind if you are creating encounters as the Arbiter.

Combat Finishers

Mercy

Upon reducing a creature's health to zero, you may enact mercy. Mercy grants the creature 1 Health and will allow the creature a round to flee. When Mercy is enacted upon a creature, with no remaining threats in proximity, combat becomes concluded. It is at the Arbiter's Discretion what the creature does with its current freedom, whether it holds a grudge or enjoys its new lease on life. This action will not grant an Injury to the creature, stabilizing them to 1 THP if they are not already.

Knockout

Upon reducing a creature's health to zero, you may enact knockout. A creature that has been knocked out gains 1 Health and cannot perform any action for (1d100 x 20) rounds. If a creature's health resides at 1 or 0, this action may be performed with No Contest. Knockout does not count as rest. This action will not grant an Injury to the creature, stabilizing them to 1 THP if they are not already.

Slay

Upon reducing a creature's health to zero, you may enact Slay. When slaying a creature; the player may describe in detail how they wish to kill their enemy. If the Player doesn't wish to describe, the Arbiter may describe the fate of the slaughtered prey.

{Enemy creatures may use these upon Wayfarers if they have 3 Injuries}

Grudge

Sometimes, an enemy faces off against your Wayfarers and escapes the chaos just before they meet their end. Perhaps they lost everything, got embarrassed, or were left wanting. These enemies are more than just numbers; they have their kin, their ranking amongst nature's hierarchy, or even their potential mates. Your group of vagabonds might have carelessly or intentionally slaughtered their chances at finding happiness with their lot in life, be it deserved or not.

Well, redemption might yet lie within the cards. Take this creature and have it parallel the party. Give it a name and a favorite food, and have fun with this process. While the party grows in strength, this character will do the same. Perhaps they will grow in number and add a retinue. Mayhap acquire the sacred ancestral blades of their people or kill off the people the party has been closest with to sew the anger they sought to project. Perhaps this was a cub watching its family slaughtered, and now exists as a Huge-sized Dire Wolf, one that never forgot the scent of the murderers. Maybe they struck a deal with dark sources and are now mutated into a horrific Pestylent beast with a lust for the party's death.

Visit **Page {324}** to scale the enemy and turn it into an Archfiend with a group of 1d10 additional enemies. Have it meet the party in 1d10 Ranks; to a minimum of 5 Ranks from now.

Commanding Presence

{"Look upon me, Wayfarer; I've come for your blood! I am owed....!"}

Creatures with a Grudge are always *Ferocious* and inspire any additional enemies, granting a +1 Modifier to their rolls.

image describing aoe targeting {cone, rectangle, circle (radius)}

Area of Effect

Some attacks and environmental effects might lead to what's known as an **AoE** (***Area of Effect***). This denotes that a "*wide grid covering event*" is transpiring and shall affect all creatures within a given area.

(illustration of a charachter leaping from a targeted square to a safe square)

The Edge of an AoE

Any given AoE will have a Contest attached to it, requiring the target creature to attempt to dodge it. Upon a successful dodge, move this creature to a unit {5ft} outside the AoE. If there is nowhere to flee, due to an enclosed space or due to the creature not being on the edge of an AoE, the contest upon the AoE is converted into a No Contest.

If a unit does not have an attached Contest, it will strike with No Contest.

Finding Cover

Cover represents a bastion of security formed by nearby events or items. Hiding behind/within cover grants protection.

Half Cover: Cover which partially obscures/protects a creature; such as: a medium box, a barrel, waist high structures, or even a collapsed tree.

Half Cover Bonus: Gain +25 Damage resistance against AOEs

Total Cover: Cover which fully obscures/protects a creature; such as, Smoke, a Wall, Deep Water, a Tree, etc.

Total Cover Bonus: Gain +50 Damage resistance against AOEs

Cover can only protect creatures from "out flowing" AoE's, where the source is on an opposing side of cover; such as an explosion or gust of wind. Cover cannot protect against lingering effects; such as: *Lava, Poison Water, etc.*

Felling the Enemy

Mounting Monsters

Creatures are able to climb atop other creatures, which are at least one size above them. To perform this, the creature must perform a DEX Contest. Every height above normal requires +1 extra round to climb atop the creature and an additional round every 10ft above 20ft, each round prompting another DEX Contest.

Each round you are climbing a creature, you will consume 5 stamina. Stamina is no longer consumed if you climb to the very top of the creature's height.

Mounting Stamina Cost: 5/round

Enemy Mounted Combat

Creatures that are stationed at the very top of a creature are immune to being directly targeted by the creature, beneath them; however, if the mounted creature is caught within an AOE, falls, runs into a wall, rolls, etc., it is at the discretion of the Arbiter how this affects the mounting creature; or if any additional contest are prompted.

When striking a mounted creature, all strikes gain advantage.

Riding the Creature

When the creature attempts to move, you will reside upon its back. If the creature moves further than 30ft, you must brace yourself.

Brace = BRN Contest + 1CD /+10ft past 30

Creatures that fail to brace are knocked off, and will take 10 Impact Damage + their Fall Damage, and are knocked prone.

Visit **Page {282}** to learn about Fall Damage.

Enraged

Wayfarers may be mortal and have vast capabilities to improve and defend, but the enemies they fight are another breed. Some ilk you may fight can be bolstered and enraged into a state of fury if some requirements are fulfilled; the enemy during this time is known as Enraged. Enraged creatures unlock special abilities, and are often more deadly within their Enraged state. When reaching a state of Enrage, creatures may use their Unlocked Enrage Actions along side their Normal Actions. Rare creatures have mutiple states of Enrage.

Exploiting

Encounters with certain creatures may present unique challenges due to their clustered composition or dynamic elevation changes. The strategic anticipation of a creature's behavior enables Wayfarers to gain a tactical edge by striking early or choosing opportune moments to engage. Utilizing the Identify Aptitude allows a Wayfarer to discern certain qualities regarding a creature, such as abilities, attack tendencies, weaknesses, or severable parts, granting players the ability to target and exploit them.

Toppling the Beast

In the case of composite creatures, like a Baba Yaga, identifying and targeting the specific creature at the core – the one controlling the collective movement – can effectively disrupt their coordination. Attacking this central entity weakens the overall group and isolates the creature, facilitating a more manageable confrontation while it sits immobilized.

Aerial Assaults

Creatures that can fly are susceptible to being grounded, presenting an advantageous opportunity. If successfully knocked from the sky, the airborne enemy creature sustains fall damage as normal but is immune to the effects of terminal velocity. Often, once a creature is felled, it shall be knocked prone for at least one round. The vulnerability of flammable wings, before or during flight, proves an effective means of preventing or interrupting airborne capabilities.

Creature Weakness

Creature weaknesses cover two concepts: Damage Types and Materials. When a creature has weakness from a Damage Type, double damage will be sustained upon hit. With Weakness against material (Silver, Cold Iron, etc.) double Physical Damage will be sustained. The presence of multiple weaknesses, of the same "source", on a single weapon shall not promt "stacking" weakness damage; at maximum, only increasing the source damage by x2.

If a Weakness is compounded with a Critical Hit, this will cause the damage of the attack to equal x4 damage. If the Creature is immune to physical damage, but a weakness material/effect is present, that item/effect can now damage the creature, bypassing its immunity to attack normally; however, it shall not recieve double damage.

Example: Using a Steel Sword against a standard Ghast will bypass its Physical Immunity, allowing the physical weapon to deal normal damage.

Enemy Damage Class

This section serves as a general understanding of the difficulty Harvest brings to bear towards Wayfarers. It includes Damage Classes for both Wayfarers and the "average individual" to set a thematic and practical expectation of the threats housed within the game. This section does not consider "Hazards" like Convergences, which serve to amplify combat encounters and world traversal. It also does not consider Uncanny Items, Wayfaring Revenants, or resurrecting Glyphs, effects that might aid in dire circumstances and shift the odds of an encounter. Set your stage with care for the experience you wish to have. And most importantly, have fun.

Thematic Damage Classes

"All measurements are made concerning a standard soldier, ranked by the Arelyan Scholarship of Assurance."

***One Man**: Ranked a single man to kill*

***By Five (A Faction)**: Kill order issued to up to 5 men*

***Faction o' Four**: A company of 20 men in assignment to kill*

***Faction o' Four by Five**: A company of 25 men in assignment to kill*

***Faction o' Twenty (Company)**: A company of 100 men in assignment to kill*

***Squadron (Fact 20x10)**: A grouping of 1000 men*

***Regional Threat**: A threat requiring the aid of another kingdom*

***Epoch**: A threat that has the potential to alter the world at large*

***Existential**: The threat has a capacity for destruction that surpasses current understanding. The collective combative effort of all life upon Nexus would result in certain failure. It is a collective threat against existence itself.*

Thematic Damage Classes have no bearing upon the game's overall difficulty and serve, Purley, as a gauge of the mindset of the common people of Nexus; and how one might come to understand a threat before them.

"All measurements are made concerning feats performed by Wayfarers of the Common Era; squads comprised of 3-4 members."

Due to the penchant for these travelers to aid in worldly affairs, you may benefit from knowing what they are capable of. If you mean to dispense them against your pursuers, you might wish not to provoke a hostile reaction from your target, should they fail. Inform them well, of the threat that lies before them, so these matters are handled with care; be it against beast, or warlord. This was ranked by the Arelyan Scholarship of Assurance.

~ Scholar Ava

Damage Class: For the Wayfarer

Creatures will have their stats and abilities augmented when Mastery increases. If the Arbiter decides to raise the Damage Class of an encounter, they may bolster the Rank of the given creature, granting it additional health, damage, and abilities. All Damage Classes are relative to the MR range of the creature in relation to your Wayfarers; However, some Damage Classes are liable to increase or decrease if your Wayfarers are ill-prepared/overprepared for an encounter. This also assumes that your party of Players are optimizing their Wayfarers to counter the rising difficulty.

Some creatures maintain a set Mastery Rank. Encounters of these particular creatures, at low levels, are considered to have a "Certain Death Rating" for this reason. Team composition will also heavily skew the damage coming in or out.

Ratings

A Difficulty Class, on a creature's stat sheet, refers to that specific creature's kill potential; within an interaction, against a party of 4, at a similar rank. Enemies can be scaled for encounters through the Enemy Ranks Table; and will vary, drastically, in challenge depending on creature abilities, group composition, and MR scaling.

Subjective Ratings

These ratings may be created by the Arbiter and provide insight to inquiring players should they ask about the Difficulty Class of an encounter, be it normal or augmented.

Trivial: The Wayfarers are beyond the threat.

Challenging: The encounter is almost a match for the party.

Threat: This encounter is slightly over ranked; or is a near match.

Deadly: This encounter greatly outranks the Wayfarers; or might result in death. Fighting is ill-advised.

Certain Death: The encounter is greatly beyond your Wayfarers; Death is almost certain.

Enemy Encounters

Special Effects

The Arbiter has a chance to grant enemies a special effect to make combat more daunting. It is at their discretion to forgo the bonus when they rank up an enemy. Should they wish to add a special effect, they may select one they like, adding it to the enemy once the creature reaches a certain MR containing a "Special Effect" slot. Very few creatures come with Special Effects attached, a task which is mainly for seasoned Arbiters.

Stacking Effects

"Stack" means adding and stacking effects if you have multiple Special Effects of the same name.

{***Example***: Poisonous {x3} = (12 poison/round) for (12) rounds}

Original: (4 poison/round) for 4 rounds.

Enemy Health

An enemy's health increases over the course of its life due to the dark majicks suffused within it; a result from years of exposure to the Wilds. Add an amount of health to the THP of a creature, coinciding with the progression of the Enemy Ranks Table. Alternatively, it is at the Arbiter's discretion to set their own.

Archfiend Health

If you wish to create a boss within an encounter, you may Augment a creature's health to match the section noted as Archfiend Health.

Archfiend Effects

Bosses within Harvest are known as Archfiends, powerful creatures that exude a commanding presence. All Archfiend creatures suffer from Aged:

> ***Command***: All allies within 10ft of an Archfiend gain Ferocious.
>
> ***Experience***: Archfiends start with +1 AL Negation
>
> ***Aged***: -2 AL

Encounter Philosophy

Mastery Rank 20 should be a moment of excitement, where the Wayfarer has access to all faculties while still having a purpose to go on. The Enemy Ranks Table allows the dynamic scaling of creatures to meet this goal, all creatures, on average, being set at a base rank.

At the beginning of the Tale, optimized Wayfarers, and even Villagers, might find certain fights trivial, but this perspective may shift after a while. The early ranks of Harvest begin as a more leisurely experience, climbing in difficulty as Wayfarers/Villagers progress in rank. Their builds decide how harrowing the game is upon later Ranks. Despite this, there is no guarantee combat shall be manageable within the early ranks. It lies upon the Arbiter to balance encounters and to invite challenges, even in the early ranks. A legendary example within TTRPG History is a story released in the 80's within Dragon Magazine by Robert E. Moore; “Tucker’s Kobolds.” The lesson of this story is that challenge isn't merely defined by the stats of a creature or even Rank, but by how they are used. Where something percievibly insignificant could lead to a crippling downfall of overzealous players. Many tools aid this task within Harvest, including traps, special/deadly effects, hazards, terrain augmentation/elevation, synergistic groups, etc. Arbiters should remember that the number of creatures they create or tactics they use against a player group composition might drastically affect scaling. It is implored to theorize the collective synergy of an encounter so that you do not intentionally kill the party. There is no objective scaling.

On average, groups of enemies should host around 5-10 creatures. Depending on the type of boss you make, the Archfiend will be enough of a challenge and may lead to a Tragedy all on its own.

Players finding ways to break the game is always invited, and it allows other players not to feel forced into creating overly combative trades, allowing their allies to make up the difference while they focus on utility. Throughout the Tale, a Wayfarer's damage might reach a consistent “50-250+/round; with some rare individuals finding ways to reach thousands.” Depending on how they optimize, this translates to a team potentially dealing 800-5000+ damage a round at higher ranks. It is important to keep mind of how long you wish fights to last. Very rarely should combat ever end within a single round; most lasting 2-6; and 12-20 on the rare harfought scuffle. Should you wish to empower fights; try keeping Enemies, at Ranks or 1-5 Ranks higher than the Hunting Party.

Lastly, if a threat is too deadly, running is not shameful. Not everything within Harvest is designed to be killed inherently; and will punish overly ambitious players. While defeating all enemies may be possible, some fights are just beyond your players at their current MR/composition; and it falls to your Players to learn if their ambition leads to a fool’s errand. Additionally, the quality of thinking outside of the box should be prized; no everything should be solved through bloodshed.

Enemy Ranks Table

Damage Dice {Attack Bonus} (AB): At Ranks 5, 10,15, 20, and 21, creatures will receive a damage/healing increase of +5 Damage to their attacks. Visit Page {326} to learn about AB.

Mastery Rank	*Normal Enemy Health*	*Archfiend Health*
MR 1:	Creature Base Heath	300 Health
MR 2: +2 BRK/attack		300 Health
MR 3: +1 AL Negation		300 Health
MR 4: {Special Effect}	+20 Stamina	400 Health
MR 5: +5 AB	+50 Health	500 Health
MR 6: +2 BRK/attack		700 Health
MR 7: +1 AL Negation		800 Health
MR 8: {Special Effect}	+20 Stamina	800 Health
MR 9: +2 BRK/attack		900 Health
MR 10: +5 AB	+50 health	800-1000 Health
MR 11:		800-1000 Health
MR 12: +2 BRK/attack	+20 Stamina	800-1000 Health
MR 13:		800-1000 Health
MR 14: {Deadly Special Effect}		800-1000 Health
MR 15: +10 AB	+50 Health	1000-1500 Health
MR 16: +2 BRK/attack	+40 Stamina	1000-2000 Health
MR 17:		1000-3000 Health
MR 18: +2 AL Negation		2000-4000 Health
MR 19: {Special Effect}		2000-5000 Health
MR 20: +10 AB	+100 Health	4000-6000 Health
Mythic Ranks		
MR 21: +5 AB		6000 Health
MR 22: +10 BRK/attack		7500 Health
MR 23: +5 AB, ***Anti Fortification***		8500 Health
MR 24: {Special Effect}, +5 AL Negation		9500 Health
MR 25: ***Mythic Soul***	+200 Health	10,000 Health

Special Effect Table

{You may roll a 1d20 to assign a random Special effect; you may also select the desired effect manually.}

1. Diseased: Successful attacks spread disease to targets. The target vomits blood for 3 rounds; losing (1) health/round. The target must Roll a DEX Contest {CD 3 +1/stack} to not slip on their vomit when attempting to leave their unit. {Stack}

2. Poisonous: Successful attacks apply/reapply (4 poison/round) for 4 rounds. {Stack}

3. Ferocious: Attacks consider the target creature's AL 50% lower.

4. True Strike: 100% Bypass on hit.

5. Reaching: Extend the reach/radius of any attack by +5ft. If an attack reaches 10+ ft, it will be treated as an AoE. Reaching will also affect knockback. {Stack}

6. Feint: Can negate all incoming damage (1) time/s. {Stack}

7. Scream: Calls 1d4 enemy reinforcements, which will arrive next round. Only one enemy may have scream during combat.

8. Wood Blessed: Gain +(10) AB. {Stack}

9. Infected: Respawns (1) time after death with (50) Health. {Stack}

10. Ungodly Wail: The creature can emit a scream, reducing a nearby Wayfarer's AL by 3 for 5 rounds, with No Contest.

11. Weak Agis: +30 Damage Resistance. {Stack}

12. Unholy: Each hit deals an additional 1d20 damage to Light Moral creatures. {Stack}

13. Black Fluid: The creature is covered with a black substance that coats any unit beneath it, reducing creature movement by half. The creature can move atop its surface without issue. This substance lasts on a unit for 50 rounds.

14. Uncanny Engram: Creature gains +100 Aether. {Stack}

15. Grappler: Creature may grapple with No Contest.

16. Minor Break: Attacks gain +10 Break.

17. Sticky Blood: If the creature is cut by a slashing or piercing weapon, it is coated and considered wet, now dealing 50% of its normal damage. The Wayfarer must take a Full Round Action to clean the blade to relieve this effect.

18. High Poise: Creature cannot be staggered.

19. Heat Immune: Creature is immune to Fire Damage, and arid.

20. Cold Immune: Creature is immune to Cold Damage.

Deadly Special Effects Table

{You may roll a 1d10 to assign a random Deadly Effect; you may also select the desired effect manually.}

1. Pestylent

The creature is riddled with holes, hosting insects, dealing 5 Piercing Damage to any close creature, with No Contest per round. These insects cannot be targeted. Killing the creature releases a swarm with a health pool of 10, an AL of 9, and a damage of 1d100. The Swarm strikes with No Contest but may now be attacked. Slaying the target creature with fire/holy prevents the swarm from being released.

2. Death Touch

The creature is a blackened husk with eyes leaking a glowing white mist. Reduce this creature's THP by 50% and its AL Negation by 2. When this creature successfully attacks a target creature, reduce the target creature's THP to 1, and follow the reduction with the creature's attack damage. Death touch creatures have a double disadvantage when striking a target.

3. Uncanny Haste

Grant the creature +1d4 extra Main Actions when its Enraged

4. Quantumly Unstable

The creature's molecules are unstable, stuck in constant flux. Grant this creature +5 AL. Additionally, the creature gains +20 Physical Resistance.

5. Minor Agis

The creature wields formidable Apparel and is made of impeccable Thick Hide. The creature gains +250 Thick Hide Armor. Lastly, gain 50% Damage Resistance.

6. Major Agis

Reduce this enemy's health by 50% unless it is an Archfiend. The Creature gains +30 Bypass and 20 BRK Resistance. Within A Round, this creature cannot recieve more than 3000 Damage from any/all sources.

7. Harrowing

Each successful attack has a 50% chance of inflicting Fear for 2 rounds; the effects of this do not stack, but will refresh. Additionally, all close light sources are snuffed out passivley.

8. Hex Null

The creature is immune to all forms of hex.

9. Anti Fortification

Treat Resistances of nearby creatures as 50 lower. Treat all elemental-based immunities as (50) Resistance .

10. Mythic Soul

The Creature must be Mythic to become a Mythic Soul. When the creature's THP reaches 0, it resurrects with 50% THP and gains +20 AB. Lastly, all incoming damage to you cannot exceed 2,000 within a single round. Lastly, when becoming enraged, gain immunity to all Damage for 1d2 rounds.

Applying Attack Bonus

As enemy creatures increase in rank, they gain additional damage; a side effect from surviving within the Wilds. This is known as Attack Bonus (AB) and is added at the end of every damaging/healing Main, and Secondary, Action the creature performs as a Damage Bonus that can apply to Base or Additive Damage. AB damage will replicate the existing damage type on any action performed by the creature; but will only apply to one integer, at the Arbiter's Discretion.

Example:

Blast Arrow: A target releases a blast arrow dealing:

(30 Piercing Damage + 20 blast)

AB = 30

Damage = (30 Piercing + {10 Impact + 10 Fire}) + 30 AB

Within this example, there are three potential integers AB can apply to (30, 10 and 10). The 30 may apply to only one integer, subsequently converting to damage type. The Arbiter may wish to reduce or increase damage based on the composition of a party; for example, If a Wayfarer has fire weakness, placing the 30 upon the fire value will increase the damage to 80, for a total of 120 damage. If the Wayfarer is normal and has no weaknesses, the total will amount to the sum of all integers, for a collective total of 80 Damage, losing 40 damage from weakness. It is at the discretion of the Arbiter where this Value is placed unless the Main Action, or Secondary Action, has only one damage type.

AB does not affect a Wayfarer's damage.

Weapon Upgrades and Attack Bonuses

Players access their own bonuses through things like their weapons, race buffs, origin, etc. The buffs can be obtained through reinforcement at the Smithy, granting additional Damage Dice, increasing the base damage of attacks.

Merged Creatures

Some creatures will appear upon mounts, or host a collection of attached creatures. When this happens, other creatures might appear upon the stat sheet of that creature. Most times, these creatures will list their THP or other potential stats, such as Movement Speed, upon the main creature's stat sheet. When a stat is not mentioned, such as their Core Attributes, Sight, etc., treat the full creature table as that joined creature's table; filling in all missing stats. This Excludes Passives and Actions unless granted to each creature individually.

For Example: All tree sisters upon Baba Yaga shall share Immunities, Resistances, AB, etc.

Enemy Swarm Conversion

Upon encountering a multitude of enemies, it is at the Arbiter's Discretion to converge the group into a swarm. A swarm consists of, at minimum, 5 of the same creature and will be represented by a single creature, occupying its natural unit size on the grid.

To create a Swarm, augment the creature with these changes:

Swarm Health

Swarm Health *= Creature Health x (Total # of creatures)*

Swarm Avoidance Level

Swarm AL *= -1 AL per extra creature (Minimum of 0 AL)*

Swarm Damage

Creature Damage ÷ (# of creatures)
(Minimum of 1 damage)

Swarm Main Actions/Round:

+1 every 5 extra creatures

Swarm AL Negation

Base AL Negation +1 per 5 extra creatures

Swarm Armor

Creature Armor x (Creature #) ÷ (1 + (Creature # ÷ 2))

Example:

Swarm of 50 Dire Bats

Dire Bat	Dire Bat Swarm
Health: *60*	*(50 x 60) =* ***3,000 Health***
AL: *5*	*-49 AL =* ***0 AL***
Damage: *20*	*20 ÷ 50 =* ***1 Damage***
Attacks/Round: *1*	*10* ***Attacks/Round***
AL Negation: *2*	*2 + 10 =* ***12 AL Negation***
Armor: *10*	*10 x 50 ÷ 25 =* ***20 Armor***

Swarms attack a number of additional times relative to their size. Each Additional Attack can only be 1 Action of the Swarm's choice (Main/Secondary/Reaction); however, each Action damage must be converted to Swarm Damage. AB Damage will then add to this damage after each attack. Creatures within a swarm may not use enrage abilities. Swarms cannot stack passives/auras. Swarms additionally trigger Surrounded. Every subsequent attack after the first is No Contest. The Arbiter may layer damage in "Waves" when striking single or multiple targets, allowing each damage instance to be mitigated by any potential armors, AB reductions, etc. While above 50% THP, Swarms gain an additional +10 AB. Swarms are able to end their turn over an enemy's unit. Should this be done, the swarm doubles its AB. It is the Arbiter's Discretion to utilize this devastating passive. Lastly, Swarms are unable to use Enrage Actions.

Ranking Up Swarms

When increasing the rank of a swarm, you do not need to convert its stats. Treat the swarm as a normal creature, adding on each form of a natural progression from the Enemy Ranks Table.

Afflictions

Addle

A creature whose INT or DIS reaches -10 becomes Addled. That creature is unable to function in any basic form and becomes catatonic. Unless cured, the creature remains in a state not too different from death; alive, yet non-animated. Addle acts the same as Hysteria; however, one must raise their INT/DIS to clear the condition.

Asphyxiation

Asphyxiation begins when a creature is deprived of oxygen. For each round, if you do not have oxygen, you will lose 10% THP/round.

If you are holding your breath in a situation, you can maintain concentration to prevent yourself from asphyxiating. Holding your breath requires VIG Modifiers, which represent the number of rounds you can hold before succumbing to asphyxiation.

You may continue to hold your breath after your VIG Modifier's Counter reduces to 0, but to do so requires a VIG Contest. You may add your GRT Modifier to this roll. The Contest Difficulty of this contest begins at a normal contest; and increases by +1CD, every subsequent round.

Releasing your breath will result in potential particles/fluids to entering your body; granting their respective debilitations and penalties.

Your breath cannot be held after impurities have entered your lungs.

Example:

{You are holding your breath with 10 Vigor.}

VIG 10 (5 mod) = 5 Round No Contest
Round 6: Hold Breath = - 10% THP
Round 7: Hold Breath = - 10% THP
Round 8: Etc.

Blind

A creature that becomes blind is visually impaired, witnessing a void of darkness. The creature will gain two disadvantages on all attacks and SNT Contests. A DIS Perception Contest may be used to hear the location of an enemy. While Blind Treat enemies, you cannot see as Invisible. Your CD shall be the creature's passive Stealth CD/Invisibility CD.

If a Blind creature is struck, gain a +4 Modifier on your next Perception Contest. This bonus is lost if the creature is more than 30 feet from you upon the next round.

Cold

Visit Page {312} to learn about Cold Damage, and Page {287-288} to learn about Winter, Cold accruance, and Hypothermia.

Chilled

You become chilled after enough exposure to the elements or cold effects. Outside of winter and Hexes, it is at the Arbiter's Discretion when to grant this if an ability/hex doesn't already state it. Chilled reduces speed by 50%. If unstated, Chilled lasts for 5 rounds or until warmed by a +2 Heat Source.

Crippled

The crippled limbs of a creature cannot be used; and must be repaired via a Restorative Sojourn. Each leg reduces speed by 50%; while arms prevent actions requiring them. Laslty, any limb crippled grants the creature the "Lame " Ail.
Visit Page {24}

Charmed

A mental status effect that stops pursuing attackers from attacking the user. Charm can come from many sources; sometimes from implicit drugs, mesmerizing colors, Hexes, or something more...weird. The potency/tier of the charm depends on the method/strength of the source. Different Tiers of Charms allow different effects. Visit Page {360} to learn about the Charm Hex; and Page {338} for System Shock.

Tier 1: Prevents attackers from attacking the user.
Tier 2: Can suggest to the attacker to stop attacking in general.
Tier 3: Target is now Bevvitched

> ***Bevvitched**: The strongest charm known to the Coil. When Bevvitched, one can now be compelled to attack its allies or itself; or directed with orders. The only means of stopping the suggestion is to attack the Bevvitched creature (Prompting a save CD 6 GRT Contest), System Shock, or by killing the source. Actions the creature performs against itself will not prompt a save CD. If ordered, a creature must complete the task, on their turn, before attempting System Shock.*

Drunk

Drinking alcohol numbs the body and mind, granting a temporary +2 to SNT and GRT for 1 RWH; but reduced DEX by -1.

Deaf

When a Wayfarer becomes deaf, they cannot hear the coordination from the rest of the party. Messaging other players instead of speaking during this time is encouraged until the effect wears off. If playing on a third-party application, it is encouraged to mute all Players (Arbiter exempt). The Arbiter may oversee an INT Contest to see if the Wayfarer may gleam any intention from the rest of the party and scale the difficulty of hearing-based Contests accordingly.

Enemies affected by the deaf will not be able to coordinate and will not respond to coordinated strikes. If the enemy requires guidance from a leader, it will not act if deafened.

Dehydration

When in an arid location, for a long enough time, your body will begin to expel the fluids within your body. Every hour, you must take a sip from your flask (10% of a Flask) or a sip of water, or else you will suffer a VIG Contest. Should you fail, your Wayfarer will go unconscious until they are given drinkable fluid.

When outside of an arid condition, a creature must consume 30% of a flask's worth of viable fluid to rehydrate themselves.

Heat Stroke: Take 1d4 Damage per dehydration fail.

Dread

If a creature's Daunted Level (DL) reaches its maximum, dread is triggered, forcing that creature to drop its weapon and be under the effect of fear for 1d10 rounds. If another creature attempts to block this creature, the dreaded creature will attack that ally at the Arbiter's Discretion. An ally can attempt to beat an ALR Contest {CD 10} to break their ally from this state. Coaching may be used.

Electrified

When touching a nearby source of metal or fluid affected by lightning, you shall become electrified, sustaining the damage from the source for as long as you remain connected. While electrifying, you are staggered unless you succeed in a GRT Contest {CD 5}. You may not remove your body from the water or metal unless you succeed in a GRT Contest {CD 5}. Conductive surfaces struck by lightning will remain so for 1d6 rounds unless stated otherwise. If you are soaked, the damage sustained by lightning (electrified) is multiplied by 2. Electrified, if not stated otherwise, fades after 60ft of connected metal/fluid.

Exhaustion

Exhaustion depletes portions of a creature's Stamina Reserves. Exhaustion can be removed by resting.

Fear

Fear is a condition that forces a creature to run away from its source; the creature does everything in its power to get as far away as possible. A creature under the control of fear cannot attack its source of fear but may attack other enemies.

Frightened

A creature wastes its next movement, slowly stepping away (1d6) units from the enemy that bestowed frightened. The creature must succeed in a GRT Contest (CD 5) to perform any other action this round.

Incorporeal

Gain Immunity to, *Asphyxiation, Bleed, Cold, Dehydration, Disease, Exhaustion, Grapple, Healing, Knockback, Physical, Poison, Prone, Sensory, Sleep, Soaked, Stagger, Starvation, Sunder, Unholy, and Torpor.*

Instant Death

A Creature is reduced to 0 THP, fails all Reapings with No Contest, and shall gain 3 Injuries.

{Hard Mode}: All gained Inuries are Permanent Injuries.

Invisibility

Instantly gain a passive stealth of {CD 9}. While invisible, your stealth will only be removed once you are discovered/perceived. You are considered stealthed while in front of other creatures. Additionally, while invisible, your CD will not drop below 9. If you already have a natural CD of 9+, Invisibility will increase your CD by +1.

Petrification

A status effect sends forth a cascade of nexal shifts, augmenting the shell state of the target creature. Throughout a couple of rounds, the creature will slowly have its body turn stone.

Petrification can be cleansed through proper antidotes or by felling the beast who bestowed it and enacting a rite by cutting out its heart and bleeding its juices on your fellow afflicted.

Add your VIG Mod when saving against petrification.

Stage 1: The pain of calcification manifests itself. As you move your joints, you feel your insides are pierced with fractals. Every time you attack or are attacked, you take 1 Physical Damage.

Stage 2: The pain intensifies as your body's saturation lowers; the blood in your body is obscured by a subtle coat of pale. Recieve a -4 mod to ***GRT***, ***BRN***, and ***DEX.***

Stage 3: You find that it is getting harder to move your muscles. You move at half speed, and your physical melee damage is halved from impeded swings.

Bows also have reduced draw distance, halving damage unless the user wishes to spend two rounds making a full draw.

You now also automatically fail movement-based contests.

Stage 4: Your legs are the first to go; your movement is reduced to zero. It becomes harder to breathe.

Stage 5: You no longer can operate your hands; your flesh betrays you as the pale touch creeps across your form. You can no longer talk due to the binding of your chest. You suffer Asphyxiation.

Stage 6: You are now entirely petrified. The party now has a round to save you, or you will die with No Contest. While fully petrified, any hostile action done to you has a chance to knock you over. If this is done, you will shatter on the ground into 1d100 pieces.

Possessed

With No Contest, a creature's mind is piloted by a foreign force and is compelled to perform actions of that force's whim. It is at the Arbiter's Discretion what these actions are. Actions performed should reflect the nature of the force that is possessed, be it malevolent, playful, or benevolent.

A creature may be released from possession by enacting a System Shock or by sustaining any form of Holy Damage.

Prone

A condition that refers to a creature that is confined to the ground. A creature forced prone becomes staggered for a single round unless stated otherwise. Prone creatures are unable to attack effectively, reducing their damage to 0.

Attacks against a creature that is forced prone will strike with a critical hit, with No Contest.

A creature that chooses to become prone is not subject to the effects of attacks against a prone creature and will not sustain a critical hit or a damage reduction.

Allies may aid a prone creature by picking them up. On their turn, they may Lift a target ally as a Full Round Action, removing the prone condition.

Sleep

A creature is put to sleep unnaturally via Hex, drugs, etc.

Soaked

Soaked refers to when apparel, a creature, or an object is coated in a lot of fluid. It is at the Arbiter's Discretion what amount yields this status.

Some Apparel will increase the weight of a creature if it is soaked. Soaked must be removed by being near a significant heat/wind source for 10 min, 1 hour of movement, or taking 10 full actions to dry one's clothing.

When you are soaked, you gain +20 Fire Resistance . Fire Damage, negated, dries the soaked creature.

(5 Fire Damage + 20 Fire Res = 15 Fire Res)
(15 Fire Damage + 15 Fire Res = Dry)
(10 Fire Damage + Dry = -10 Health)

Staggered

A creature is incapable of performing any actions.

Super-Heat

When Fire Damage exceeding 10 damage strikes a target with Metal Apparel or Metal Weapons, the metal begins to Super-Heat. Each strike of *10 Fire Damage raises the super-heated level* of the item *by 1 Heat*. Dealing above 10 Fire Damage can deal additional heat stacks per +10 Fire Damage. When a weapon builds up *5 Heat stacks*, it will *become Super-Heated.* Super-Heat will affect Metal Apparel regardless of the durability of the Armor. The *wearer sustains **10 Fire Damage/round*** from Super-Heating from their Apparel.

Cooling

Before an item is fully super-heated, each round that isn't super-heating the metal will reduce the super-heating level by 1 Heat Stack. This effect is known as Cooling. Any form of Fire Damage will maintain Super-Heating and pause Cooling. When an item is fully super-heated, it will remain so for five rounds before cooling takes effect. Additional fire attacks to a Super-Heated Item, dealing 10+ damage, pauses the round and carries it over to the next but will not increase the rounds of Super-Heat.

Example:

Super-Heat First Round: *Your Armor is super-heated and has 4, subsequent rounds before cooling below Super-Heat. On this round, take no Fire Damage.*

Super-Heat Round 2: *Your Armor is still super-heated and has 3 more subsequent rounds before cooling below Super-Heat. During this round, you will not suffer any Fire Damage.*

Super-Heat Round 3: *Your Armor is super-heated and has 2 more subsequent rounds before cooling below Super-Heat. In this round, you were struck with 12 Fire Damage.*

Super-Heat Round 4: *Your Armor is super-heated and has 2 more subsequent rounds before cooling below Super-Heat. On this round, you are struck with 9 Fire Damage.*

Super-Heat Round 5: *Your Armor is super-heated and has 1 more subsequent round before cooling below Super-Heat. During this round, you were struck with no Fire Damage.*

Super-Heat Round 6:*Your Armor is super-heated and has 0 more subsequent rounds before cooling below Super-Heat. In the next round, cooling will take effect, and your weapon will no longer be under the effects of Super-Heat.*

When Super-Heat disappears, the Metal item returns to Level 4 Heat. If the target is struck with another attack dealing 10+ Fire Damage, that item will gain another Heat Stack, gaining 5 rounds of Super-Heat.

Super-Heat Effects:

When an item is under the effects of Super-Heat, it will cause 10 fire Damages to the creature holding/wearing the item as it melts and chars flesh. This damage will also apply to creatures struck by the super-heated weapon. The creature holding the item must perform a GRT Contest each round they hold a Super-Heated weapon. Failing will result in them dropping the weapon.

{Hard Mode: Additional Rules}

If the creature is wearing clothes underneath or flammable objects, they must roll a 1d4. If the result is a 1, their clothes catch on fire and will remain burning for the duration of Super-Heat + 3 rounds, inflicting 5 Fire Damage/ round. This will create a light source. Catching on fire will also trigger a GRT Contest {CD 7}.

A creature may take a Full Round Action to drop or remove super-heated gear, but it will grant -1 AL.

Quenching:

Quenching a Metal Item in water under the effects of Super-Heat, will instantly alleviate Super-Heat; placing the Metal to Level 4 Heat after one round. During the cooling process, quenching Metal in water takes away 2 Heat Levels per round.

Thermal Shock

Cold attacks can remove 1 Heat level/10 Damage but will cause an explosion from the rapid temperature shift. The explosion deals 20 Bypass Damage/Heat Level Removed; affecting all creatures close to the creature, including the Super-Heated creature.

When Metal is under the effects of Super-Heat, each cold attack gains an additional 5 Bypass Damage from each impact. Damage, from Thermal Shock, ruptures organs and weakens the integrity of bone; and as such, bypasses Armor With No Contest.

Torpor

A heavy lethargy besets the Wayfarer. They gain a -4 to DIS and a -4 to Contest rolls.

Unconscious

Unconscious creatures are rendered prone and staggered. This will last for 1d20 Hours. If an unconscious creature is struck, it gains a GRT Contest to break free. If a creature is forced unconscious upon reaching Death's Door, they shall recover upon the round that they succeed in the reaping.

Viral

When a creature is cold, it gains weakness to disease. Additionally, any active disease gains double duration.

Vomit

Deplete all stores of Satiation and loose all food/consumed buffs. Gain Dehydration.

Weaken

Weaken is an ailment that can be applied under specific instances. When applied, weaken indicates that a creature is highly susceptible to the elemental damage which bestowed the ailment. That element gains +4 base attack damage while the creature has Weaken.

Weaken is a different form of weakness. Weaken and can stack to a maximum of 5 times.

Wet

This status effect deals with the condition of one's blade. Slashing, and Piercing, weapons deal 50% less damage when submerged/coated in water or coated in thick, sticky fluids.

It takes a Full Round Action to clean Wet Weapons.

Wraith Touched

Your soul shall writhe as it is pulled away from your body. Your flesh begins to blacken, and your eyes glow a ghastly blue.

Roll a Normal GRT Contest/round to prevent your soul from leaving your body. Saving from this condition 3 times removes the status effect. Failing the Contest deals 20 Unholy Damage/Round.

Healing items do not affect you; you are considered Undead until the status is negated.

You cannot perform any actions outside of the Contest itself during wraith touched.

Illnesses

Many Illnesses exist within Harvest, ranging from minor to deadly.

Crypt Rot

Transmission: Crypt Rot is contracted through close contact with corpses or staying in locations contaminated with decomposing bodies. Crypts, mass graves, and battlefields serve as breeding grounds for Crypt Rot. Grave robbers, undertakers, and necromancers are particularly susceptible.

Effects: It all begins with symptoms resembling flu, including fever, headaches, and fatigue, granting -2 VIG and -1 DEX. As the disease progresses, it causes the skin to wain in saturation, appearing as a pale tent accompanied by dark rings growing around the eyes. Stiff joints will ensue, ere paralysis. Each day the Wayfarer will lose 5 speed. Upon reaching zero, the Wayfarer will begin to asphyxiate until they are dead, failing Death Knell with No Contest. This contagious disease will spread if the Wayfarer moves close to allies, prompting a normal VIG Contest.

Treatment: The Wayfarer must Visit an Apothecary or obtain a "Corpse Rose".

Fey Blight

An all-consuming disease that targets those who are exposed within certain areas of the Fey Wild.

Day 1: You periodically laugh uncontrollably and are filled with jubilation, reducing your awareness substantially. You are unable to talk for the duration of Fey Blight. Reduce your AL by 2.

Day 2: The edge of your vision hosts an abundance of pixies and tooth fairies.

Day 3: Reduce your AL by an additional 2.

Day 4: You gain Paranoia from the Psych Tree.

Day 5: Your flesh becomes pale and spotted with peppered black marks. There is a stiffness beginning to form within your muscles.

Day 6: Your legs begin to root within the soil, reducing all movement speed to 0; your torso elongates into a reddened mass, reaching heights rivaling houses. Your brain begins to break through its skull, unraveling to form branches plenty. While your flesh is torn across a wooden frame, your entrails swarm up its mass to wrap along its limbs. You are now considered dead, though your body remains. Creatures that die close to you are pulled into the ground, blood dripping from your fleshy leaves.

Food Sickness

When consuming rotten or tainted food, you must perform a VIG Contest {CD 5} not to contract food sickness. Failing results in purging all contents within your stomach, removing all food buffs, resetting your Hunger, and granting dehydration.

Harmful Bacteria

Be it from the body culture of another creature or wrongful exposure to the elements, one can experience the effects of Harmful Bacteria. At its base, this disease will cause intestinal pain, slow your speed by 50%, and deal 5 Bypass Damage/hour until treated.

Necrosis

Rapid decay of body tissue accelerates at an inconceivable rate; a blackened husk coated in lesions.

> ***Rapid Decay***: Necrosis begins on a limb of the Arbiter's choice, rotting daily, dealing 5 Bypass Damage each morning. Upon the 5th day, the limb will be lost if the necrosis is not cured. If the Wayfarer cannot make it to an Asylum, or will not amputate the arm, it shall spread to the torso, causing Cardiac Arrest, and with another day, it shall spread to a new limb and cause Cardiac Arrest each passing day.

Pox

A disease obtained from frequent use of the Town Brothel. When using the Brothel as a daily vice, roll a 1d6; rolling a 1 grants Pox

Effects:

Social Stigma: Rumors spread; reduce your ALR by 2. Social Stigma is permanent once obtained.

Bothersome Itch: Contest rolls receive a -1 Modifier.

Health Reduction: Reduce your VIG by 2.

Tetanus

Suffering damage from rusty and dirty objects has a chance to bestow Tetanus, a crippling ailment that progressively slows you down and weakens your functions; before finally killing you.

Effects:

Trismus: After one day, you must roll 1d2 if you wish to speak. After two days, you can no longer open your jaw.

Muscle Weakness: Gain Weakness to Physical Damage

Muscle Stiffness: Reduce movement by 10 speed.

Death: After 20 days, you shall die.

The Black Death

A highly contagious bacterial infection carried by rodents. When fighting a rat, the Arbiter must roll a 1d6 per rat within the encounter. If the rat rolls a 1, it carries The Black Death. Most creatures who witness its presence may run. This infection begins taking hold of a creature {1d2} days after they receive it.

Effects:

Infectious: You erratically cough and sneeze. Mortals and Rats, within 5ft of you must perform a VIG Contest {CD 8} not to catch the illness.

Buboes: The Black Death swells the lymph nodes, granting a failed asphyxiation Contest for 1 round per hour.

Severe Fatigue: Torpor

Bone Chill: Chilled

Black Rot: Blackening of the flesh leading to organ failure. At the start of each day, you suffer cardiac arrest.

Touch of Grey

The Touch of Grey, or "The Whispering Grasp," is an unnatural disease contracted when Mortals enter the Grey and can only be removed by resting within the bounds of a church. Wayfarers have a 1d4 chance of gaining a touch of grey when succeeding in a Reaping.

Effect: Your hair grows a pale white. Reduce all your core attributes by -5. Indra and other Ghast-like creatures are immune to Touch of Grey.

Tuberculosis

Some Mortals carry a bacterial infection that affects the lungs and other nearby organs. This infection begins taking hold of a creature {1d4} days after they receive it. Most creatures who witness its presence may run or attack you, on sight.

Effects:

Infectious: You erratically cough and sneeze. Mortal creatures within 5ft of you must perform a VIG Contest {CD5} not to catch the illness.

Minor Fatigue: Reduce speed by 5ft/day to a maximum of 20ft

Lung Wither: You have difficulty breathing; you automatically fail any form of breathing contest. Additionally, your lung tissue becomes scared and calcified from hectic coughing.

Bloodied Hack: Once per hour, the creature

Wolf Blight

Damage dealt by werewolves cannot be healed unless you have used wolfsbane.

Malaria

Transmission: Wayfarers contract malaria when they spend time within swamps and tropical zones, where infected insects are prevalent. When Players enter a swamp, the Arbiter rolls 1d10 for each Wayfarer. If it's a rainy season, 2d10. Rolling a 1 will grant that Wayfarer Malaria.

Effects: Grants -1 BRN, -1 VIG, and -5 speed per day, causing the Wayfarer to sweat profusely while feeling a deepening fatigue.

Duration: Malaria persists for 1d4 weeks and kills the user once they reach -10 VIG.

Treatment: Wayfarers must consume a Glom Root.

Tapeworms

Tapeworms are gained from consuming food, or water, contaminated with tapeworm eggs. Should the Arbiter wish to enact tapeworms:

Roll a 1d4 when Wayfarers drink wild water without boiling it; or consume suspect sources of food.

Tapeworm: Consumes 50% of your Satiation before you rest. If no food is consumed, it will grant -1 VIG and deal 5 Life Siphon. Tapeworms must be treated with an Offal Red Tincture followed by Plumb Pear Grass.

Illness Inoculation

If a creature becomes infected by a disease and is eventually cured, it gains a +1 Modifier on future contests against that disease for each day it suffered its presence, to a maximum of +10. This Modifier will stick with the creature for the full duration of the Tale.

Curses

Curses are special afflictions that cannot be removed by normal means and require something that can remove a curse. Curses shall vary greatly, from damage over time, condition ailments, to transformations.

Greater Curses

Some Curses within harvest are known as Greater Curses. A Curse of Eld, which often can only be cured by a single means. Some creatures attempt to attain these willingly.

Alternativley, a Hex-based curse removal from a Rank 20+ Creature can remove a Greater Curse.

One of the most iconic Greater Curses is Lycanthropy:

Greater Curse: Lycanthropy

The bite of the wolf sets in; its hold overtakes your senses. Over 10 days, your body shall shiver during cold nights, feeling a heightened brush from the caress of elemental forces. Upon the final day, the curse is set.

Lycan Traits

Bestial Shift: You may perform a Full Round Action to transform into a Werewolf. Once you transform, you are locked to the form for the duration of the day, shifting back at the end of the day. Gain Werewolf Traits for that duration.

***Sensory Overload*:** Gain a +4 Modifier during Perception Contests, and double your sight range.

Weakness: Fire, Holy, Silver, Steel

Wolf Blight: Gain Fear when within 30ft of wolfsbane.

Lycan traits are always active, while Werewolf traits apply after a transformation.

Cure:

To cure the curse of lycanthropy, you must bathe in the blood of the creature that infected you before the 10 days have set.

Greater Curse: Werewolf:

The crack of bone, the pull of sinew. Allow your form to change, to grow rabid claw and fang. Your form is held with a coat of darkened fur.

Werewolf Traits

Brute Strength: Gain +10 BRN. BRN Modifiers gained from Brute Strength exceeds your natural Attribute cap of 10.

Vitality Boost: Gain +50 Temporary Health.

Quickness: +20 speed

Tear Clothes: Worn Apparel is reduced to 0 Armor, and is rendered broken..

Natural Armor: Convert 20 THP into Thick Hide Armor

Silver Aversion: Suffer 1d20 Holy damage/round when in the near presence of silver.

The Hunger: Gain +60 Hunger. Consuming fresh bodies can grant +10 Satiation/body.

Beastly Form: You are unable to use any Main/Secondary Action Items while in this form. Gain Werewolf Actions. Creatures wounded by your Werewolf actions cannot heal until you are dead.

Werewolf: Main Actions

Claw: Perform a DEX Contest against a target creature's AL. Rip and tear at the torso, dealing 10 Slashing Damage +5/BRN Modifier.

Fang: Perform a DEX Contest against the Target creature's AL. Unleash a masticating bite dealing 10 piercing +2/MR. This attack has 100% Bypass.

Werewolf: Secondary Action

Claw: Perform a DEX Contest against a target creature's AL. Rip and tear at the torso, dealing 10 Slashing Damage +5/BRN Modifier.

Werewolf: Reaction

Claw: Perform a DEX Contest against a target creature's AL. Rip and tear at the torso, dealing 10 Slashing Damage +5/BRN Modifier.

Full Moon:

You are strengthened during a full moon/blood moon. Multiply Claw and Fang damage by 2, gain +10 speed, +50 Health, and gain 60ft of extra sight.

Wound Threshold

What is it?

Wound Thresholds represent the amount of harm a creature can endure before suffering significant consequences; dividing a creature's THP into four distinct barriers, activated when a creature drops to specific integers, namely: 25%, 50%, and 75%. Upon reaching these barriers, the Wayfarer will be forced to contend with their internal interpretation of the situation, represented by a GRT Contest, which increases in difficulty with each stage.

Wound Level

Light Wounds {75% THP}: Normal GRT Contest

Moderate Wounds {50% THP}: {CD 3} GRT Contest

Critical Wounds {25% THP}: {CD 4} GRT Contest

Fatal Wounds {0% THP}: {CD 5} GRT Contest

Grim Omen

You reach Fatal Wounds when your health is dropped to 0. While entering Deaths Door; all allies, who witness your fall, must also roll a GRT Contest {CD 5}.

Deep Wounds

A Wayfarer losing 50%+ THP within a single attack causes a Deep Wound. For the duration of the day, any healing will only be able to heal up to half of the Wayfarer's THP and can only be healed fully with two Full Rests, each Full Rest reducing the THP restriction by 25%. If you receive two Deep Wounds; you shall fail all reapings with No Contest; unable to rise above 0% THP.

Lastly, when a creature has a Deep Wound, they shall lose the ability of flight, teleportation, and any other mode of movement outside of standard.

Realized Mortality

When plummeting in health, you may find that you take so much damage, your Wound Level skips over Thresholds. This is called Realized Mortality. When this happens, you will gain a disadvantage against your Grit Contest for each Wound Threshold skipped. Every Advantage you have against Grit Contests neutralizes disadvantaged rolls.

> ***Example***: *100% HP to 25% HP = Difficulty 4 GRT Contest with 2 Disadvantages + (x) Player Advantages.*
>
> *2 Disadvantages + (1) Player Advantages = 1 Disadvantage*

Healing Wounds

Wayfarers may heal wounds through normal means: Flasks, Rest, etc. When a Wayfarer's THP is increased above a Wound Threshold, they are considered stabilized from the wounds they have received. Thematically, this is represented by the mending of flesh and the dissipating of bruising.

Though wounds may be healed, the Wayfarer is still subject to the effects of wounds should they reach thresholds again. Re-reaching Thresholds will prompt the very same contests upon reaching those thresholds.

> ***Example***: *"Mark is at 100% THP. Mark's Health just dropped to 75%, then healed to 90%, then dropped to 75%, then healed to 100% and dropped to 50%. He had no natural Advantages against GRT Contests during these Thresholds."*
>
> Mark first sustained an attack, which diminished his health to Light Wounds, granting him a normal GRT Contest. He then recovered his health to 90% before dropping yet again to 75%, obtaining a second GRT Contest of the same difficulty. After being healed a second time to 100%, Mark sustained a devastating blow which reduced his HP by half, granting him a Deep Wound and prompting a Difficulty 4 Contest with a disadvantage due to Realized Mortality (by skipping over one Wound Threshold). He will try to heal again but realizes that he cannot heal himself above 50% due to the Deep Wound.

Caution and Strategy

Healing is important, but so is keeping one's grit. Healing has the potential to keep one alive, but also opens one up to potential Daunted Level Increases and Demoralizations. This may seem negligible at the beginning of a Tale, but during the long, dark travels, it might spell a slow, certain death.

Mind your health, and see that it does not become your downfall.

Death

Death Knell

When a Wayfarer experiences near death (reaches 0 THP), they are greeted by an umbral figure with no visible features, carrying a bell forged from the skulls of men. After your death, the shade enacts Death's Door on the first round. For this round, the Player's Wayfarer is considered unconscious. Once this action is done, the bell it carries will toll 3 times on the coming rounds: one/round. The Player must now survive The Reaping; a series of bell tolls attempting to rend the soul. If the player survives 1 Reaping, they may force their soul back into their body and stabilize for (1) health, causing the shade to vanish from sight. The Wayfarer may use their GRT Modifier when rolling Death Knell Contests. The Wayfarer is considered unconscious until they succeed the reaping.

> ***Deaths Door***: You hear the collective screams of everyone you have ever met—a belting mass ringing in your mind as your soul is pulled from your body.
>
> ***Reaping***: The bell tolls, letting forth bloodied cries; death comes for you. You must roll a Fatal Wounds Grit Contest {CD 5}. *Realized Mortality* applies to all Reapings. Each toll attempts to rip your soul asunder. For each failure, you get one effect from the Psych Tree. If you are dealt damage during a reaping, you shall sustain a Permanent Injury.

Soul Leeching

While at Death's Door, another player may assist you; but at a cost. Your soul is comprised of an ethereal state of matter specific to itself. It can heal, but not on the brink of Death's Door. To remedy its decay, you must bring another soul closer so that it might leech a portion of its meta-shell properties.

Each bell toll serves to weaken your soul composition. An Ally may take a Full Round Action to supplement your deteriorating soul by imbuing it with some of theirs. This is represented by a willingness to aid while close. The Ally will lose 25% of their existing health, while the downed player will be stabilized at one health point.

Injured

You will be classified as injured when you save from a Death Knell contest. Injured/injury is kept after the Wayfarer survives the Knell and is applied continuously should the Wayfarer fall again in the future. When The Reaping begins, it applies your injured counter; hastening the next reaping and changing which stage your Wayfarer starts at. Each Injury counts as an automatic failed Reaping.

Example:

1 Injury + Death Knell = Start: 2nd Reaping
2 Injuries + Death Knell = Start: 3rd Reaping
3 injuries + Death Knell = Start: Instant Death

Injuries can only be healed within a city Asylum.

Non Wayfarers do not hold Injuries, and die upon reaching 0 THP.

Permanent Injuries

Few things can bestow a Permanent Injury. Once one receives one, it can never be removed, regardless of treatment, unless stated otherwise.

Single Player Death

When a single player finds their Wayfarer permanently dead, the game does not have to end for that player. They may begin with a new Wayfarer, at a similar/same rank as their precious character, and eventually merge with the existing party.

Tragedies

In the thickest dregs of depravity, your Wayfarers will face unparalleled foes; and the hunting party may die when the moment strikes its climax. The complete death of a party is known as a Tragedy and signifies the end of that group's run.

What does this mean?

After a tragedy, a discussion must be held regarding the advancement of the plot. Should everyone start the game with new Wayfarers at the same level as where they left off, or should the Tale end as a Tragedy? Should the party start over at MR 1? It is at the discretion of the Party, as a collective, to decide the answer to this question.

Note for the Arbiter

It is optional to grant enemies Death Contests.

Alternative Rule: Death Actions

Within a Light Tale, Players can gain access to Death Actions. If the players want a more heroic Tale, you may utilize these actions. You may Select one:

Make Sacred: Upon reaching death, a player may stall the enemy for (1d4 + 6) rounds, giving their allies enough time to flee; allied players must use this time to flee and may not perform any other actions outside of movement.

Glorious Purpose: Upon reaching the final reaping, gain an instantaneous Main Action with +3 Damage Dice and a guaranteed Critical Hit; you die directly after.

Tis Not My Time: Perform a GRT Contest {CD 5}. If successful, remove 2 non-permanent injuries and rise back to 1 THP. You may persist for the rest of the combat encounter, but will die directly after. No form of healing may aid you during "Not Yet." All Damage you deal is reduced by 50%. Should you die again, you shall fall without additional Death Actions.

Challenge Death: You and all Dead allies around you are taken to a black realm within the Grey and must face an MR 20 Archfiend Dullahan. All Wayfarers are brought to peak condition for this encounter. Should they succeed, their Death shall be postponed for 24hrs. The Archfiend Dullahan shall return upon the next day to collect, gaining +1 Rank every following encounter. After killing the Archfiend, each party member gains Incorporeal for 24 hrs after removing 1 Permanent/Non-Permanent Injury. ***Challenge Death requires Arbiter permission.***

Emotional Loss and Existential Nihilism

Losing everything you have built up throughout your Tale can be a heavy blow to anyone. This role has taken on a life of its own and might hold a high emotional significance to the player. It is vital to allow the player to express their feelings during this moment of loss and allow them to collect themselves before they move on to their next Wayfarer.

Ask the party how they collectively feel about this loss and how they feel about the scaling of the interaction. This is a time for growth on all sides: The Arbiter to balance the game and for Wayfarers to realize a potential reckoning. Invite the party to go out and eat a meal in real life and grieve together if the situation calls for it. This is a moment to reflect on the nature of death and find ways to cope with the harsh realities of life, along with how you and your characters revel in life despite it.

Wayfarers might become overconfident over the Tale, forgetting the setting this world hosts. If the Wayfarer exhausts all their benefits and bonuses/abilities, they will be ill-prepared for threats. Moments like these can have them reflect on whether they should press on in future interactions if the danger exceeds their capabilities. Everywhere they go will not "turn up daisies." One should never throw caution to the wind and stare at death with temerity and vacuous bravado. Allow some deaths to form this realization and set a precedent for how cruel this world can be, but more importantly, you can rise from it.

Lost Items

When you die, time moves forth. The items you carried lie on your corpse. When you start with new Wayfarers, you might "hear a Tale of a local party that died." The loot "that party carried" could inspire your new group to pursue the location of their death while stumbling on the grand threat they were fighting against. It will be up to that party to decide whether to participate in the previous Story or engage in another.

Items on your courses might not be within the exact location; perhaps it was grave robbed or taken and subsequently wielded by the enemy/s you were fighting.

Wayfaring Revenants

"It is said that the Wayfarer, upon their death, thinks naught else but of a haven which might preserve them during their moments of death and terror. While most wishes are forsaken, there are few who might gain their wish. A myth harbored amongst Wayfarers."

What is a Revenant?

A Revenant is a soul trapped and tethered to the body by the Arbiter's will. A Revenant cannot die unless the Arbiter wishes it to happen.

The Arbiter pierces their will beyond the veil to staunch the death of a Wayfarer, linking their soul and preventing its conversion. When this happens, the body will proceed to break down and reconstitute elsewhere as its soul merges with this reconstituted form. This can be in a specific town that the Wayfarer has visited, in a Place of Respite (Brothel, Church, etc.), or in another place deemed acceptable by the Arbiter.

The body will always spawn away from what killed them, far out of reach. The rematerialized body only keeps its weapons, glyphs, and apparel but loses all other items, including currency. Revenants do not lose any phobias or other mental ailments.

> ***The Choice***: This is for players who are sheepish of the world; yet want the full weight of what it can bear, without steep consequences. It is also for those who cherish their Wayfarers and do not wish to lose them permanently.
>
> At their discretion, the Arbiter can use this mechanic to bring characters back to life so that the penalty of death isn't permanent.
>
> The world of Nexus can be brutal, and taking away death might rob the thrill behind some aspects of more remarkable victories, close shaves, and dire circumstances. If there is no fear of death, that has the potential to hamper the campaign, but it can also strengthen it. If the Arbiter grants their Wayfarers this gift of constant rebirth, the foes fought could be made harder and more thrilling due to the balance this creates.
>
> Add a backstory if you should like; *"There is a force which beckons the soul of this Wayfarer back from the brink; and staunches the end, so that they might avenge their family; They fight for honor and the sweet release of death."*
>
> In the end, this serves as a mechanic to make the game more fun for certain archetypes of people.

Revenant Variants

Soul Lantern: Want to allow this mechanic but make your players work for it? At the beginning of your game, The Artificer forges the Wayfarer, a Soul Lantern.

> ***Soul Lantern***: This tool leeches the shelled nexus of souls. Passively bind each soul you slaughter to the lantern. Every kill grants +1 fallen. When your counter reaches +20 fallen, you may use this gauge to return to life upon death.

Karmic Coil: The Karmic Coil Wayfaring Revenant is another variant of this mechanic. Each time your Wayfarer dies, they gain Rank drain; summoning back each time as a previous incarnation of themself. Every time your Wayfarer dies, lose 1 MR, relinquishing all gained health, abilities, and other accouterments associated with the previous MR. If your player's Rank reaches zero, at any point, your character escapes this Mortal Coil, never to return.

Cleansing Mental-Based Afflictions

System Shock

While a Wayfarer is under the control of mind-altering effects, they may perform a brutal action to induce System Shock with No Contest, breaking them from the control of the affliction. Brutal Actions are considered Reactions that may be used even if you are unable of perfroming a Reaction. While System shock is active, the Wayfarer will be immune to the broken effect for 6 rounds.

Brutal Actions

Wayfarers may use System Shock against:

***Bevvitched**: Inflict a Deep Wound.*

***Charmed Tier I**: Inflict 25 Bypass Damage to yourself.*

***Charmed Tier II**: Inflict 50 Bypass Damage to yourself.*

***Charmed Tier III**: Inflict 100 Bypass Damage to yourself.*

***Dread**: Inflict 20 Bypass Damage/round of Dread to yourself.*

***Fear**: Inflict 10 Bypass Damage on yourself.*

***Possession**: Roll a Normal GRT Contest to muster the will to usher an action while under Possession; If you succeed, inflict 60 Bypass Damage to yourself.*

***Topor**: Inflict 5 Byapss Damage/minute.*

Enemies, may use System Shock; however, it will scale based on their Rank. System Shock "Damage" gains 1 Damage Dice/5 Ranks. This will not apply to Bevvitched.

Example:

MR 15 Enemy - vs - Tier II Charmed

3 Damage Dice x 50 Damage

The Mental Toll

Traveling the Wilds of Nexus is bound to afflict your mind and cull your emotions.

Daunted Level (DL)

Each Wayfarer has its own Daunted Level (DL). When you begin the Tale, this counter starts at 0 DL. Throughout the game, your party will most likely accrue demoralization. Every time your party is afflicted with demoralization, you gain stress, causing your wayfarer to become “daunted” represented as an increase in DL.

Whenever you lose a GRT Contest, you gain a +1 in the Daunted gauge alongside conditions from demoralization. If the count reaches its maximum, the Wayfarer’s mind breaks, instantly gaining ***Insanity, Dread, Cardiac Arrest, Hysteria***, and a randomized penalty (via dice roll) from The ***Psych Tree***.

Cardiac Arrest

Your Wayfarer receives a heart attack, reducing THP by 50%. Cardiac Arrest is considered a Deep Wound.

Hysteria

Hysteria is a frantic state of mind that regards the Wayfarer as staggered. The Wayfarer may be guided, during Hysteria, but are kept in a trance. A Hysterical Wayfarer is not able to perform any actions outside of movement. This effect lasts until cured.

Overdose

Any consumable item that augments your stats, food/ingredients exempt, is considered a drug. All Items from the Apothecary are considered a drug. Non-consumable items/abilities that are labeled as drugs will also count as drugs. Within a round, should you use a drug, you shall be under its effects for that round. Should it have a duration, each round shall start a new round, of which you are affected, until the duration ends. Your Wayfarer can only be under the effects of 1 drug/round. Having more than 1 drug active will force you to vomit, lose all effects, and suffer dehydration; additional dealing 1d20 Mind Damage to you.

Cleansing Daunted:

A Wayfarer's Daunted Level can be reverted through a few means:

Towns

At the beginning of the Tale, your Wayfarer selects a pastime that gives them the most relief, known as a Vice. This can vary from visiting the local church to getting drunk in a tavern or to even visiting a brothel. Entering a town and indulging in your vices can allow you to diminish your Daunted Level. In the game, this translates to 1 hour per 4 points. However, some vices, like the Brothel, have added effects, such as the increased removal of DL.

Food

The properties of food, within some towns, can provide exciting benefits as vast as the horrors that lie out within the woods. Gain different boons through the consumption of goods, some of which reduce your Daunted Level by 2-4. There is nothing like a warm meal to fortify you against the horrors that await, or calm the nerves of an adventure gone awry.

Drugs

Stimulating substances can be the trick you need to numb you from the hostile doldrums life has to bear; the cavoite is that there is usually a downside for the upsides. Aside from potential debuffs alongside buffs, drugs typically do not cleanse stats but mitigate, cease, or temporarily revert the occurrence of other more hostile effects. Most drugs you find for "Daunted" prevent you from gaining Demoralization for a set of turns, but once it fades, you will return to face the reality of your horrific situation.

Rally

Be not afraid, Wayfarer, for you are not without comrades; steel yourself, and the call to action shall strengthen your resolve. When a Party member enacts a rally, you may remove 1 stack of Daunted. This action can only affect you or an ally once every 4 hours. Rally does not affect the user.

Embolden

Traits grained through Embolden can reverse a dire situation in the player's favor. This deals with empowering the player and can obliterate accrued Daunted Levels in mass, but only if you are lucky with how your Wayfarer responds to this dark situation.

Demoralization

When players overcome their fears and tribulations, this is known as an emboldened state. Demoralization is the inverse of that coin—the fear and doubt that amplifies all aggression held within adversity. Your demons spiting your confidence and consuming you in doubt. When you lose to a GRT Contest, you suffer demoralization, Granting ***+1 DL***, and an ***additional +1 per light level below Normal***.

Upon a Critcal Failure, you shall become Critically Demoralized; forcing the demoralized Creature to roll a 1d6:

1. Fear: Gain +5 DL and Fear for 1 round

2. Piss: You coat your legs in warm fluids before the threat. You gain +3 DL and a -2 Modifier on your next Main Action, and the enemy gains a +2 on theirs. This may only occure once per day.

3. Frozen: Gain +2 DL. You become Frightened for 1 round.

4. Doubt: Crippling thoughts dwell in your mind. The Arbiter chooses a time when an attack of yours misses.

5. Overwhelmed: Staggered

6. Collapse: You fall to your knees, granting a -10 to AL for one round. You may not attack while collapsed, nor can you perform any actions without getting up. Getting up requires a Full Round Action. Lastly, multiply the DL you have gained this round by 1d2.

Demoralizations cannot stack within a round.

What is Emboldened?

"In the darkest of moments, hope is something you give yourself, Wayfarer."

Emboldened is a spark in an umbral ocean; the resonant "thumm" that shatters the silence. It serves as a profound sense of courage, and strength, which flushes through the Wayfarer's veins. And under its influence, a flourish of resolve awakens; steeling their senses against the force before them.

Emboldened

The wayfarer gains Emboldened when they successfully succeed in a GRT Contest, allowing the Emboldened Creature to remove 1 DL per Light Level Above Dim.

Upon a ***Critical Success***, the Wayfarer can become critically Emboldened, allowing them to ***roll a 1d6***:

1. Angry: Your enemy must roll a 1d2. If they roll a 1, they are staggered for 1 round. If they roll a 2; they are staggered for 1 round and have a -4 on their next roll.

2. Blessed: Gain +2 Damage Dice for your next Main Action/s upon your turn.

3. Righteous: All your Modifiers are counted as automatic successes for the next round.

4. Resolve: Reduce your DL by 4 points, and succeed in the next GRT Contest with No Contest. You do not become Emboldened within the next round.

5. Endorphins: Gain +20 Temporary Health.

6. Keen Eyed: Attacks against you, until your next turn, cannot use an AB Modifier.

Phobias

Phobias:

{Phobias from the beginning of the game can be cleansed within an Asylum}

Phobias are the manifestations of traumatic events; one is fixated on the stimuli present during the event. When you gain a phobia, you roll a 1d4; then select a coinciding element around one's environment. When this element is present (60ft), the Wayfarer gains a disadvantage on all rolls. It is at the Arbiter's discretion to create fear contests if that object gets within 5-10ft, potentially forcing the Wayfarer to run away under the effect of fear.

1. *Sound*
2. *Creature*
3. *Object/item*
4. *Environment/biome*

Sounds: It can be anything, from a snap to the running current of a stream. Even if the sound is immediate, the disadvantage shall persist for that round.

Creatures: Grant a disadvantage when near a specific creature or creature type.

Objects: Items which grant disadvantages when near

Environment: Disadvantages granted from anything in the environment (trees, water, the moon, the dark)

A creature may only have 3 phobias Maximum.

{Hard Mode: 10 phobias Maximum}

Psych Tree

The Psych Tree signifies the aftermath of relentless psychological strain as the fragile boundaries of the mind are tested to their brink. In the wake of mental rupture, these debilitating effects surface, imposing profound penalties on those who challenge the limits of their sanity. Arbiter Rolls a 1d10 to determine what you get. A Wayfarer may only gain 3 effects from the Psych Tree maximum and may cleanse these at the Asylum.

{Hard Mode: Effects gained are permanent}

1. **Restless**

You shake during the night uncontrollably and are plagued with insomnia—your dreams, etched with savaged carrion and regrets, your darkest hours. You do not gain the benefits from resting.

2. **Maddening Voices**

Your mind doubts all action, and your demons echo your past failures.

You receive -8 DIS and must contest a GRT {CD 6} Contest to use DIS normally during any action.

3. **Schizophrenia**

The Wayfarer is plagued with auditory and visual Hallucinations. It is at the Arbiter's Discretion how they will use this and how frequently. Schizophrenia acts as Pareidolia; however, this will always prompt a Contest at the Arbiter's Discretion. If failed, the Wayfarer will be left staggered for one round.

4. **Aversion to Crowds**

Traumatic experiences have left you with an aversion to large crowded places and social gatherings. Every round, you are within 10ft of a creature, and on your turn, you must roll a number of GRT Contests for each creature within that radius.

5. **Paranoia**

A constant sense of paranoia gnaws at your thoughts, causing you to be overly suspicious of others' intentions. You find it difficult to trust anyone. You must always stay 10ft away from your party and instantly distrust any new creature that gets within 5ft of you. If they attempt to touch you, you must roll a GRT Contest {CD 5} to avoid attacking them.

6. **Memory Fragmentation**

Your mind is fragmented and unreliable, making it hard to recall most information with certainty. You might find yourself forgetting important details of your past, conversations, events, or even names, leaving you disconnected from your history. Gain -10 privy, and -2DIS.

7. **Existential Dread**

A profound sense of dread haunts your thoughts; Fixation upon untold horrors and pessimism become a ritual. Gain an additional DL from failing a GRT Contest.

8. **Mind Fog**

Your mind rests impaired from trauma; gain -6 INT.

9. **Impaired Coping Mechanism**

Your ability to cope with stress and adversity becomes severely impaired; gain -4 GRT.

10. **Emotionally Volatile**

At the start of combat, you roll a 1d4.

1. ***Anger***: Gain Angry (emboldened) for 1 round.
2. ***Fear***: Gain Fear and -10 AL for 1 round.
3. ***Sadness***: Take Full Round Action to cry uncontrollably. -10AL during.
4. ***Joy***: Take a Full Round Action to laugh hysterically -10AL during.

Step 3 - Hex Casting

Illustration By: Thai Simpson

Chapter 10: Hex and Evocation

Concerning the Nature of Aether Reserve

"There is an esoteric form of knowledge kept by those privy to the inner workings of Hex. Around you, a whirl of energy doth flow, comprised within different shell states. Some lucky few can access these, causing attunement with their intent and elemental/spiritual disposition. To a layman, this can be done simply by bringing a pot of water to boil; forcing one state to shift to another, resulting in sublimation. To a Hex user, their method has no real difference, though their means of interacting with shells are unknown to much of the world. The perception of this to an outsider would be seen as "majicks," or the evoking of a higher power. A Hex user's means regards the stability of their very soul; the ethereal matter constrained in the Engram, known as the meta shell.

Each "cast" of Hex causes transmutation, and attunement, by stimulating their meta shells after their intent, similar to one thinking to open one's hand to grab a cup and your muscles abiding by the synapses, all at a thought and with intention. But all things come at risk. There are many ways to perform a hex, but all draw from a source. A patron would be comprised of this source, whilst the wielder who casts, from other means, uses themselves.

The Soul is believed to be a consciousness residing outside and inside of the form it comprises. The metaphysical energies that comprise the soul can over-expand, with excess matter obtained from stray similar energies, alongside the conversion of unknown matter, which accrues during specific points of the day. It then is attuned and augmented upon the fringe. Yet the excess is all the same rejected as oil atop water. This is a passive osmosis, which takes place over a day. Each "capacity" ranges and has a maximum; some of which can be expanded. The excess meta shell is known as Aether; and its capacity, is known as a Reserve. When Casting, as a cost, a Hex user decays the bond of that which comprises their soul. They mitigate this decay by unknowingly redirecting the backfire to the stores of Aether, reducing contact between the decay and their actual soul. Technically, almost anyone can learn hex; however, if most do not either form or grow their Aether, they may very well annihilate their metaphysical consciousness in the process, resulting in death. This is why when a caster tests the limits of their reserve, it strips portions of their sanity and weakens their overall health.

Aether Reserve is what allows a Hex Caster to perform their Trade, unneeding of a Patron to mitigate the costs."

Spiritual Disposition and the Nature of Transmutation

There is a concept that has been theorized by Arelyan Scholars and echoed by members of the Lotus; that there is a metaphysical effect that alters the process of Attunement—a state of further augmentation and mind, which is referred to as Spiritual Disposition. The concept focuses on one's Aether Reserve and the Engram of a being; a dance already in play. Most practitioners of hex speak to the idea of "casting from will"; a point of belief, a reaching towards something greater, or a result of strong emotion.

If it is to be believed that there is a metaphysical state, of non-corporeal matter, encircling each living being, one could suppose that a form of ebb and flow maintains these processes. There was a time when this concept was believed to be controlled by constructs; ethereal workings set in place by powers beyond our understanding, be it/them sentient or non-paranormal. However, enough information has been collected. Murmurs talk of the Engram being influenced by the mind, as the mind, by the shell; like a brain reacting to stimuli. The subject's emotions, and mental state, serve as the needle. Were one to prod the icepick in just the right way, a reaction would spur; a reaction which we might conceive as "hex". This state is maintained so long as the creature maintains consciousness; lest the force, holding their soul nexus together, begins to decay. And perhaps, this is the same for the Dei'; or maybe not. Perhaps the Myth is incorrect; where our collective belief serves as a Hex for their existence, and where they are the shell supported by the soul; their works, Attuned Aether... and we the needle. It begs a separate question: What truly are the Dei should they truly exist?

Another question, which may continue to persist, would be the collective link to the strange happenings after the Epoch. The event, cataloged by the Owl, suggests an upheaval, a cascade of attunement at a world scale, for a brief moment. This explains much.

Take, for example, the Caustic Aberration; a form of volatile nature that corrodes and shifts in a non-Newtonian form. Of all the places where it was observed, those 8 seconds saw a similar constant; a heightened form of crippling fear, all boys under the age of 10 while standing within a body of water coated in layers of, what can be described as, Dea; However, this wasn't replicated in other forms of man, no; the results were much different. Alchemy: a specified combination of elements structured within their given forms; amounts measured with set grace values, catalyzing augmentation from the Epoch; a further shift being enacted by a Disposition; a form that is augmented, which contains an Engram innately influencing the nexus around it.

It is far too late to change the classification of particular creatures; that is to say, it is understood which ones are genuinely homunculi. One would find themselves uncertain; despite the evident shifts, and clear transmutations, of some creatures to another. And, atop it, there remains no reaction to Aetherium when applied. Maybap this event, known as the Epoch, was this Coil's first sight of True Homunculi, unburdened by the flux of an unstable form.

- Alchemical Scholar, Isacc IV

What is a Hex?

Hex is understood to be the direct manipulation of reality; a skill held by very few. It is theorized to be a natural result of specific creatures ushering forth intent to warp the nearby matter around them.

Mechanically, *any action that consumes Aether to influence the area around them, or affect a creature, is considered a Hex; This includes enemy Actions that consume Aether rather than Stamina.*

What is Aether Reserve?

Aether Reserve is mechanically used as a gauge. When a creature casts forth a Hex, it depletes this gauge, using it as a resource to cast Hexes.

Hex Casters

Hex Casters are individuals who can weaponize their soul without the need for another source, using it as a resource to warp nearby nexus in a way that aligns with their Trade.

Evokers

Evokers cast Hexes through Evocation and are bestowed power from meta-external sources. All Evocations are considered Hexes.

Evokers: Patron Casting

When evoking hex, you are simply the means of transportation, regarding the flow of Hex, likened to a conduit. Your intent is accepted by a patron and is ushered forth into being from that foreign source of Hex. While that source is boundless, you are not. All forms of matter shift similarly when you evoke, but the decay backfires upon the true source. Your soul remains stable; However, your Deus only allows you to utilize so much of their power before they consider you a parasite. Your Aether Reserve still applies and refers to the limit of Aether your Deus grants. This limit may expand over a given amount of time, but it will always come at a cost if you test the limits of that accord.

Evokers: Divine Emissary

Upon reaching a high Rank, some who follow a Deus may find themselves becoming the high authority regarding the matters of their patron. Some call these Godspeakers, others, a Divine Emissary. When reaching the end of one's Tale, some Wayfarers gain access to the full limits of their patron; where all forms of restriction are removed, allowing for a single evocation of any Hex to the highest degree. This usually depletes all stores of future evocations and must be performed before evoking any other hex over the day.

Forced Patron Casting

For those with a patron: each time you cast "unallowed" stores of Aether, your Deus will smite you to remind you of your place in this Coil. If you run out of Reserve, you may attempt to cast a Tier 1-3 Hex under your List of Hexes. Successful or not, your patron will realize this and sap the life force from your very body. Each Forced Cast that you perform takes 50% of your THP; granting a Deep Wound.

Forced Hex Casting:

For those without a patron: in a moment of desperation, you may find that your stores of Aether, and your Health/Sanity, might be sufficient to win out the day. If this is the case, you may sacrifice yourself to cast devastating spells at the chance of you hearing the Death Knell.

{You may cast a hex, with 0 reserve, at a cost: Health and SNT reduction}

1 Aether = 1 health.

Tier I Hex	= -1 SNT
Tier II Hex	= -2 SNT
Tier III Hex	= -3 SNT
Tier IV Hex	= -4 SNT
Tier V Hex	= -5 SNT
Tier VI Hex	= -6 SNT
Tier VII Hex	= -7 SNT
Tier VIII Hex	= -8 SNT

Example:

Tier IV Hex: Hex Cost = 45 Aether

Forced Cast Cost: 45 Health and -4 SNT.

Limits of your Mind: Forced casting a Hex while at or below -10 SNT will grant Hysteria and Insanity. Force casting a Hex that results in you reaching -10 or below SNT will only grant Hysteria. If the cost of the forced hex exceeds your Total Aether Reserve by 200%, you shall become addled for 1d4 rounds.

Hex Trees

Hex Trees refer to the lists of Hexes under a given category. Holy, Unholy, Fey, Elementalism, and Weird are all Hex Trees. Vocations often unlock Hex Trees, but they can also be obtained through virtues.

Hex Tiers

A Hex Tier represents the limits of proficiency, and capability, within a Trade Vocation's abilities. As a Trade Vocation gains Mastery Ranks, they unlock access to higher Tiers of Hexes under all known Hex Trees; granting access to the obtainment/learning of a hex under that tier. When you unlock a Hex Tier, under a Vocation, you do not gain a Hex for that tier; only the ability to cast Hexes of that tier.

Gaining/learning Hexes can often be done though Vocation skills/abilities or Virtues; and most commonly state for the Wayfarer to "***learn 1 Hex***," allowing you to aquire 1 hex from your known trees; within the limits of your Hex Tier.

Casting a Hex

Casting

Unless stated otherwise, all Hexes are casted with No Contest. Some Hexes have a description of what the enemy must do to avoid the Hex, prompting them with a Contest. If a Contest isn't mentioned, the Hex strikes the target creature with No Contest. Hexes also target the creatures directly, and as such; *All non-physical hexes gain 100% Bypass*.

Touch Hexes are the only Hexes that differ, requiring the creature to make direct contact with the target creature. If a Hex is a "***Touch***" attack, the Caster must succeed in an offensive contest against a target creature's AL (4d4 + DEX Mod). Casters do not gain a bonus from Weapon Proficiency Modifiers during this contest.

Gestures can be linked to items; however, the act of "attacking" with a weapon cannot be paired to a hex cast to passively trigger it, unless stated otherwise, as the action steals too much focus. Both shall count naturally as individual main actions.

Tier

Tier refers to the Rank of a Hex. Higher Tiers tend to draw more Aether or require a higher form of mastery to grasp. When Casting or Evoking Hex, you must have the corresponding Tier Unlocked.

Aether Cost

Casting a Hex requires a Cost of Aether, or Health, and will reduce your reserve upon cast. Some abilities have the option to "Upcast," allowing the Caster, or Evoker, to expend more Aether to increase the effectiveness of the Hex.

Space

Space refers to the grid area of a Hexes effect when targeting a unit or grid—i.e., a 30ft cone, 20ftx30ft rectangle, etc.

Spawn Range

Spawn range refers to the spawn location within a range of distance. For example, a cone attack with an AOE range of 30 ft, and a spawn range of 60 ft, can be spawned within a 12-unit radius, releasing a 30ft cone of damage.

Some distances will be referred to as "touch'; signifying that you must interact with a close target creature for the hex to activate. If a Hex lists Self, the hex shall activate at the caster's unit during its spawn.

Targets

You must be able to see or locate a creature before you can cast upon it. When targeting creatures, your Hexes may be able to select multiple creatures at once. At times, it will refer to self, referring to the target being yourself and no other creature. If a Hex specifies that you are targeting one creature, you may target yourself as that creature.

Un-Natural Damage Dice

Hexes are often modified through Vocations, Virtues, Upcasting, and Items. Hex Damage can still be multiplied by additional Damage Dice if obtained from other sources; however, a caster/evoker may not use "Power of Will" to gain additional Damage Dice; and may only receive a maximum of +6/round atop of Spell Power.

Cast Time and Duration

Some Hexes will take multiple rounds or a significant amount of time to cast, represented by "Cast Time." When using a Cast Time Hex, you spend Full Round Actions, preparing a Cast. If struck, you follow the rules of Concentration, or else your spell fizzles; canceling the cast.

Instant refers to activation upon the same round.

Indefinite refers to an uncertain or conditional time set by a Hexes effect.

Duration refers to the length of rounds/time passing while the Hex is active; the Hex's effects fade after.

Lastly, any lingering hex each round, is considered a Curse.

Concentration

Concentration Hexes must be cast and maintained with Full Round Actions. You may only have one, Concentration Hex, active at a given time; and must perform a GRT Contest + 1 CD/Hex Tier, to maintain focus if struck. You may choose to break concentration at any point. When you maintain a Concentration Hex, you do not need to siphon additional Aether beyond the hex's initial cost unless told otherwise.

Intention

Casting a hex requires intention and will. At the start of the Tale, creatures must choose how they express that will:

Gesture: You must provide a significant form of motion to cast, be it pointing, gyrating, or even stomping.

Auditory: You must hear a specific sound to cast. This is often done through sound production, such as: clapping, singing, ringing a bell, playing music boxes, etc.

Spoken: You cast through vocal expression, be it screaming, whispering, crying, or talking.

Object: You carry an object which you caress, travel with, or squeeze.

If you are deprived of your form of expression, you will be unable to cast Hex. Intentions are perceived as free actions.

Some hexes require a specific expression of intention. For example, Contagious Laughter is a spoken hex. Intention will be mentioned upon some Hexes, showcasing the need for additional expression. When this happens, you must have your starting expression with the expression of the casted hex. For example, if you start the Tale with Auditory, casting Contagious laughter will require Auditory and Spoken to cast. If you are silenced, you will be unable to cast, regardless of if there are other sounds present.

Embrace The Unique: *The caster defines how their hexes manifest. Perhaps you're a daring magical archer that releases arcane bots through their arm as they pull back; stroking the transmutation circles etched into their arm to awaken a surge of majickal energy in the form of an arrow. Perhaps you are a small haunted uncanny doll which snaps its neck to the side to start the music box playing within your chest, slowly warping the fabric of reality itself as each note emanates. Or, maybe your a chef, where the motion of your frying pan summons fire balls to rise in the air, as you fling it forth like a tennis serve.*

Within Harvest, **YOU** *define your character's power and potential. Let your mind race, and truly make something Unique; even if that unique idea is to have an cow's corpse fire hexes from its mouth after being slapped on the ass! Go Wild!!!*

Chapter 11: Hexes

Elementalism

-Air-

{Tier I Hexes}

Aeromancy

Hex Tree: Elementalism {Air}
Tier: I
Aether Cost: 30 Aether
Spawn Range: 30ft
Target: 1
Duration: Indefinite

Intention: None
Cast Time: Instant

Target: 1

{Concentration}

Description: Gain control over the air and manipulate the flow of wind currents. Gain access to Pressure and Vacuum. Select one of them for this Hex.

Pressure: Condense a steady, circling stream of rapid air around yourself, dealing 5ft knockback to close creatures that fail a BRN Contest {CD 6}. Gain +5 AL against Physical Attacks while Aeromancy is maintained. You may Upcast Pressure with an additional +100 Aether to cast High Pressure.

> *High Pressure*: Increase the knockback to 15 ft, the CD to 9, and the AL to (+10).

Vacuum: Force a pocket vacuum around an enemy. They can now move 10 ft faster; however, they suffer from Asphyxiation for the duration of the cast. Each round past 1 requires an upcast of 30 Aether. Vacuum will only work against creatures 1 Rank above you, and all ranks under.

Gust

Hex Tree: Elementalism {Air}
Tier: I
Aether Cost: 30 Aether
Spawn Range: 30ft
Duration: Instant

Intention: None
Cast Time: Instant

Target: All Within AoE

Description: Create a sudden burst of wind (30ft Cone) in the direction of your choice. If blown in the direction of an enemy, Gust will reduce the speed of a creature by -5ft for 1 round.

Gust can be used to extinguish small fires, clear away dust, or even test the direction of the wind.

Gust can knock back creatures 1 unit +1/size under Normal with No Contest.

{Tier II Hexes}

Levin Affinity

Hex Tree: Elementalism {Air}
Tier: II
Aether Cost: 50 Aether
Spawn Range: Touch
Duration: 1 Hour +1/5Ranks

Intention: None
Cast Time: Instant

Target: Weapon/s

Description: Imbue weapons with the crackling might of coursing electricity. Grant your Weapons (+10) Lightning Damage. Each strike chains to nearby creatures wearing/holding metal, dealing 5 Lightning Damage.

Lightning Bolt

Hex Tree: Elementalism {Air}
Tier: II
Aether Cost: 50 Aether
Range: 30ft
Duration: Instant

Intention: None
Cast Time: Instant

Target: 1 + 1/5 Ranks

Description: Summon a lightning bolt from the sky and unleash it upon a single target. Lightning Bolt deals 16 Lightning Damage. The caster may upcast this for an additional 60 Aether, granting Levin Link.

> *Levin Link*: After the first enemy is struck, this ability can chain to a number of enemies equal to (+1 creature at Ranks: 5, 10, 15, 20, 25) for half the damage of the initial strike.

Whirlwind

Hex Tree: Elementalism {Air}
Tier: II
Aether Cost: 50 Aether
Spawn Range: 60ft
Duration: 1d6 Rounds

Intention: None
Cast Time: Instant

Target: All Within AoE

Description: Create a 20-ft radius whirlwind that sweeps through the area, dealing 18 Bludgeoning Damage to all caught within its path. Creatures near the Whirlwind are pulled into it with No Contest. The caster may choose the direction the Whirlwind travels. The Whirlwind can travel (1 unit + 1/rank)/Round.

{Tier III Hexes}

Zephyrian Aircutter

Hex Tree: Elementalism {Air}
Tier: III
Aether Cost: 40 Aether
Spawn Range: 30ft
Duration: Instant

Intention: None
Cast Time: Instant

Target: 1

Description: Release a burst of air targeting one creature. Deal 20 Slashing Damage. You may upcast this hex with an additional 20 Aether to gain a Damage Dice.

Zephyr's Grace

Hex Tree: Elementalism {Air}
Tier: III
Aether Cost: 50 Aether
Spawn Range: Touch
Duration: 1d4 rounds

Intention: None
Cast Time: Instant

Target: Self

Description: Diminish air resistance . Enhance your agility and reflexes. The Wayfarer gains +4 DEX, +30ft of movement, and a +3 to their AL.

{Tier III Hexes}

Ascension

Hex Tree: Elementalism {Air}
Tier: III
Aether Cost: 50 Aether
Spawn Range: Touch
Duration: 10 min/Rank

Intention: Gesture
Cast Time: Instant

Target: Self

Description: Encircle an updraft of air around you, granting flight for a limited time. This can also be used to slow an imminent fall, reducing Fall Damage by +20%/round once activated.

Shocking Tongue

Hex Tree: Elementalism {Air}
Tier: III
Aether Cost: 80 Aether
Spawn Range: 0 ft
Duration: 10 min/Rank

Intention: Gesture
Cast Time: Instant

Target: All Within AoE

Description: Summon a lash of Lightning to sweep the grid. Target the area in front of you with a 5ft x 15ft rectangle. Creatures occupying these units sustain 50 Lightning Damage. Environments connected to these units become Electrified.

Vorpal Blade

Hex Tree: Elementalism {Air}
Tier: III
Aether Cost: 100 Aether
Spawn Range: Touch
Duration: 6 rounds

Intention: None
Cast Time: Instant

Target: Self

Description: Undulating air spheres hover above the head of the caster as the caster constructs a pressure system, which dances around each party member. If the pressure system around the caster is disturbed by a close foreign body without the proper air pressure (an enemy/NPC), the spheres will violently project toward the presence, dealing 16 Piercing Damage.

Vorpal Blades act as high-pressure streams of air with 100% Bypass. The caster may upcast this hex for an additional 30 Aether, with each upcast granting an additional blade to a maximum of 6 blades, dealing 16 Piercing Damage/blade.

{Tier IV Hexes}

Aethereal Shell Shift: Air

Hex Tree: Elementalism {Air}
Tier: II
Aether Cost: 50 Aether
Spawn Range: Touch
Duration: 1 min/2 Ranks

Intention: None
Cast Time: Instant

Target: Self

Description: Loosen the bonds between your atoms and shift your shell state to a gaseous form. In this incorporeal state, you become nearly Incoporeal, gaining immunity to Physical Attacks. While in this state, you can pass through permeable obstacles with No Contest; However, your ability to interact with the physical world is limited. You may push small objects but cannot carry anything besides your current Impedimenta. You must recompose yourself if you attempt to cast another hex, lest you lose control of your form and dissolve into nothing. Staying in this form for more than 1 minute grants Disassociation.

> *Disassociation*: After one minute, Your Wayfarer begins to internalize the feelings of complete sensory deprivation. Perform an SNT Contest {CD 6} for each attempt/min to maintain this form.

Gale Affinity

Hex Tree: Elementalism {Air}
Tier: IV
Aether Cost: 350 Aether
Spawn Range: Touch
Duration: 1 round/Rank

Intention: None
Cast Time: Instant

Target: Self

Description: Manipulate air pockets around weapons and limbs to reduce air Resistance , bestowing yourself with Gale Affinity. For an additional 50 Aether, you may upcast Gale Affinity to High Gale Affinity and again for Wide Gale Affinity. Visit Page {315} to learn about Gale Affinity.

Lightning Cloak

Hex Tree: Elementalism {Air}
Tier: IV
Aether Cost: 100 Aether
Range: Touch
Duration: 1 round/Rank

Intention: Gesture
Cast Time: Instant

Target: Self

Description: Gain Immunity to Lightning Damage for 1 round/Rank. Upcast, for an additional 100 Aether, to cast High Lightning Cloak.

> *High Lightning Cloak*: Grant all nearby chosen creatures Lightning Cloak

{Tier V Hexes}

Howl of Anuhi

Hex Tree: Elementalism {Air}
Tier: V
Aether Cost: 700 Aether
Spawn Range: 300ft + 30ft/Rank
Duration: 1 min/2 Ranks

Intention: None
Cast Time: 10 Rounds

Target: All Within AoE

Description: Call upon the might of Anuhi for the adjudication of your enemies, Unleashing a 300ft radius, colossal maelstrom, of unparalleled devastation. The tornado scales to a height of 1d6 hundred feet, ripping enemies and structures from the earth, with air speeds surpassing 400mph, launching them high into the air as they spin uncontrollably within the vortex. This catastrophic force lacerate, and shreds, everything in its path; dealing 400 Slashing Damage from the air cutters.

After 1 round, creatures within the maelstrom will be flung onto the ground, sustaining fall damage. Roll (1d6) x 100ft to determine the height of the fall. The hex caster can create high-pressure air shields, within the tornado; protecting allies from harm while ensuring destruction to foes. You can upcast this for another 50 Aether to reduce the cast time by 7 Rounds.

Any creature or object within 30ft of the maelstrom will be pulled into the maelstrom with No Contest.

{Tier VI Hexes}

Fulgur

Hex Tree: Elementalism {Air}
Tier: VI
Aether Cost: 800 Aether
Spawn Range: 100ft
Duration: 1 min/2 Ranks

Intention: None
Cast Time: 10 Rounds

Target: 1

Description: Call a bolt from the heavens. Deal 1000 Damage to a target creature. Multiply this damage by 2 if they are wearing metal. Gain +1d4 to this multiplier if they are standing in water or are soaked.

-Earth-

{Tier I Hexes}

Entangle

Hex Tree: Elementalism {Earth}
Tier: I
Aether Cost: 100 Aether
Spawn Range: 50ft + 5ft/Rank
Duration: 1 min +1/5 Ranks

Intention: None
Cast Time: 6 Rounds

Target: All Within AoE

Description: Manipulate the earth beneath your enemies' feet. Entangle creates a thicket of roots, and vines, in a 20-foot radius; entangling all targets within 20 feet of its center. While entangled, the victim's movement is impeded by 50%, taking 3 Bypass Damage per unit moved. Each round, the creature attempts to move, they must perform a DEX Contest {CD 5} to do so. Failing creatures will be knocked prone, forcing them to sustain 6 bypass damage.

Geomancy

Hex Tree: Elementalism {Earth}
Tier: I
Aether Cost: 40 Aether
Spawn Range: 40ft
Duration: 1 hour +1/4 Ranks

Intention: None
Cast Time: 3 Rounds

Target: All Within AoE

Description: Manipulate the earth to create up to a 10 x 10 form. You may use this to convert sections of earth into different objects and structures, such as bridges, wells, underground abodes, weapons, containers, etc. If you make a weapon, it is considered unorthodox. Visit Page {260} to learn about Unorthodox Weapons. Structures you move can travel up to 2 units/round +1/Rank. Objects used offensively can deal an additional +5 Impact Damage/unit traveled.

Grounded

Hex Tree: Elementalism {Earth}
Tier: I
Aether Cost: 60 Aether
Spawn Range: Self
Duration: 6 rounds

Intention: None
Cast Time: 1 Round

Target: Self

Description: Manipulate the earth to to guard your posture. Gain Immunity to kncokback and prone.

Petrify

Hex Tree: Elementalism {Earth}
Tier: I
Aether Cost: 30 Aether
Spawn Range: 15ft
Duration: Indefinite

Intention: Gesture
Cast Time: 6 rounds

Target:1 +1/5Ranks

Description: Send forth a cascade of nexal shifts, augmenting the shell of your enemy, turning them into a statue. You can access the following stages, past 1, at MR 5, 10, 15, 20 and 25.

You may upcast this ability for an additional +80 Aether per stage. Each stage corresponds to a Hex Tier. "Stage One" begins at Tier 1; Stage 2 at Tier II, etc. To upcast Petrify, your Wayfarer must have access to all Hex Tiers, or the Hex will stop at its respective stage. When the spell begins, regardless of the upcast, it starts at Stage 1 and increases to the subsequent stage after the conclusion of each round.

(It takes 6 rounds for an enemy to reach stage 6 Petrification)

Stage 1:

The pain of calcification manifests itself. As the target moves its joints, it is pierced with fractals. If the enemy attempts to move or attack, it suffers 1 bypass damage.

Stage 2:

The pain intensifies as the target's body lowers in saturation. grant the target a-4 to BRN GRT and DEX Contests.

Stage 3:

Movement betrays your target, reducing its speed by 50%. The Target deals 50% less damage from Melee and Ranged Physical Attacks. Additionally, grant the target a -6 for all DEX and Movment-based contests.

Stage 4:

You have stolen their legs. The target creature's movement is reduced to zero.

Stage 5:

The target can no longer operate its hands and loses all actions. Additionally, the creature is now mute and asphyxiating.

Stage 6:

The creature is now completely Petrified. The enemy now has a single round to save itself, or it will automatically die on the next round and forever be a statue. While completely petrified, any hostile action done to it has a 50% chance of knocking it over. If this is done, the statue will shatter on the ground, killing the creature.

{Tier II Hexes}

Flatten Earth

Hex Tree: Elementalism {Earth}
Tier: II
Aether Cost: 30 Aether
Spawn Range: 15ft
Duration: Indefinite

Intention: Gesture
Cast Time: 2 Rounds

Target: Environment

Description: Within a 20-ft radius, Flatten Earth provides a convenient and stable surface in the great outdoors. It smooths out rugged earth terrain, creating a flat surface. Additionally, this Hex can elevate or lower the earth's elevation to a maximum of 10 feet per use.

Nature's Bounty

Hex Tree: Elementalism {Earth}
Tier: II
Aether Cost: 30 Aether
Spawn Range: Touch
Duration: Indefinite

Intention: Auditory
Cast Time: 1 min

Target: Environment

Description: Enrich the earth with nutrients and foster an environment conducive to plant growth. Nature's Bounty accelerates the germination and growth of plants, fully growing plants within a 60ft radius. Wayfarers can utilize Nature's Bounty to transform inhospitable terrain into arable land, create makeshift gardens, or enhance the yield of existing crops.

Resonance

Hex Tree: Elementalism {Earth}
Tier: II
Aether Cost: 30 Aether
Spawn Range: Touch
Duration: 1 hour

Intention: Gesture
Cast Time: 1 min

Target: Environment

Description: Align your senses to the subtle vibrations of the earth. Upon casting, you gain an enhanced ability to detect vibrations in the ground, allowing you to discern movement and activity within a radius of 100 feet. Resonance can be used to track creatures, detect hidden structures, or anticipate approaching dangers.

Stone Javelin

Hex Tree: Elementalism {Earth}
Tier: II
Aether Cost: 25 Aether
Target:1 +1/5Ranks
Spawn Range: 100ft
Duration: Instant

Intention: Gesture
Cast Time: Instant

Target: 2

Description: Conjure formidable stone structures to rupture from the earth, launching towards two designated targets within 30 feet. Target enemies must perform a DEX Contest {CD 5} to avoid the Javelin. Creatures that fail sustain 15 Piercing Damage and 1 unit of knockback. You may upcast this hex for an additional 20 Aether to gain +20 Damage/ Upcast

Stone Sentinel

Hex Tree: Elementalism {Earth}
Tier: II
Aether Cost: 25 Aether
Spawn Range: 15ft
Duration: 1 hour +1/Rank

Intention: Auditory
Cast Time: 10 min

Target: Stone Object

Description: Animate a small stone structure, shaping it into a vigilant sentinel. Once animated, the Stone Sentinel serves as a temporary guardian, alert to its surroundings ready to heed simple commands from the caster. The enchanted sentinel has a passive perception reaching up to 100ft. Creatures attempting to sneak past the Sentinel must perform a Stealth Contest {CD 9}.

{Tier III Hexes}

Geothermal Geyser

Hex Tree: Elementalism {Earth}
Tier: III
Aether Cost: 30 Aether
Spawn Range: 15ft
Duration: 100 rounds

Intention: None
Cast Time: 5 min

Target: Environment

Description: Guide a hidden geyser to the land's surface, causing it to burst through the earth and scald the surface. The eruption releases scalding water and rocks, dealing [24 + 4/ Rank] Impact Damage and 10 Fire Damage to all nearby creatures. All creatures coated by the water become soaked and will be burned over time for 5 Fire Damage, over 1d6 rounds.

{Tier IV Hexes}

Collapse

Hex Tree: Elementalism {Earth}
Tier: IV
Aether Cost: 100 Aether
Spawn Range: 60ft
Cast Time: 1 min
Duration: Instant

Intention: Gesture
Cast Time: 5 min

Target: Environment

Description: Trigger a controlled cave collapse, sending rocks and debris cascading down in a 30-foot radius, dealing [100 + 5/Rank] Impact Damage to all creatures caught in the collapse. Creatures must roll a Dex Contest {CD 5} to avoid being caught in the collapse. Creatures caught by Collapse are knocked prone and must perform a BRN Contest {CD 6} to escape.

If the creature is caught close to the center of the Collapse, they must roll a 1d2. Rolling a 1 has them suffer Asphyxiation for each round they remain under Collapse.

Stoneskin

Hex Tree: Elementalism {Earth}
Tier: IV
Aether Cost: 50 Aether
Spawn Range: Touch
Duration: 1 Day

Intention: None
Cast Time: 1 min

Target: 1

Description: Attune the platelets, upon flesh, to become as robust as scales, granting 100 Temporary Armor. At MR 15, you may upcast this ability for 50 Aether to gain an additional +100 Armor. Gain a disadvantage against disease when your Temporary Armor is destroyed until your next rest.

Stone Shrapnel

Hex Tree: Elementalism {Earth}
Tier: IV
Aether Cost: 50 Aether
Spawn Range: 60ft
Duration: Instant

Intention: None
Cast Time: 1 min

Target: 1

Description: Break the earth, launching a stony upheaval from the ground. Stone Shrapnel propels sharp rock fragments toward a designated target, inflicting 50 Piercing Damage, granting 1 injury and 6 bleed over 5 rounds. Defending creatures must perform a DEX Contest {CD 6}. You may Upcast this Hex for 20 Aerther to increase its damage by 20/upcast.

{Tier V Hexes}

Polaric Compass

Hex Tree: Elementalism {Earth}
Tier: V
Aether Cost: 40 Aether
Spawn Range: 60ft
Duration: 10 min

Intention: None
Cast Time: 1 min

Target: Environment

Description: Manipulate the magnetic fields within the earth to create a compass and use the energies of magnetism to point consistently toward a designated direction for 10 minutes. Casters often employ this hex in unfamiliar terrains or regions with erratic magnetic fields, relying on its reliable guidance. With a range of 30 feet, the Polaric Compass can be centered on the caster or placed at a specific location within the given range. Gain a +10 Modifier on Trailfinder Contests to return to a known location, or the general north/south, when standing within this location.

Renal Havoc

Hex Tree: Elementalism {Earth}
Tier: V
Aether Cost: 150 Aether
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: 1 min

Target: 1

Description: Target the fluids of a single target creature and calcify the target's urine within their body. The sudden crystallization causes intense pain, granting that creature to stagger for 1 round.

Affected enemies also gain a Disadvantage against attacks and cannot block Counterattacks. Creatures must Perform a VIG Contest {CD 5} to avoid the Hex.

For an additional 300 Aether, you can upcast this Hex to create Acute Kidney Failure.

> *Acute Kidney Failure*: The target violently vomits and goes unconscious after writhing with shortened breath and will wake from rest after 5 hours. The Enemy, if left alone, will die painfully within 1d10 days from organ failure. Acute Kidney Failure can only be used on creatures of lower Rank.

Tectonic Rupture

Hex Tree: Elementalism {Earth}
Tier: V
Aether Cost: 60 Aether
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: 1 min

Target: Ground

Description: Create a seismic disturbance, forcing the ground to rupture along a 5x25 rectangle. The resulting upheaval inflicts 100 Piercing/Bludgeoning damage to all caught within the fracture. Creatures must perform a DEX Contest {CD 6}, with their Agility mod, to avoid the Hex.

{Tier VI Hexes}

Magnitude

Hex Tree: Elementalism {Earth}
Tier: V
Aether Cost: 60 Aether
Spawn Range: Touch
Duration: 1d4 rounds

Intention: None
Cast Time: 1 min

Target: Self

{Concentration}

Description: Channel a substantial amount of Aether to create a protective seismic barrier centered on yourself. This shield triggers a controlled earthquake, with a radius of 300 feet, dealing 50 Impact Damage/round to other creatures within its radius.

The Caster may upcast this for an additional 50 Aether/ally to create additional shields around their allies.

Magnitude lasts for 1d4 rounds before ending. After the final round, you burst open all shields, dealing 20 Impact Damage and 480 BRK to any creature still within 5 ft of active shields. Hidden within shields, creatures cannot perform any Actions until the hex concludes.

Each shield has 500 Armor and will be reduced to 20 upon the completion of the Hex. Creatures standing within shielded units gain the remaining armor so long as they remain within the occupied unit.

-Fire-

{Tier I Hexes}

Cauterize Wounds

Hex Tree: Elementalism {Fire}
Tier: I
Aether Cost: 16 Aether
Spawn Range: Touch
Duration: Instant

Intention: Spoken
Cast Time: 1 min

Target: 1

Description: Burn flesh closed to quell the bleeding. This damages the target with 1 Fire Damage and eliminates the bleed condition. Additionally, the target is bestowed with weaken {Fire} for 1d6 rounds.

Flame Tendrils

Hex Tree: Elementalism {Fire}
Tier: I
Aether Cost: 30 Aether
Spawn Range: 50
Duration: 10 rounds

Intention: Gesture
Cast Time: Instant

Target: 1/tendril

{Concentration}

Description: Ignite the air around a chosen area with dancing flames. Guide the flame and allow it to lash nearby targets in mass. Flame Tendrils cover an area of 20ft, and grant 1 tendril every 2 Ranks. Each hit strikes with No Contest, scorching the flesh with third-degree lacerations, dealing 5 Fire Damage/ tendril.

Flame Affinity

Hex Tree: Elementalism {Fire}
Tier: I
Aether Cost: 30 Aether
Spawn Range: Touch
Duration: 1 RWH +1/10 Ranks

Intention: None
Cast Time: 1 Round

Target: Weapons

Description: Set weapons aglow, bestowing yourself with Flame Affinity. For an additional 50 Aether, you may upcast Flame Affinity for Wide Flame Affinity. Visit Page {315} to learn about Flame Affinity.

Ignition Spark

Hex Tree: Elementalism {Fire}
Tier: I
Aether Cost: 16 Aether
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: Instant

Target: Object

Description: Conjure a small controlled area of heated friction at your fingertips. This can be used for lighting campfires, torches, candles, etc.

Levitating Ember

Hex Tree: Elementalism {Fire}
Tier: I
Aether Cost: 10 Aether
Spawn Range: 10ft
Duration: Indefinite

Intention: None
Cast Time: Instant

Target: Air

{Concentration}

Description: A small and controlled orb of flames hovers in the air, acting as a torch. The levitating ember can be directed within a 15-foot radius. Upon reaching MR 10, you can upcast this ability for +40 Aether to increase the light level by 2 instead of 1; and the illumination area to 60ft.

{Tier II Hexes}

Ember Veil

Hex Tree: Elementalism {Fire}
Tier: II
Aether Cost: 20 Aether
Spawn Range: Touch
Duration: 30 min

Intention: None
Cast Time: Instant

Target: 1

Description: Grant a target creature 20 Fire Resistance, and immunity to heatstroke and dehydration.

Ephemeral Ward

Hex Tree: Elementalism {Fire}
Tier: II
Aether Cost: 40 Aether
Spawn Range: Touch
Duration: 3 rounds

Intention: Gesture
Cast Time: Instant

Target: 1

Description: Summon a ward of intense heat, creating a protective shield around yourself. The shield has an Armor score of [10 + 5/Rank]. Creatures walking close to you sustain 5 Fire Damage.

Flame-Forge Smith

Hex Tree: Elementalism {Fire}
Tier: II
Aether Cost: 50 Aether
Spawn Range: Touch
Duration: Instant

Intention: Gesture
Cast Time: 1 hour

Target: Apparel/Weapon

Description: Mend broken weapons and apparel, restoring 50% of its armor and removing "broken."

Inner Flame

Hex Tree: Elementalism {Fire}
Tier: II
Aether Cost: 10 Aether
Spawn Range: 10ft
Duration: Instant

Intention: None
Cast Time: Instant

Target: 1

Description: Target a nearby creature and Ignite the very air inside of their lungs; roasting their organs, dealing 6 Fire Damage. Gain an additional Damage Dice every even MR.

Searing Black Ember

Hex Tree: Elementalism {Fire}
Tier: II
Aether Cost: 50 Aether
Spawn Range: Touch
Duration: Indefinite

Intention: Gesture
Cast Time: 2 rounds

Target: 1

Description: Ignite a particle of air, into a concentrated black flame; and drift it towards your target. Upon impact, the ember will triple its size; exploding into a burst of flames, dealing [12 Fire Damage + 1 per Rank]. The creature will burn for this damage each round until you sustain damage.

Warmth

Hex Tree: Elementalism {Fire}
Tier: II
Aether Cost: 40 Aether
Spawn Range: Touch
Duration: Indefinite

Intention: Gesture
Cast Time: 1 min

Target: Self

{Concentration}

Description: Accelerate the flow of particles in a 10ft radius around yourself, escalating friction to create comforting warmth. While Warmth is active, you are immune to chilled and hypothermia and gain +20 Cold Resistance.

{Tier III Hexes}

Grand Fireball

Hex Tree: Elementalism {Fire}
Tier: III
Aether Cost: 250 Aether
Spawn Range: 120ft
Duration: Instant

Intention: Gesture
Cast Time: Instant

Target: All Within AoE

Description: Beloved, the Grand Fireball allows the caster to forge a compact sphere of intense flames, launching it upon foes within 120ft. Upon impact, the Grand Fireball immolates a 20ft radius, dealing 50 Fire Damage +10/ Rank to all creatures caught within the AoE radius.

This AoE conforms to the space it occupies. When cast in a confined space, it expands outward to fill the entire area, then extends through connected spaces (such as hallways, doors, or tunnels) until it has affected a number of 5-ft squares equal to the area of a 20 ft radius (49 Total Units). If the effect cannot expand into further spaces, it deals damage only to the space filled; then. It shall deal its residual range/ unit as BRK. to every unit affected by the immolation.

Example: Casted within a 10ft x 10ft Cube =
8 Unit Cave (Closed Door) = *8 unit Immolation; 205 BRK*

Lilareth's Infernal Conflagration

Hex Tree: Elementalism {Fire}
Tier: III
Aether Cost: 400 Aether
Spawn Range: Self
Duration: Instant

Intention: Spoken
Cast Time: 1 round

Target: All Within AoE

Description: The air grows violently, raising the temperature within 60 feet of you. Unleash an Infernal Conflagration upon the designated area; engulfing everything around you in intense flames. The Conflagration destroys all objects in the surrounding environment with less than 20 Armor. Creatures caught within the Conflagration sustain [100 + 5/Rank] Fire Damage. You may upcast this hex, with an additional 50 Aether, to gain an extra 20ft and may continue to do so to expand further.

Smoke Screen

Hex Tree: Elementalism {Fire}
Tier: III
Aether Cost: 400 Aether
Spawn Range: 60ft
Duration: Instant

Intention: None
Cast Time: Instant

Target: All Within AoE

{Concentration}

Description: Produce a billowing cloud of thick smoke in a targeted area, granting blind to any creature that enters. The smoke covers 10 units and may be moved individually to select units, allowing for spaces and gaps. Moved units must be within 60ft of you and will take a free action to manipulate.

You can move 6 + (MR) units per round.

{Tier IV Hexes}

Phoenix Burst

Hex Tree: Elementalism {Fire}
Tier: IV
Aether Cost: 650 Aether
Spawn Range: Self
Duration: Instant

Intention: Spoken
Cast Time: 3 Rounds

Target: All Within AoE

Description: Levitate off the ground as you harness the chaotic charge drifting in the air. Writhe, as you pull upon intention, releasing your fury with a deathly scream; an echo is heard over a few miles, sending warmth through the land. Creatures within 60ft sustain 300 Damage. Phoenix Burst leaves residual searing embers in its wake, dealing 25 Fire Damage to any creatures lingering within the blast zone over the course of 3 rounds. The caster is immune to the damage of Phoenix Burst.

Flammable objects within the radius will ignite and will be blackened.

{Tier V Hexes}

Solar Beam

Hex Tree: Elementalism {Fire}
Tier: V
Aether Cost: 650 Aether
Spawn Range: 120ft
Duration: Instant

Intention: None
Cast Time: 8 min

Target: 1

Description: Pull down the sun's wrath, channeling a devastating beam from the heavens. The sun must be present in the sky to perform this Hex. Target a single creature, striking it for 400 Fire Damage + 10/Rank. This beam is potent enough to melt through 50ft of earth.

{Tier VI Hexes}

Bolide

Hex Tree: Elementalism {Fire}
Tier: VI
Aether Cost: 650 Aether
Spawn Range: 150ft + 10/Rank
Duration: Instant
Intention: Spoken
Cast Time: 20 Rounds
Target: All Within AoE

Description: Summon a celestial fireball from the cosmos, targeting a 90ft Radius; dealing 250 Impact Damage. The cataclysmic explosion deals 10ft knockback to all creatures caught in the blast, and the resulting inferno deals {600 +10/rank} Fire Damage, sundering and severing all creatures with No Contest.

At Rank 20, you can upcast Bolid for an additional 150 Aether to cast Mega Bolide.

> *Mega Bolide {Tier VI}*: Unleash the fury of The Starfall and propel the cosmos down on your foes. Summon down 3 Bolides on top of the same location.

You may upcast with +30 Aether to reduce the cast time by 5 rounds/upcast

Lake of the Eld Flame

Hex Tree: Elementalism {Fire}
Tier: VI
Aether Cost: 1000 Aether
Spawn Range: 50ft
Duration: 10 days +1/Rank
Intention: Spoken
Cast Time: 10 Rounds
Target: All Within AoE

Description: Bake the very earth to melt the battlefield into a sea of molten destruction. The hex covers a 30-foot radius. Creatures that touch the floor sustain 300 Fire Damage/round; and lose 1 leg/round they remain within the pool. If a prone creature is within the radius, it sustains 900 Damage/round. The molten earth raises the light level near it by +3 to a maximum of blinding.

Creatures close to Lake of the Eldflame have a chance to escape and must perform a DEX Contest {CD5} to avoid being caught within it.

You may upcast with +30 Aether to reduce the cast time by 5 rounds/upcast.

Magnificent Pyre

Hex Tree: Elementalism {Fire}
Tier: VI
Aether Cost: 300 Aether
Spawn Range: 100ft
Duration: Instant
Intention: Gesture
Cast Time: Instant
Target: All Within AoE

Description: Energize the flames upon your enemies. All Burning Creatures around you suffer (50 x MR) Fire Damage. After casting, consume all flames around you, extinguishing any burning units/creatures. For each unit consumed, Restore 10 Health up to a maximum of (5 x MR).

-Water-

{Tier I Hexes}

Aqua Bolt

Hex Tree: Elementalism {Water}
Tier: I
Aether Cost: 25 Aether
Spawn Range: 30ft
Duration: Instant
Intention: None
Cast Time: Instant
Target: 1 +1/4 Rank

Description: Condense water from the air and send it to lacerate your foes. Creatures must perform a DEX Contest {CD 4}. Failing creatures will sustain 25 Slashing Damage. If they critically fail, they will become soaked. You may upcast this to deal +10 Damage/10 Aether.

Aqua Step

Hex Tree: Elementalism {Water}
Tier: I
Aether Cost: 20 Aether
Spawn Range: Touch
Duration: Instant
Intention: None
Cast Time: Instant
Target: Self

{Concentration}

Description: Manipulate the polarity within the water molecules beneath your feet to repel condensed fluid surfaces. This ability allows you to step on bodies of water as if they were solid ground.

Cloud Sight

Hex Tree: Elementalism {Water}
Tier: I
Aether Cost: 10 Aether
Spawn Range: Touch
Duration: 5 min
Intention: None
Cast Time: Instant
Target: Self

Description: Gain Cloud Sight. Visit Page {278} to learn about Cloud Sight.

Reflective Shield

Hex Tree: Elementalism {Water}
Tier: I
Aether Cost: 200 Aether
Spawn Range: Touch
Duration: 1d4 rounds
Intention: Gesture
Cast Time: Instant
Target: Self

{Concentration}

Description: Coat your body in a cloak of particles. Gain +10 Physical Damage Resistance and Hex Immunity. Additionally, any hex targeting you is redirected upon the caster.

{Tier II Hexes}

Aqua Barrage

Hex Tree: Elementalism {Water}
Tier: II
Aether Cost: 10 Aether/Blade
Spawn Range: Self
Duration: Instant

Intention: None
Cast Time: Instant

Target: All Within AoE

Description: Command the moisture in the air to coalesce into a 20ft cone of 10 razor-sharp frigid knives and send them forth to rain upon your foes, dealing 20 Cold Damage/blade. Gain an additional +6 Cold Damage every even Rank.

Create Aqua

Hex Tree: Elementalism {Water}
Tier: II
Aether Cost: 20 Aether
Spawn Range: 30ft
Duration: Instant

Intention: None
Cast Time: 1 hour

Target: Air

Description: Create (1 +1/Rank) gallon/s of drinkable water.

Frost Affinity

Hex Tree: Elementalism {Water}
Tier: IV
Aether Cost: 50 Aether
Spawn Range: Touch
Duration: 10 minutes

Intention: None
Cast Time: Instant

Target: Weapon

Description: Imbue Weapons with chilling frost, granting Frost Affinity to your weapons. For an additional 50 Aether, you may upcast Frost Affinity to High Frost Affinity and again for Wide Frost Affinity. Visit Page {315} to learn about Frost Affinity.

Rime Wind

Hex Tree: Elementalism {Water}
Tier: II
Aether Cost: 20 Aether
Spawn Range: 0 ft
Duration: Instant

Intention: None
Cast Time: Instant

Target: All Within AoE

Description: Chill the air around you and envelope targets within a 20-foot proximity of bitter cold. Creatures trapped within this AoE sustain 5 Cold Damage + 1 every even Rank. Creatures affected by this hex are chilled. The Caster is unaffected by this hex.

{Tier III Hexes}

Armor Fracture

Hex Tree: Elementalism {Water}
Tier: III
Aether Cost: 60 Aether
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: Instant

Target: 1

Description: Freeze the water on a soaked creature, targeting the trapped water within its cracks and sundering the Armor with No Contest.

Armor Fractured creatures have a disadvantage against incoming attacks until their Armor is repaired.

Frigid Mist

Hex Tree: Elementalism {Water}
Tier: III
Aether Cost: 60 Aether
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: 3 rounds

Target: All Within AoE

Description: Convert air into a 20ft radius of thick mist, granting blind to any creature that enters. Additionally, creatures within the mist suffer 6 Cold Damage/round.

Tidal Surge

Hex Tree: Elementalism {Water}
Tier: III
Aether Cost: 60 Aether
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: 5 Rounds

Target: All Within AoE

Description: Summon a torrential surge of water, creating a forceful cone extending up to 30 feet in front of you. Target creatures caught within the cone must perform a DEX or BRN Contest {CD 7} not to be knocked prone. Ground affected by Tidal Surge is now considered Muddy

{Tier IV Hexes}

Optic Flash Freeze

Hex Tree: Elementalism {Water}
Tier: IV
Aether Cost: 70 Aether
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: 3 Rounds

Target: 1

Description: Plummet the water temperature within a Target Creature's eyes to -140 degrees, freezing the target's eyes solid, rendering them permanently blind. Their eyes deal 20 Cold Damage to their head/round for 60 rounds. The target creature can take a Full Round Action to rip out their eyes, sustaining 6 Bleed Damage, to stop the damage.

{Tier V Hexes}

Brain Freeze

Hex Tree: Elementalism {Water}
Tier: V
Aether Cost: 70 Aether
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: 3 Rounds

Target: 1

Description: Perform an INT Contest {CD 5}. If you fail, your arm will be lost to frostbite, and you will lose 100 Aether from the partial cast. If you succeed, you cast Brain Freeze.

> *Brain Freeze*: Target takes 800 Cold Damage, and has their speed reduced to 0 for 10 rounds. Additionally, target also gains disadvantage for 24 Hours.

Cryogenic Hemorrhage

Hex Tree: Elementalism {Water}
Tier: V
Aether Cost: 400 Aether
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: 3 Rounds

Target: 1

Description: Manipulate the water content within the blood of a touched target. The caster draws upon the water within the victim's bloodstream, transforming it into razor-sharp arrays of frozen spikes. These icy projectiles impale the target's internal organs, dealing 600 Cold damage and 500 Piercing Damage.

The chilling effect lingers, partially freezing the organs, causing additional damage over the next two rounds (10 Cold Damage per round).

At MR 10, the Wayfarer can upcast this, with an additional 200 Aether, to Volatile Cryogenic Hemorrhage.

> *Volatile Cryogenic Hemorrhage*: If the enemy should die within the next two turns, after freezing them, you may detonate the corpse, projecting the shattered shards to five nearby enemies, dealing 3d20 Piercing Damage to each enemy with 10 Bleed.

Fey

{Tier I Hexes}

Calamity

Hex Tree: Fey
Tier: I
Aether Cost: 60 Aether
Spawn Range: Close
Duration: 1d10 Rounds

Intention: Spoken
Cast Time: Instant

Target: 1

Description: Target creatures must perform a DIS Contest against your ALR Modifier. Creatures that fail are forced to treat every missed action as a Critical Fail. Creatures gain a +1 Modifier against your contest per rank above your MR. Upcast, for an additional 100 Aether to affect creatures 1d4 ranks above your MR for half the duration, to a minimum of 2 rounds.

Charm

Hex Tree: Fey
Tier: I
Aether Cost: 40 Aether
Spawn Range: Close
Duration: 1d10 Rounds

Intention: Spoken
Cast Time: Instant

Target: 1 +1/5 Ranks

Description: Target 1 creature and an additional target at Ranks 5, 10, 15, and 20. Creatures must perform a DIS Contest against your ALR Modifier. For the next 1d2 rounds, they are under Tier 1 charmed. Visit Page {327} to learn about charmed.

At Rank 10, you may upcast Charm with an additional 50 Aether, increasing the Tier to II. Grant a saving creature 1 Disadvantage.

At Rank 15, you may upcast Charm with an additional 100 Aether, increasing the Tier to III. Grant a saving creature 2 Disadvantages.

Glamour

Hex Tree: Fey
Tier: I
Aether Cost: 100 Aether
Spawn Range: Touch
Duration: 1 year/Rank

Intention: Gesture
Cast Time: Instant

Target: 1

Description: Paint an illusion, with majicks, to shift a target creature's form, changing the appearance of its flesh to another race or sex. Passing creatures must perform a DIS Contest {CD 8} to disbelieve the illusion. The glamour remains for 1 year/Rank unless you reach a Wound Threshold.

Hex Sight

Hex Tree: Fey
Tier: I
Aether Cost: 80 Aether
Spawn Range: Touch
Duration: 1 hour/Rank

Intention: None
Cast Time: Instant

Target: 1

Description: Gain Hex Sight. Visit Page {278} to learn about Sights.

Lemon Drops

Hex Tree: Fey
Tier: I
Aether Cost: 60 Aether
Spawn Range: 40ft
Duration: 1 hour/Rank

Intention: None
Cast Time: Instant

Target: Environment

{Concentration}

Description: Create a 100-ft radius and mask all scents as sweetened aromas: cakes, candies, and dew.

Path Finder

Hex Tree: Fey
Tier: I
Aether Cost: 20 Aether
Spawn Range: 40ft
Duration: 1 hour/Rank

Intention: Spoken
Cast Time: Instant

Target: Environment

Description: Touch the ground to summon a path of blue flowers, only visible within 60ft. If you are within any form of wood, the flowers shall grow towards a way out. While at night, the flowers glow a pale blue. While it does not illuminate its surroundings, it shall never be unseen under Dark or Pitch Black conditions.

The Taste of Butter

Hex Tree: Fey
Tier: I
Aether Cost: 40 Aether
Spawn Range: Close
Duration: 1d4

Intention: Gesture
Cast Time: Instant

Target: Corpse

Description: Salvage 1d4 rations that will completely diminish your Hunger, but that also grant 5 DL from the consumption of each ration. These rations expire after one day and appear as sizable loaves of bread filled with savory meats. Creatures consuming the meal must surpass a CD equal to your ALR Mod to realize what they are consuming. Creatures do not have to contest against Wendigo Blessed or SNT while consuming The Taste of Butter.

Trick

Hex Tree: Fey
Tier: I
Aether Cost: 40 Aether
Spawn Range: 40ft
Duration: 1 round/Rank
Intention: None
Cast Time: Instant
Target: 1 +1/Rank

Description: Target creatures must perform a DIS Contest against your ALR Modifier. Create disembodied voices that scatter upon the winds. The noises can be as loud as an explosion, but they can only be heard within 60ft.

Visions of Terror

Hex Tree: Fey
Tier: I
Aether Cost: 30 Aether
Spawn Range: 40ft
Duration: Instant
Intention: Gesture
Cast Time: Instant
Target: 1 +1/5 Ranks

Description: Let forth horrific visions of the Fey; dealing 1d20 Mind Damage to a target creature. You may upcast this by +10 Mind Damage/ALR Modifier.

{Tier II Hexes}

Childish Tongue

Hex Tree: Fey
Tier: II
Aether Cost: 30 Aether
Spawn Range: Close
Duration: 1d4 rounds
Intention: Gesture
Cast Time: Instant
Target: 1

Description: Stick your tongue towards a target creature, and make them think they have turned into a small animal of your choice. Defending creatures must perform a DIS Contest {CD 4} to disbelieve Childish Tongue. Failing creatures will be under the control of this Hex for 1d10 rounds. Transformed creatures cannot attack and have a 50% chance of gaining fear or becoming staggered if stuck.

Contagious Laughter

Hex Tree: Fey
Tier: II
Aether Cost: 60 Aether
Spawn Range: Self
Duration: 1d4 rounds
Intention: Spoken
Cast Time: Instant
Target: All Within AoE

Description: Let forth a boisterous laughter that echoes for miles. Creatures within 30ft of you must perform a GRT Contest {CD 5}. Failing creatures are struck with continuous laughter lasting for 1d4 rounds, granting a -3 Modifier on all actions.

Light Wrap

Hex Tree: Fey
Tier: II
Aether Cost: 40 Aether
Spawn Range: Touch
Duration: 1d4 rounds
Intention: Gesture
Cast Time: 10 rounds
Target: Self

Description: Become Invisible for 1d4 rounds. All creatures act as if blind to your presence. Gain a +1 passive stealth CD if you do not move.

Panic

Hex Tree: Fey
Tier: II
Aether Cost: 300 Aether
Spawn Range: Close
Duration: 1d4 rounds
Intention: None
Cast Time: Instant
Target: 1 +1/5 Ranks

Description: Target creatures must perform a DIS Contest against your ALR Modifier. Failing creatures gain Fear. Creatures above your MR gain a +1 Modifier/rank above your MR.

{Tier III Hexes}

Dust

Hex Tree: Fey
Tier: III
Aether Cost: 40 Aether
Spawn Range: 60ft
Duration: 1d4 rounds

Intention: None
Cast Time: 10 min

Target: Environment

Description: The air around you is flushed with pearlescent pollen. Dust covers a 60ft radius; All enemies gain -5 DIS While standing under Dust.

Expand

Hex Tree: Fey
Tier: III
Aether Cost: 20 Aether
Spawn Range: Touch
Duration: 1d4 rounds

Intention: None
Cast Time: Instant

Target: Plant Ingredient

Description: Double the size of plant-based ingredients, doubling their Satiation.

From the Dirt

Hex Tree: Fey
Tier: III
Aether Cost: 200 Aether
Spawn Range: Touch
Duration: 10 Rounds

Intention: None
Cast Time: 5 rounds

Target: Environment

Description: Summon an, at rank, ally Leshy.

Knives of Midnight

Hex Tree: Fey
Tier: III
Aether Cost: 200 Aether
Spawn Range: Touch
Duration: 5 + 1/ALR Mod Rounds

Intention: None
Cast Time: Instant

Target: Self

Description: Conjure coporeal weapons of shadow that deals 10 Mind + 5/ALR Mod on hit.

Mass Glamour

Hex Tree: Fey
Tier: III
Aether Cost: 100 Aether
Spawn Range: Close
Duration: 5 + ALR Mod Rounds

Intention: None
Cast Time: 5 Rounds

Target: All Within AoE

Description: Cast Glamour on all target creatures within a 30ft radius.

Minor Illusion

Hex Tree: Fey
Tier: III
Aether Cost: 100 Aether
Spawn Range: 40ft
Duration: 5 + ALR Mod Rounds

Intention: None
Cast Time: 5 Rounds

Target: Environment

{Concentration}

Description: Target creatures must perform a DIS Contest {CD 5} to disbelieve the Illusion. You can manifest an illusion producing sound, smell, and visual information. The Illusion is incapable of causing any damage and is incapable of interacting with its environment. Your illusion will phase through other creatures and objects. Your Illusion cannot take damage and will become staggered, for 1 round, if you are struck.

Mirrored

Hex Tree: Fey
Tier: III
Aether Cost: 200 Aether
Range: Touch
Duration: 5 Rounds

Intention: None
Cast Time: 1 round

Target: Self

Description: Summon (1d4 +1/5Ranks) illusory copies of yourself. Rather than targeting your AL, Creatures must surpass a DIS Contest {CD 5} to hit you; Failing will destroy one of your copies. You may upcast this Hex for an additional 20 Aether, gaining an additional 2 rounds/upcast.

Fey Terror

Hex Tree: Fey
Tier: III
Aether Cost: 200 Aether
Spawn Range: Touch
Duration: 5 Rounds

Intention: None
Cast Time: Instant

Target: 1

Description: Grant fear to one enemy target. Fey Terror bypasses fear and sensory immunity.

{Tier IV Hexes}

Major Illusion

Hex Tree: Fey
Tier: IV
Aether Cost: 100 Aether
Spawn Range: 50ft
Duration: 5 + ALR Mod Rounds

Intention: None
Cast Time: 10 Rounds

Target: Environment

{Concentration}

Description: Target creatures must perform a DIS Contest {CD 8} to disbelieve the Illusion. You can manifest an illusion producing sound, smell, thermal, tactile, and visual information. The Illusion can deal (1d20 +5/ALR Mod) Mind Damage if the Image interacts with a target creature negatively. Major image has a standard movement speed. If the Major Image is a creature, it gains its standard array of actions with a maximum height of 5ft +2/SNT Mod. The Major Image can occupy a maximum grid space of 20 x 20 and shift its form to occupy other spaces (5 x 20; 5 x 5; 10 x 15). Your illusion will still phase through other creatures. Each time the Major Illusion is struck, creatures gain an additional chance to disbelieve the illusion. Your Illusion will phase through creatures and objects. Your Illusion cannot take damage and will become staggered for 1 round if you are stuck.

{*Example*: Lava rolls upon the ground under a target creature; the creature gains a standard DEX Contest to dodge the Illusion. If the creature already believes in the Major Image and fails to move out of the way, it will sustain (1d20 +5/ALR Mod) Mind Damage/round.}

Silence

Hex Tree: Fey
Tier: IV
Aether Cost: 100 Aether
Spawn Range: 100ft
Duration: 5 + ALR Mod Rounds

Intention: None
Cast Time: Instant

Target: Environment

Description: Silence a 20 ft radius Infront of you. No Sound can be produced or travel within that radius for X rounds.

Sundering Exhaustion

Hex Tree: Fey
Tier: IV
Aether Cost: 300 Aether
Spawn Range: Touch
Duration: 5 + ALR Mod Rounds

Intention: None
Cast Time: Instant

Target: 1

Description: Grant 50% Exhaustion to a target creature for 10 rounds.

{Tier V Hexes}

Compounding Torment

Hex Tree: Fey
Tier: IV
Aether Cost: 100 Aether
Spawn Range: Close
Duration: 10 rounds +1/Rank

Intention: None
Cast Time: Instant

Target: 1

Description: Amplify the traumatic events that torment other creatures. Select one target creature and deal 50 + 10 Mind Damage per Phobia and Psych Tree effect.

Luminous Spectacle

Hex Tree: Fey
Tier: IV
Aether Cost: 200 Aether
Spawn Range: 100
Duration: 10 rounds +1/Rank

Intention: None
Cast Time: Instant

Target: 1 +1/5 ALR

Description: Target creatures must perform a DIS Contest {CD8} to disbelieve the Illusion. Creatures that fail are staggered, for (10 +1/Rank) rounds, until damaged.

Perfect Illusion

Hex Tree: Fey
Tier: V
Aether Cost: 300 Aether
Spawn Range: 20ft
Duration: 1 day/Rank

Intention: None
Cast Time: 20 Rounds

Target: Environment

Description: Perfect Illusion gains the effects of Major Illusion but does not require Concentration and is able to follow simple commands as a Free Action. The illusion is now capable of dealing (20 +10/ALR Mod) Mind Damage. You are only able to have one perfect illusion active at a time. Your Illusion is unable to take damage and will become staggered for 1 round if you are stuck.

Pestylent Aura

Hex Tree: Fey
Tier: V
Aether Cost: 300 Aether
Spawn Range: Touch
Duration: 30min/Rank

Intention: None
Cast Time: 1 min

Target: Self

Description: Create a 20ft aura around yourself. All food and ingredients spoil within your presence. Water and drinkable fluids become stagnant; granting Harmful Bacteria, upon consumption.

{Tier VI Hexes}

Amplify Emotions

Hex Tree: Fey
Tier: VI
Aether Cost: 600 Aether
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: Instant

Target: 1

Description: Grant a target creature +20 DL.

Discard Emotions

Hex Tree: Fey
Tier: VI
Aether Cost: 400 Aether
Range: Touch
Duration: Instant

Intention: None
Cast Time: Instant

Target: 1

Description: Reduce a target creature's DL to 0

Fairy Heal

Hex Tree: Fey
Tier: VI
Aether Cost: 700 Aether
Health Cost: 100% THP - 1
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: Instant

Target: 1

Description: Fully restore a target creature's THP and Aether Reserves to 100%. This action reduces the caster's THP down to 1 Health.

House of Lies

Hex Tree: Fey
Tier: VI
Aether Cost: 700 Aether
Spawn Range: Touch
Duration: 1d4 days

Intention: None
Cast Time: 10 min

Target: Environment

Description: Visually warp a 1-mile area to look as you will it to. Illusory items within this area are each treated as a Minor Illusion, while the area itself requires a DIS Contest {CD 9} to disbelieve.

Hidden Double

Hex Tree: Fey
Tier: VI
Aether Cost: 300 Aether
Spawn Range: Touch
Duration: 20 rounds + 1/Rank.

Intention: None
Cast Time: Instant

Target: Self

Description: Create a solid illusion of yourself and turn yourself invisible. You and your double have separate movement, and directional interaction, but use the same actions simultaneously. If you are stuck, your Double is staggered for 1d4 Rounds, and your invisibility fades for the same amount of time before reactivating. Hexes originating from a caster will still originate from you.

Yaga's Trick

Hex Tree: Fey
Tier: VI
Aether Cost: 300 Aether
Spawn Range: Touch
Duration: 1 year +1/Rank.

Intention: None
Cast Time: 1 Day

Target: Building

Description: Alter the nature of a building and give it life, allowing it to take any form you desire. The house can disappear on command and travel through the realm of the fey to transport itself to desired locations. The building may be granted 30ft legs to walk beside the caster. The building is incapable of dealing with any damage. The building maintains the same size but can drastically expand within its interior, up to 10x its interior grid space.

The Building is coated in an illusion with a +8 passive Stealth CD. All external walls and interior doors contain an Armor Score of 100. If the house is somehow found, it will alert all dwelling creatures to the presence of intruders upon the first attack.

If the House is away from the caster, it can teleport itself 2 miles/hour to your location. You must have visited locations to send the house to those locations. Once inside, you can command the house to shift its orientation as a free action, allowing it to tilt and rotate. You may only have one building active during a given time.

Holy

{Tier I Hexes}

Consecrate

Hex Tree: Holy
Tier: I
Aether Cost: 100 Aether
Spawn Range: Self
Duration: 1 round +1/20 Aether
Intention: Spoken
Cast Time: Instant
Target: All Within AoE

{Concentration}

Description: Bless the area around around you. Dark creatures treat this zone as Light Craven and suffer 20 Holy Damage/round while inside its radius. Upcast with +30 Aether/round.

Enokyean Ward

Hex Tree: Holy
Tier: I
Aether Cost: 10 Aether/round
Spawn Range: Touch
Duration: Indefinite
Intention: Spoken
Cast Time: Instant
Target: Self

Description: Touch a piece of Apparel and create a 100ft aura of protection. Dark Moral creatures attacking you within this radius will take their Morality score as Holy Damage when striking the Apparel. Multiply this damage by 3 upon reaching rank 10, and x5 upon reaching Rank 20.

Faith

Hex Tree: Holy
Tier: I
Aether Cost: 30 Aether
Spawn Range: Touch
Duration: 1 hr/Rank
Intention: Spoken
Cast Time: Instant
Target: Self

Description: Pre-roll 3 ALR Contests and write down the results. At any point, you may replace any contest result with the results of one of your Faith Contests, removing it from your list. You may upcast this for an additional +20 Aether to gain an additional Faith Contest. You may perform an upcast up to a maximum of 5 stored Faith Contests/day.

Heal

Hex Tree: Holy
Tier: I
Aether Cost: 10 Aether + 2/Rank
Spawn Range: Touch
Duration: Instant
Intention: None
Cast Time: Instant
Target: 1

Description: Heal a single creature for 10 health +1/Rank.

Upcast this for an additional +20 Aether to cast Greater Heal. You may upcast this for an additional 60 Aether to cast Divine Heal.

Greater Heal: Heal 4 creatures for (5 +1/Rank) Health.

Divine Heal: Heal 2 creatures for (40 health +1/Rank) or a single creature for 100 THP.

{Tier II Hexes}

Altruistic Presence

Hex Tree: Holy
Tier: II
Aether Cost: 10/round
Spawn Range: Touch
Duration: Indefinite
Intention: Spoken
Cast Time: Instant
Target: Self

{Concentration}

Description: Gain a palpable aura that compels creatures to perceive you as an altruistic person, regardless of the subject matter. Gain +10 ALR when interacting with this creature. If you perform a Dark Morality action through the use of this hex, you shall gain -4 to your Morality.

Anoint

Hex Tree: Holy
Tier: II
Aether Cost: 200
Spawn Range: Touch
Duration: Indefinite
Intention: Spoken
Cast Time: Instant
Target: 1

Description: Grant one of two blessings upon a target creature.

1. This creature will be immune to all forms of damage for the next 3 rounds.

2. Grant a target creature a +10 Modifier on their next 3 BRN or DEX-based action.

Holy Affinity

Hex Tree: Holy
Tier: II
Aether Cost: 30 Aether
Spawn Range: Self
Duration: 1 hr/Rank
Intention: Spoken
Cast Time: 3 rounds
Target: Weapon/s

Description: Call upon celestial forces to imbue weapons with pale white energy. Gain Holy Affinity. For an additional 50 Aether, you may upcast Holy Affinity to High Holy Affinity; and again for Wide Holy Affinity. Visit Page {315} to learn about Holy Affinity.

Lamb of Mercy

Hex Tree: Holy
Tier: II
Aether Cost: 30 Aether
Spawn Range: Touch
Duration: 1 round
Intention: Spoken
Cast Time: Instant
Target: Self

Description: Summon a shield of light upon a nearby creature to absorb a total of 1d100 Damage. You may Upcast this ability for an additional 50 Aether to multiply your result by 2.

{Tier III Hexes}

Mend

Hex Tree: Holy
Tier: III
Aether Cost: 150 Aether
Spawn Range: Touch
Duration: Instant

Intention: Spoken
Cast Time: 1 hour

Target: Apparel

Description: Restore an item/apparel to 100% durability, granting it 100% Armor. Upcast with an additional 600 Aether to use this on a creature (Eidolon, Uncanny, etc.).

Purifying Light

Hex Tree: Holy
Tier: III
Aether Cost: 60 Aether
Spawn Range: 60ft
Duration: Instant

Intention: None
Cast Time: 5 rounds

Target: Environment

Description: Allow Light within Whimsey Touched lands, Abyssal Chasms, and other areas to function as normal, dispelling all forms of majickal darkness over 10 miles of land.

Ward Omens

Hex Tree: Holy
Tier: III
Aether Cost: 60 Aether
Spawn Range: 60ft
Duration: +1 hr/5ranks

Intention: None
Cast Time: 10 rounds

Target: Environment

Description: While outside of a Deep location, Grant a -4 to the Arbiter's rolls when they attempt to have Dark Moral creatures come across your path, reducing the potential for combat encounters.

{Tier IV Hexes}

Cleanse Curse

Hex Tree: Holy
Tier: IV
Aether Cost: 160 Aether
Spawn Range: 60ft
Duration: +1 hr/5ranks

Intention: None
Cast Time: 10min

Target: Item

Description: Remove negative effects against the user from cursed items for 1 day +1/5 Ranks. Negative effects are at the Arbiter's Discretion.

Radiance

Hex Tree: Holy
Tier: IV
Aether Cost: 60 Aether
Spawn Range: 60ft
Duration: +1 hr/5ranks

Intention: None
Cast Time: Instant

Target: Environment

Description: Increase the light level of nearby lights to blinding. Radiance is only visible to Dark Moral creatures for 1d6 rounds. Affected creatures are staggered for 1 round. Lastly, creatures under radiance gain a 1d2 chance to ignore Instant Death.

{Tier V Hexes}

Banish

Hex Tree: Holy
Tier: V
Aether Cost: 100 Aether
Spawn Range: 120ft
Duration: 1 round/Rank

Intention: Spoken
Cast Time: Instant

Target: 1

Description: Call upon divine aid and banish a creature to its native plane for {+1/Rank} rounds, returning to its previous unit once the hex concludes. This hex does not affect any creatures native to the current plane that you are inhabiting. This hex may be upcast for an additional +200 Aether, forcing the creature to stay upon its native plane.

Divine Intervention

Hex Tree: Holy
Tier: V
Aether Cost: 500 Aether
Spawn Range: 120ft
Duration: 1 round/Rank

Intention: None
Cast Time: 20 Rounds

Target: Environment

Description: Summon an allied Radiant Judge.

{Tier VI Hexes}

Minor Hallowed

Hex Tree: Holy
Tier: VI
Aether Cost: 500 Aether
Spawn Range: 120ft
Duration: 1 hour/Rank

Intention: None
Cast Time: Instant

Target: Environment

Description: Create a 60ft radius, visually altering all objects to a pale white. All creatures within the Hallowed location will restore 1 Health/Round.

Moral Clemency

Hex Tree: Holy
Tier: VI
Aether Cost: 500 Aether
Spawn Range: 120ft
Duration: Instant

Intention: Spoken
Cast Time: Instant

Target: 1

Description: Grant +20 Morality to an accepting creature. This creature will be unable to perform any Dark actions for 5 days. Any attempt to do so will be rejected by the Arbiter.

Unholy

{Tier I Hexes}

Dead Truths

Hex Tree: Unholy
Tier: I
Aether Cost: 20 Aether
Spawn Range: Touch
Duration: 3 rounds

Intention: Spoken
Cast Time: 1 min

Target: Corpse

Description: You may lay your hands on a corpse that has perished within the last year. It shall undulate and writhe, becoming animated after one minute. You may ask this creature questions within the given amount of time. Though the corpse cannot speak, visions of its understanding will form within your mind, revealing truths and locations. When used for Trailfinding, information grants a +4 Modifier to your Contest.

Eye Tear

Hex Tree: Unholy
Tier: I
Aether Cost: 20 Aether
Spawn Range: 30ft
Duration: 1 round +1/5 Ranks

Intention: Gesture
Cast Time: Instant

Target: 1

Description: Blind a creature for 1 round +1/5Ranks.

Corpse Crawler

Hex Tree: Unholy
Tier: I
Aether Cost: 10 Aether/Upcast
Spawn Range: Self
Duration: 1 round +1/5 Ranks

Intention: Spoken
Cast Time: Instant

Target: 1 Corpse

Description: Briefly animate a nearby corpse to attack a target around you, dealing 10 Slashing Damage. You may upcast Corpse Crawler to infuse it with Unholy energy, granting it +10 Unholy Damage/10 Aether. If you use Corpse Puppeteer, you shall additionally grant +1 Damage Dice/100 Aether granted. This buff persists for 1 round.

Writhe

Hex Tree: Unholy
Tier: I
Aether Cost: 20 Aether
Spawn Range: 30ft
Duration: Indefinite

Intention: Gesture
Cast Time: Instant

Target: 1 +1/5 Ranks

{Concentration}

Description: Cause intense pain to course through the body of a target creature, akin to their flesh being slowly flayed with hot daggers. Bleed this creature for 2 Bleed Damage/Rank. You may upcast for an additional 20 Aether to increase the Bleed integer by +1; and may continue to do so up to a maximum of +10.

{Tier II Hexes}

Bleed

Hex Tree: Unholy
Tier: II
Aether Cost: 20 Aether
Spawn Range: 50ft
Duration: 10 rounds

Intention: None
Cast Time: Instant

Target: 1 +1/5 Ranks

Description: Enemies, that are bleeding, bleed faster. Bleeding enemies will take their full rounds worth of Bleed Damage, on this round; with an additional 20 Bleed Damage. The creature will stop bleeding upon the hex's completion. Bleed can deal a maximum of 600 Damage.

{Example: 6 bleed/round for 4 rounds = 44 Bleed/round for 1 round}

Dark Pact

Hex Tree: Unholy
Tier: II
Aether Cost: 20 Aether
SNT Cost: -1/hour
Spawn Range: Touch
Duration: 1 hour/Rank

Intention: Spoken
Cast Time: 10 min

Target: Self

Description: Beseech the Astral Sea and let their wisdom speak through you. After imparting an incantation, you gain the benefits of a Dark Pact. While under the effect of Dark Pact, you become immune to being charmed or feared and gain an additional +10 damage on Unholy Hexes.

Each hour spent under the pact inflicts -1 SNT as the whispers of shadow erode your mind.

Rend Soul

Hex Tree: Unholy
Tier: II
Aether Cost: 20/Enemy MR above 1
Spawn Range: Touch
Duration: 1 round

Intention: None
Cast Time: Instant

Target: Corpse

Description: When a creature dies, you have up to 3 rounds to shackle their consciousness to your will. Target this creature and resurrect them with 100% THP; it is now a Ghast with Physical, Asphyxiation, Unholy, and Sensory Immunity. You control this creature for 1 round before it vanishes. Attacks made by this creature are converted into Unholy Damage, gain 10 AB every 5 Ranks. and gain 100% Bypass. Rend Soul has a 1d2 chance of destroying the soul after use.

Unholy Aura

Hex Tree: Unholy
Tier: II
Aether Cost: 20 Aether
Spawn Range: Touch
Duration: 10 rounds

Intention: None
Cast Time: 2 rounds

Target: Self

Description: Manifest an aura that blights the land. Plants, and plant-based creatures, take 10 Bypass Damage/round when they are close to you.

{Tier III Hexes}

Bevvitch

Hex Tree: Unholy
Tier: III
Aether Cost: 100 Aether
Spawn Range: 60ft
Duration: 3 rounds

Intention: None
Cast Time: Instant

Target: 1

{Concentration}

Description: Take control of a target creature. prompt a DIS Contest against your ALR Modifier. Failed creatures are now Bevvitched.

Ravenous Undead

Hex Tree: Unholy
Tier: III
Aether Cost: 60 Aether
Spawn Range: Touch
Duration: 1 hour +1/Rank

Intention: None
Cast Time: Instant

Target: Self

Description: Warp the bonds linked to your form and empower all nearby undead—attacks from the undead gain 5 Hex Drain and +1 Damage Dice. If the undead is under a caster's control, the Aether will be transferred to the caster.

Sacrificial Offering

Hex Tree: Unholy
Tier: III
Health Cost: 100 Health
Spawn Range: 50ft
Duration: 1 hour

Intention: None
Cast Time: 2 rounds

Target: 1 +1/4 Ranks

Description: Beseech the powers beyond your comprehension. All Enemies within your vision will expel blood from every orifice, draining 25% of their THP. Target creatures must be of Rank or lower.

Unholy Affinity

Hex Tree: Unholy
Tier: III
Aether Cost: 30 Aether
Spawn Range: Self
Duration: 1 hr/Rank

Intention: None
Cast Time: Instant

Target: Weapon/s

Description: Call upon celestial forces to imbue weapons with pale white energy. Gain Unholy Affinity. For an additional 50 Aether, you may upcast Unholy Affinity to High Unholy Affinity and again for Wide Unholy Affinity. Visit Page {315} to learn about Unholy Affinity.

{Tier IV Hexes}

Fetid Air

Hex Tree: Unholy
Tier: IV
Aether Cost: 100 Aether
Spawn Range: 100ft
Duration: 10 rounds

Intention: None
Cast Time: 5 rounds

Target: Environment

Description: Curse the land beneath you. The land breathes forth a translucent fog, which will permeate for 10 rounds; causing all creatures, who remain in it, to suffer a non-permanent -1 VIG/round. You are immune to these effects.

{Tier V Hexes}

Festering Rot

Hex Tree: Unholy
Tier: V
Aether Cost: 600 Aether
Spawn Range: 100ft
Duration: 3 rounds

Intention: None
Cast Time: Instant

Target: 1

Description: Wither an enemy's body, sapping all strength from them. Enemies struck by Festering Rot will temporarily gain a -100 in BRN, DEX, Speed, and AL. After the Rot subsides, the creature will regain its previous strength. You may also upcast, for an additional (1d4) rounds. Creatures under the effects of Festering Rot take a maximum of 1000 Impact Damage from lift/burden.

{Tier VI Hexes}

Ghoul Bodied

Hex Tree: Unholy
Tier: VI
Aether Cost: 50 Aether
SNT Cost: -1
Spawn Range: Touch
Duration: 1 Hour

Intention: None
Cast Time: Instant

Target: Self

Description: Normal restoratives no longer heal your health. Poison will heal you for 50% of its natural damage, and you are immune to disease.

{Tier VII Hexes}

Font of Death

Hex Tree: Unholy
Tier: VII
Aether Cost: 800 Aether
Spawn Range: Touch
Duration: 1 RWH

Intention: None
Cast Time: Instant

Target: 1

{Concentration}

Description: Unholy Damage you deal is tripled.

{Tier VIII Hexes}

Inverted Fates

Hex Tree: Unholy
Tier: VIII
Aether Cost: 650 Aether
DIS Cost: -5
Spawn Range: Touch
Duration: 3 rounds

Intention: Spoken
Cast Time: 5 Rounds

Target: 1

Description: Choose one target and swap your THP with theirs. If the creature is reduced to 0 THP, it will be unable to receive its THP back. After 1d3 rounds, your THP returns to its integer before its casting. Inverted Fates Cannot be used on creatures above MR 20.

Death

Hex Tree: Unholy
Tier: VIII
Aether Cost: 400 Aether
Spawn Range: 60ft
Duration: Instant

Intention: Spoken
Cast Time: Instant

Target: 1

Description: Target a creature and kill it with a whisper. Death deals Instant Death to any creature under 800 Health. Creatures, 3 Ranks above you, are not affected; suffering 50 Unholy Damage instead.

Potent Presence

Hex Tree: Unholy
Tier: VIII
Aether Cost: 700 Aether
Spawn Range: Touch
Duration: 1 round

Intention: None
Cast Time: Instant

Target: All Within AoE

Description: You exude a 60ft radius of pure malevolence. Creatures must perform a GRT Contest {CD 9} to not gain dread. All creatures, within 60 ft, will gouge out their eyes; dealing 50% THP damage, to themselves, and will be rendered blind.

Wake the Dead

Hex Tree: Unholy
Tier: VIII
Aether Cost: 900 Aether
Spawn Range: 60ft
Duration: 1 round/4 Ranks

Intention: Gesture
Cast Time: Instant

Target: All within AoE

Description: Send forth Unholy energy within the ground to animate the battlefield before you, breaching forth hordes of skeletons, striking all creature units within the combat zone. Creatures moving through units have a 1d4 chance of falling prone each unit moved.

Skeletal arms shall emerge from the earth, dealing 50 Physical Damage/round and 100 Physical Damage/round to all prone creatures. Creatures struck by Wake the Dead receive temporary Unholy Weakness, which persists until the conclusion of the Hex. Enemies wearing Armor sustain 1 BRK/10 Physical Damage received.

Weird

{Tier I Hexes}

Cry of Cnouzos

Hex Tree: Weird
Tier: I
Health Cost: 100 Health
Spawn Range: Touch
Duration: Instant

Intention: Spoken
Cast Time: Instant

Target: All within AoE

Description: Speak a sacred word of a long-dead species. Once spoken, the area rings with a 60ft radius high screeching vibration, shattering, and crumbling all nearby objects, structures, and items under 100 Armor. Creatures, close to the screech, will lose all hearing permanently, while the speaker shall lose theirs for 1 day, rendering them deaf. All creatures that hear the screech will become frightened for 1 round.

Mind Delusion

Hex Tree: Weird
Tier: I
Aether Cost: 50 Aether
Spawn Range: Touch
Duration: Indefinite

Intention: Gesture
Cast Time: Instant

Target: 1

Description: Peel, and carve, the flesh of a close target to quickly etch a glyph upon their form, wiping their name and existence from reality upon completion. Individuals who know/knew the target will regard it as alien; and forget any form of connection to the creature. The target will only have a vague recollection of their name and appearance. Any creature attempting to recognize the target creature must surpass a DIS Contest {CD 9}. Mind Delusion can be removed by peeling off the flesh attached to the glyph, granting that creature an injury upon its removal.

{Tier II Hexes}

Blistering Blunder

Hex Tree: Weird
Tier: II
Health Cost: 40 Health
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: Instant

Target: 1

Description: Withdrawal within the recesses of your mind and wail a name incomprehensible to Mortal ears, beckoning ill fate. Your enemy's flesh begins to peel, revealing blackened slime upon a shriveled form. The target creature loses one appendage to necrosis.

In performing this action, your form begins to ache momentarily; your epidermis hosting a bleached pallor.

{Tier III Hexes}

Idol of Nim

Hex Tree: Weird
Tier: II
Aether Cost: 50 Aether
SNT Cost: -1
Spawn Range: 120 ft
Duration: 20 rounds

Intention: None
Cast Time: 10 Rounds

Target: All Within AoE

Description: A small idol drops, from the heavens, onto the ground before you. All creatures within 100ft, considered your enemy, will begin to suffer internal bleeding; sustaining 10 bleed for 20 rounds, so long as they remain within the radius of the idol.

After 20 rounds, the idol sublimates into the air.

Mass of the All-Seeing

Hex Tree: Weird
Tier: III
Aether Cost: 50 Aether
Spawn Range: Touch
Duration: 100 rounds

Intention: None
Cast Time: 3 rounds

Target: Self

Description: Your body forms a mass of 500 eyes which can see all. Increase your sight to 200ft; and additionally, grant yoursef the ability to see invisible creatures.

Steel Flesh

Hex Tree: Weird
Tier: III
Health Cost: 50 Health/10 Armor
Target: Self
Spawn Range: Touch
Duration: 100 rounds

Intention: None
Cast Time: Instant

Target: Self

Description: Harden your flesh, granting you 10 Temporary Armor/Health reductions.

Weight of Words

Hex Tree: Weird
Tier: III
Health Cost: 20 Health/round
Target: Self
Spawn Range: 60ft
Duration: Instant

Intention: None
Cast Time: Instant

Target: 1

{Concentration}

Description: Add a burden of 100 Grav to a creature, reducing your health by 20/round. At any point in time, you may relieve the burden by canceling the hex.

{Tier IVHexes}

Tuitzi's Mischief

Hex Tree: Weird
Tier: IV
Health Cost: 20% THP
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: Instant

Target: Self

Description: Sever your arm or leg, producing a large lump of flesh. Mark this limb with a series of glyphs, allowing it to be controlled through thought. You can feel a constant pain in your missing limb and additional anguish every time that the limb is struck. Grant this limb 20% of your THP.

The limb may move around at half of your movement speed and interact with nearby objects. The arm can manipulate objects by utilizing half of your BRN score. This limb may not be used to attack. You cannot drop below 1 HP unless the limb is fully destroyed, chipping it to the bone. Once the arm is destroyed, Tuitzi's Mischief will lose all effect, rendering you vulnerable.

Your limb must be within 60ft of you to be piloted; failing to do so will result in the effects of the hex falling until you are within proximity again.

You are unable to gain a replacement arm for your missing limb under Tiitzi's Mischief.

Love of Zagnna

Hex Tree: Weird
Tier: IV
Health Cost: 200 Health
Spawn Range: 100
Duration: 1d10

Intention: None
Cast Time: Instant

Target: Self

Description: When performing Sacrifice at an occult Church, carve ancient runes into the chest of the creature you are about to kill upon the altar. Upon completing the etching, decapitate the creature, gaining a stamina increase and a charmed Dice. The creature must be within the age of 1-100. Augment your Stamina reserve for +1 point for every age under 100.

Performing this action will draw the ire of unforeseen forces, dealing 20 Mind Damage to you for each Dark Morality point you possess.

Rynalian Indralic Nyumveliun Grace

Hex Tree: Unholy
Tier: IV
Health Cost: 50 Health
Spawn Range: 20
Duration: 1d6

Intention: None
Cast Time: Instant

Target: Self

Description: Summon a 10ft circle upon the ground which reduces Aether cost by 50%.

{Tier V Hexes}

Apocryphal Tome

Hex Tree: Weird
Tier: V
Health Cost: 1 Health/Page
Spawn Range: 100
Duration: Instant

Intention: Spoken
Cast Time: 2 rounds

Target: 1

{Concentration}

Description: Summon an incorporeal book through incoherent chants. As the book appears before you, it shall begin flipping through its various pages, dealing 1 Mind Damage per page turned to a target creature. You may turn a maximum of 150 pages per round.

Black Waters

Hex Tree: Weird
Tier: V
Health Cost: 30 Health/Pool
Spawn Range: Touch
Duration: 5 rounds

Intention: None
Cast Time: 5 rounds

Target: All Within AoE

Description: Open blackened pools under all visible enemies, forcing a Swim Contest/round {CD 6}. Creatures within the pools shall take 20 Bypass Damage/round as unseen appendages gouge at the legs and torso. Upon the end of Black Waters, creatures remaining in the pools will have their legs severed, reducing their movement speed by 100% and dealing an additional 20 Bypass Damage.

Creatures that fail Swim Contests will not drown in the pools but become unconscious until Black Waters ends.

Blind Idiot's Augmentation

Hex Tree: Weird
Tier: V
Health Cost: 99% THP
SNT Cost: -6
Spawn Range: 60 ft
Duration: 1d10 rounds

Intention: Auditory
Cast Time:

Target:

{Concentration}

Description: Fall into a dream and become catatonic, gaining temporary Hysteria. Warp reality upon The Mortal Coil for 1d10 rounds. The Player's voice echoes through the heavens as the world bends to their whims. After 1d10 rounds, reality reforms; undoing any changes that were made by the Player. Should creatures die from the wish itself, they shall return. Shall a creature be banished; they shall arrive after 1d10 rounds. Should the Wayfarer be teleported, they will be whisked back.

Blind Idiots Augmentation cannot alter direct damage or Actions.

Each round, the Player may Warp one thing of their choice.

Madness

Hex Tree: Weird
Tier: V
Health Cost: 100
Spawn Range:
Duration: 5 rounds

Intention: Spoken
Cast Time: Instant

Target: All within AoE

Description: Release a bloodied cry mixed with a bout of laughter. Your eyes bleed black fluids as your flesh rends from its form. All creatures within 30ft must make SNT Contests {CD 6} per round for 5 rounds. All failed creatures within 30ft, temporarily lose 5 SNT for a full day.

Hysteria

Hex Tree: Weird
Tier: V
Health Cost: 20 Health/Round
Spawn Range: 100 ft
Duration: Indefinite

Intention: None
Cast Time: Instant

Target: 1

Description: Select one creature and grant them Hysteria.

Ancient Black Flame

Hex Tree: Weird
Tier: V
Health Cost: 200
Spawn Range: 20 ft
Duration: Instant

Intention: None
Cast Time: 5 Rounds

Target: 1

Description: Spontaneously immolate a creature with a flame as dark as the void. This flame deals with 5 Mind Damage/round and extinguishes over 1000 rounds. The flame is cold when touched by other creatures and does not spread.

{Tier VI Hexes}

Unspeakable Insight

Hex Tree: Weird
Tier: VI
Health Cost: 20% THP
Spawn Range: Touch
Duration: 1d20 rounds + 5

Intention: None
Cast Time: Instant

Target: Self

Description: Rip out one of your eyes in exchange for insight. Gain a complete understanding of any creature, knowing all of its abilities, weaknesses, passives, etc.; however, your mouth is forced closed by an unseen force, and you cannot share this information in any way. Attacks you deal to the creature will have 100% Bypass, +100 BRK, and critical successes. After the end of combat, you lose all memory of the knowledge gained.

Dark Star

Hex Tree: Weird
Tier: VI
Health Cost: 20% THP
Spawn Range: Touch
Duration: Indefinite

Intention: None
Cast Time: 5 rounds

Target: All Within AoE

{Concentration}

Description: Your eyes recede as you begin to chant unspeakable texts. Your body begins to line with black partitions, flaying your flesh open like torn seams within fabric. Blackened masses pierce through the dark void, producing several elongated limbs, reaching toward the sky as if to grant worship. All creatures within 100ft are staggered, with No Contest, for Dark Stars duration; and will rise 1ft off the ground/round. During this period, a black orb will coalesce violently between your hands, growing larger and darker. All target enemies will sustain 300 Impact Damage +10/Round. For each enemy affected this way, you sustain 20 Mind Damage/Round

{Tier VII Hexes}

Empower

Hex Tree: Weird
Tier: VII
SNT Cost: -5
Spawn Range: Touch
Duration: Instant

Intention: None
Cast Time: Instant

Target: 1

Description: Permenently reduce your SNT by 5 and shift 20 points of a creatures Core Attributes.

Moon Light

Hex Tree: Weird
Tier: VII
Health Cost: 200
Spawn Range: 100ft
Duration: 1d10

Intention: None
Cast Time:

Target: All Within AoE

Description: Project a beam of light from the moon, covering a 60ft radius. All creatures caught within this radius gain hysteria for 1d10 rounds.

True Banishment

Hex Tree: Weird
Tier: VII
Health Cost: 300
Spawn Range: 100ft
Duration: 1d10

Intention: None
Cast Time: Instant

Target: 1

Description: Permanently erase any single creature from existance. True Banishment will not work on Mortals, Enokyeans, or Horrors.

Witherbrand

Hex Tree: Weird
Tier: VII
Aether Cost: 900
Spawn Range: 100ft
Duration: 1d10

Intention: None
Cast Time:

Target: 1

Description: Mark a target with a black sigil. For 1 round, their flesh decays as their armor rusts. Reduce the Targets THP by 50% and their Durability to 1 Armor. Until they clense themself of this curse, they can only recieve a maximum of a +2 Modifier from DEX and BRN. Lastly, set the creature's AB and AL Negation to 0.

Manuscripts

What is a Manuscript?

Long ere the Age of Dark, there was story; a collection of epics painting figures and deed in myth. Within these written works lies power. Evokers can tap into these manuscripts to bring their memories to life through spoken miracles. Cast hexes through the spoken word.

When Evoking a manuscript/passage, it is considered a Main Action.

Condition of Manuscripts

Stories hold power; it is through the retelling that you may convey the weight of the words you read; as such, your story's condition will alter its effectiveness and potency. Each manuscript type has a number in Parentheses. Multiply the Damage Value by the condition of the manuscript.

1. Meager: ***Consume 5 Aether; Multiply your Type by 1***

2. Tarnished - ***Consume 9 Aether; Multiply your Type by 3***

3. Faded - ***Consume 10 Aether; Multiply your Type by 5***

4. Immaculate - ***Consume 20 Aether; Multiply your Type by 10***

Types of Manuscripts

When reading from a manuscript, its form is an indicator of the story that is conveyed and shall alter its damage.

1. *Burnt* - *(6) Fire Damage*
2. *Hallowed* - *(6) Holy Damage*
3. *Pale* - *(6) Unholy Damage*
4. *Apocryphal* - *(6) Mind Damage*
5. *Pestylent* - *(6) Disease Damage*
6. *Crimson* - *(6) Bleed Damage*

Story within Manuscripts

Each story will influence the world around you differently.

1. *of Calamitous Ruin* - *Target 1 creature/2 ranks. Reduce Manuscript damage by 75%.*
2. *of Fortunate Graces* - *Target 1 creature. Multiply your total damage by 2.*
3. *of Turbulent Waves* - *Summon a 20ft x 5ft Rectangle that moves forward 6 units/round for 3 rounds.*
4. *of Celestial Bodies*- *Summon your attack as 3 5x5 orbs. Each orb can target 1 enemy; vanishing upon impact. Divide your damage between all 3 orbs.*

Speaker of Stories

When you speak, you may embellish to breathe new life into your Manuscript. Add +1 "Type" Damage/ALR Modifier you own.

Passages

Each manuscript has (1d4) Acts. When reading a Manuscript, you may continue to each passage with each passing Round. Each passage will compound the weight of your words, multiplying your damage more and more. Stopping a reading, on a round, will reset the Passage to "round 1."

Round 1: x1

Round 2: x2

Round 3: x3

Round 4: x4

Each increase will also multiply your Aether consumption by the same amount.

Weight of Words

Evoking forth miracles can drain the user. If your Aether exceeds your reserve, you shall suffer 1 THP damage per exceeded Aether lost.

Finding Manuscripts

Manuscripts are littered within every crevasse of Nexus, even its libraries. You Arbiter may source Manuscripts by randomizing them:

Roll a 1d4 for the condition, 1d6 for Type, 1d4 for Story, and 1d4 for number of Passages.

Example:

{Immaculate} - Pale Manuscript of Turbulent Waves

Passage 1: Let forth a 20ft x 5ft rectangle of pestulent mist dealing 60 Unholy Damage to all creatures caught. The mist moves forward 6 units/round. Consume 20 Aether.

Passage 2: Let forth another 20ft x 5ft rectangle of pestulent mist dealing 120 Unholy Damage to all creatures caught. The mist moves forward 6 units/round. Consume 40 Aether.

Passage 3: Let forth another 20ft x 5ft rectangle of pestulent mist dealing 180 Unholy Damage to all creatures caught. The mist moves forward 6 units/round. Consume 60 Aether.

Passage 4: Let forth another 20ft x 5ft rectangle of pestulent mist dealing 240 Unholy Damage to all creatures caught. The mist moves forward 6 units/round. Consume 80 Aether.

Buying Manuscripts

Each found manuscript within a store will be valued at 10 Crown +20/Condition Above Meager.

Vvitched Manuscripts

Within some stores and tucked away coffers are Manuscripts written by vvitches; papers which evoke Casting Hexes. These hexes require no Hex Tree or Tier to Evoke from; however, their Aether cost shall be multiplied by +1 per Tier over the Evoker's existing Tier. If the Hex has a cost, other than Aether, you shall recieve its cost as normal.

Visit the Hex list on **Pages {348-372}**. Any one of these hexes may be converted into a Vvitched Manuscript so long as their Tier resides below Tier IV.

> **{Hard Mode}: Soaked Manuscripts**
>
> If you become soaked, reduce all carried Manuscript Conditions by -1. Reaching below Meager shall destroy the Manuscript.

Randomized Manuscripts

When you are told to gain a randomized manuscript, you are to roll as if "finding a Manuscript." However, if you are said to randomize a Manuscript, and there is a listing of set attributes: ***3 passages minimum, burnt, {Faded}***, etc., those attributes shall be set in stone. In contrast, other unlisted attributes shall be randomized.

Evokers and Manuscripts

Despite evoking stories, reading a manuscript is considered Hex Casting. While reading a Manuscript/Vvitched Manuscript, you shall not receive the penalties of Forced Patron Casting; you will receive the Penalties of Forced Hex Casting.

For the purposes of Forced Hex Casting, Treat a Meager Manuscript as a Tier I Hex. Every Condition increase increases the Tier by an additional +1.

Virtuous Arts

What is a Virtuous Art?

A Virtuous Art is not taught in any studium, and rarely is it ever written in the holds of tome and book. It is the marrow-deep instinct of killers who've bled for every inch of mastery—techniques earned through decades of ritual, ruin, and repetition. These are not flourishes, but acts of perfect violence: counterstrikes timed to heartbeats, stances that unmake momentum, cuts that end wars before they begin. Few ever witness such skill. Fewer survive it. To learn a Virtuous Art is to be chosen by one who has nothing left to prove—an exile, a butcher-saint, a swordsman whose every motion is scripture. These masters do not teach; they test. Only those who endure their trials, who survive the blade long enough to understand its truth, are entrusted with these rare and ruinous gifts.

***Virtuous Arts**: Powerful Reactions that can only be learned from those who can teach it.*

Saints

Prolific killers of their time, unparalleled in the virtues they sought. Each Saint resides as a pilgrim; some who seek challenge, some who seek redemption, and those who seek legacy. All are to serve as teachers for those proficient enough to learn their Virtuous Arts.

***Virtuous Saints**: These mentors, if found, can teach you virtuous Arts.*

Learning a Virtuous Art

Each Virtuous Art that you may learn is a Reaction, and must be learned over the span of time. Arts can be used before Main Actions without consuming them. When learning an Art, you will require Crown, alongside an Unspent Virtue; the process consumes both.

A Saint will charge 20 crown/week if they know the pupil very well; however, for those who do not know their student, most will charge 100 Crown/Week.

When Learning a Virtuous Art, each art will take a Week
This time can be reduced if the Wayfarer is skilled or mentally keen.

Lesson = 7 - 1/(Weap. Prof. and INT Mod to a minimum of 1 day)

Featured Virtuous Acts

A mentor will often possess only one or two Virtuous Arts, and rarely more. To walk the path toward true mastery, a student must seek out many teachers—each with their own scars, conditions, and buried truths. No single blade carries every lesson.

Among the Arts, there are two known forms: ***Weapon Arts*** and ***Mythic Arts***.

Weapon Arts

Techniques bound to a specific weapon type—born from its weight, reach, and rhythm. A thrust cannot teach the secrets of a cleave, nor can a hammer teach finesse. These Arts are passed down by masters who have shaped their lives around a single form.

Weapon Art Saints can be found in Towns and Cities.

Mythic Arts

Mythic Arts, by contrast, transcend weapon and discipline. They are truths of timing, movement, and intent—rare techniques that speak to the essence of combat itself. Any weapon may serve their execution, though few can truly grasp them. Some Mythic Arts are even said to transcend mortal limits; hidden within legends, even amongst Saints.

Mythic Art Saints can be found in locations that provide a challenge, often Deep Locations of MR 15 or higher.

Mythic Arts

Close In-Counter: If an enemy attempts to Counterstrike or Parry you, forfeit your strike and perform a blocking spin, mitigating 100% damage before reorienting yourself to another unit close to the enemy. Deliver a strike that deals 50 + 1d10/Rank Physical Damage with No Contest. Consume 20 Stamina.

Evasive Dash: Move to a unit within 10ft and raise your AL by +3 until your next turn.

Haggaring Strikes: Overexert your enemy. Gain +5 Exhaustion on your next strike per Damage Dice you have upon the attack. Consume 25 Stamina.

Large Hunt: Alter the damage of your next Main Action to deal additional damage to creatures bigger than normal; +50/size increase, and an additional +200 when landing a critical. Consume 10 Stamina +10/size above normal.

Raking Strikes: Upon a successful attack with 7 evens, follow your Main Action and deal an additional (5d20 + MR) Physical Damage. Consume 20 Aether.

Legendary Mythic Arts

Imbued Cutter: You may charge your weapon each round before unleashing this strike; each moment glowing your tool with a burning light of your aspected affinity. When ready, spin as you lift in the air, before unleashing a devastating imbued air cutter, affecting all nearby creatures, dealing your weapons Affinity Damage x (+1/charge). Consume (50/charge) Aether. Attacking while charging will interrupt and then release Imbued Cutter.

Parted Waters: Unleash a 5x15 rectangular AoE imbued with your weapon's current affinity, dealing 100 (Affinity) Damage to all creatures struck by the AoE. Creatures close to the wave suffer 1 unit knockback and 50 (Affinity) Damage. Consume 50 Aether.

Sunder the Heavens: Charge for 1d10 rounds before unleashing a strike which cleaves through the clouds. Deal 50 Physical Damage and BRK per charge. Consume 20 Stamina and 5 Aether per charge.

Weight of Enmity: Reach your weapon to the heavens before impacting the ground; all enemies around you will be pulled 1d6+2 units to you. Consume 40 Aether.

Divine Form: Dodge any Physical Attacks. Should an AoE target you, you may relocate to any location within 30 ft, ignoring the effect. When striking, your next strike is a Critical Hit with 100% Bypass. Consume 50% Stamina.

Blood Rite: Plunge your weapon into your body, coating your weapon with your blood. Burning and foul, this substance curses your blade, and yourself. Reduce your VIG by -2/Blood Rite Stack. For the duration of combat, for each stack gained, increase your Damage Dice by +1.

Weapon Arts

One Handed Arts

Fluid Draw: You may charge up to 3 rounds. Upon release, move up to 3 units forward. All Creatures that are near your path sustain 20 Physical Damage/Charge. Consume 20 Stmaina/Charge.

Moulinet: Close creatures attempting to strike you shall take (2 x DEX Mod) Physical Damage. Consume 5 Stamina/Moulinet.

Passada Sotto: Sacrifice your footing to lower your posture briefly. Until your next turn, target a creature and strike with +3 AL Negation; lastly, gain +3 AL. Other enemies around you ignore Passada Sotto, and gain 5 AL Negation against you. Consume 20 Stamina.

Polearm Arts

Foot Fetish: Your weapon acts as a boon against movement. Strike at a nearby normal-sized enemy's feet; should they move on their turn, they have a 1d2 chance of falling prone or sustaining 25% Weapon Damage. Consume 50 Stamina.

Giga Thrust: Charge each round, gaining +100 Damage/Round towards your next attack. If a creature attempts to counter/block this strike, your weapon gains Sunder with 1d2 100% Bypass Chance. Consume 10 Stamina/charge.

Spinning Recovery: Upon missing an attack, falling prone, perform a circular motion to recover, striking all close enemies for 10% of your weapons damage. Consume 30 Stamina.

Pugilistic Arts

Cadence: Your fighting style can be compared to a violent dance; gain +6 AL Negation. Creatures that come near you sustain 20 Physical Damage with No Contest. Consume 10 Stamina/enemy struck.

Raw Fury: Break past the physical limitations of your mind and body; gain +1 Damage Dice/-50 THP; for every 50 THP lost beyond -200, gain +1 Injury.

Southpaw: For every 2 pugilistic/natural attacks this round, gain an additional Secondary Action. Consume 20 Stamina/Southpaw.

Ranged Arts

Follow Through: Upon killing a target with a shot, gain a Secondary Action and a Reaction. Consume 20 Stamina.

Leaping Kick: If a close enemy misses your AL, perform a kicking leap with No Contest, propelling yourself back 5ft, your enemy forward 5 ft, and finally granting you 1 Secondary Action on their turn. Consume 10 Stamina.

Vitals: Upon missing a shot, grant a GRT Contest {CD 6} to the target enemy. Upon failing, the enemy becomes frightened. Upon 5 failed GRT Contests, grant Cardiac Arrest. Consume 5 Stamina.

Shield Arts

Aegis Assault: Charge forward with your small shield against a normal-sized enemy, performing a BRN + Wep Prof Contest against the target's AL. Upon success, push them back 1d4 units; deal 1d20 Bypass Damage/unit moved. Deal 2d20 if using a medium shield, and 3d20 with a Large Shield. Consume 5 Stamina/unit moved.

Fort: When struck by knockback, roll a 1d2 to ignore it. Gain No Contest with Large Shields. Creatures standing behind you will share the result of Fort. Lastly, you may Interlope for close allies. Consume 20 Stamina +10/Interlope.

Shattershock: When an enemy misses your AL, perform a bash, dealing (5 x BRN Mod) Bypass Damage with No Contest. Consume 10 Stamina.

Slayer Arts

Earthshaker: Multiply your Next Main Action's total Damage by (1d2+1). Consume 100 Stamina.

Staggering Impact: Grant your Main Action +1 Damage Dice and (1 x BRN Mod) knockback to a maximum of 10. Reduce this number by 2/size above normal. Creatures under Huge will gain 1 round of stagger. Consume 80 Stamina.

Vittaric Force: Upon successfully striking a target, push the weapon, yet again, to unleash an unparalleled force, dealing 10 BRK/BRN Modifier. Consume 50 Stamina.

Two Handed Arts

Caeli Tumultus: Charge your weapon 2 rounds. As a Free Action, unleash an understrike capable of throwing a Normal-Large target skyward with No Contest. Upon falling, creatures have a 1d2 chance of falling prone, and a guaranteed turn of Stagger. Consume 100 Stamina.

Helm Splitter: Twirl your weapon overhead in a circular spin; creatures that enter near suffer 20 Physical Damage, and 50 Physical Damage if close. The first target that enters close shall end Helm Splitter. Force your blade down, dealing 60 Damage with No Contest. Consume 80 Stamina/round.

Zwerchau: Parry an incoming attack with No Contest, and release a side swipe to counterattack with No Contest, dealing 20% of your weapon's damage. Consume 50 Stamina.

Whip Arts

Ante Sonitum: Break the sound barrier to heat the very air; scorching flesh—gain (+10/BRN Mod) Fire Damage on your next strike. Consume 5 Aether and 20 Stamina.

Repulsive Rotation: Until your next Turn, deflect up to 1d6 physical projectiles with No Contest.

Rip Snare: When a nearby enemy misses you, snare their neck and pull them 5 ft towards a direction, dealing (2 x BRN Score) Impact Damage to them and the creature/object they strike.

Mythoi

Appendix A

Belief

"Kingdoms reign atop the Coil, bathed in nobility, upon the starving bodies of its people. Self-righteous slaughtering, in the name of prosperity, upon their kindred. It is a feat to yield an era of peace or burn its husk asunder. And to what end should this feud bestow but an ever-inviting cycle of life and death? What shall remain when the fostered lands are wrought by the land itself, its people, and its newfound enemies? A rotting field of corpses, festering atop the land, birthing new life upon the soil; mired with the structures of a bygone era, which seek infest minds in myriad; leaving its people poisoned, yet fertile, with the ideals of fallen souls and hypocritical doomed philosophies. The evidence is clear; look to the wood, plagued with unknown horrors, which binds us to this dismal cage; to the gallows, where our voice is silenced behind our precious walls; to the corpse pits, where our bodies gather by hundreds. What might you cling to when your existence has been made to be as significant as the leaves? Do you believe it is different cur? What form of Mythoi grants you solace; as you while away the hours upon this damned Coil?"

~ Doomsayer of Blackreach

All Mortals regard their existence as the ultimate question, and despite those who feign a lack of interest, it is a riddle that strangles all. The Riddle grants purpose, practice, and preservation, but it varies in objective; and drastically so depending on the myth followed. Many forms of creation myth exist upon The Mortal Coil. Some regard the realm to be ruled by a polytheistic order; others, by a sort of animistic array; and some, a looming presence that incomparably permeates; but none are as prevalent as The Maker, The Alpha, The Dreamer, The Astral Tree and The Mother of Crows.

What are the Dei

The creation of a Deus is primarily thought to result from belief, though some regard its existence as a primordial force or causal inception. Depending upon the belief system chosen, a different conclusion is found for the presence of other beings and the unnatural events that transpire upon The Mortal Coil. Though hundreds of Dei may exist, only a small few have virtually any power, another mystery attached to the ultimate riddle.

The Maker

"It is in their majesty that we might see the holy light of dawn or the error of our ways. The bringer of righteous destruction, and The Herald of Order. Within their insight, we might burn this world from its rot and sire a world anew; pure and clean of heretics. It is within its radiant light that we might be learned to the moil we must bear for the sake of humanity, for it is our right to prosper. All who dare throw harm against its prosperity shall be regarded as vermin, to be cast asunder; under the rightful rule, of course. Allow the flock to lead by example: flay the flesh of the non-believers and roast them upon the cleansing pyre so that their kindred might truly understand the errors of their sinful acts. Raise forth those who may still yet be redeemed, and let them perform sanctified rites to humble their form before our Maker. Each drop of blood is a testament to their reverence and subservience. In its name, we relent and pledge our alms' to cleanse this vermin tide."

- High Cardinal Primate Rala

Upon the last dying gasp of the Golden Age of Man came the plea for guidance, a form of deliverance from the calamitous upheaval that would eventually see this Coil sundered. Following the millions of screams, scraping against the void, a voice echoed a kindred sentiment: one to cleanse their fears and ensure their future. Like a gentle wind, a warm light caressed the land; and amid radiance, Man heard the First Voice, sneaking into the very minds of those without hope. Its promises expanded beyond measure; almost as high as its cost. A mass culling was to be fulfilled in exchange for the birth of prosperity, known as the Great Purge. One which would see the Southern Coil lit aflame in a glorious pyre. Upon the completion of this deed came orders, followers, priests, and grand structures designed to be made within its honor. And it was thereupon its many shrines, forged from the bones of civilizations, where a declaration was made—the voice regarding itself as "***The Maker***": It which would forge this world anew.

All may serve under the Maker, should their usefulness/subservience to dogmatism eclipse their regard to the "*rot*" that plagues this Coil. This fact finds some chosen nonhumans as Vicars and Adjudicators; those who are often endowed with grand potential, yet stained with "A Curse of Rot." It is a tolerance that finds many "heretics" heralds to the Maker's will; they who shall be ushered upon a righteous mission of betrayal; which some would call genocide. Unlikely soldiers for the Realm of man. These few individuals are often marked by the Maker, a sign only visible to those of human origin; a luminescent halo, wreathed in thorns, set to spare them from the pyre.

The Alpha

In the beginning, there was an endless whorl of energy. This is known as "The Framework," also dubbed "nexus"—the source and connective link to all forms of matter and existence itself.

Amidst the symphony of chaos, a breath stirred, and with it, a form. One that had encompassed the distance between stars and its knowledge as vast as our oceans. A being known as "The First Deus"; the Alpha.

It was the Arbiter of creation regarding the beginning and end of all things. The "Glorious Father" of all that is to come, and that which ends the whorl of our Mortal Coil. That which sits deep amidst order yet still breeds a controlled chaos.

This being, with all its Trades, would inevitably be regarded as "Death"; The penalty, of our limited minds, to the great nature of "That Which Is."

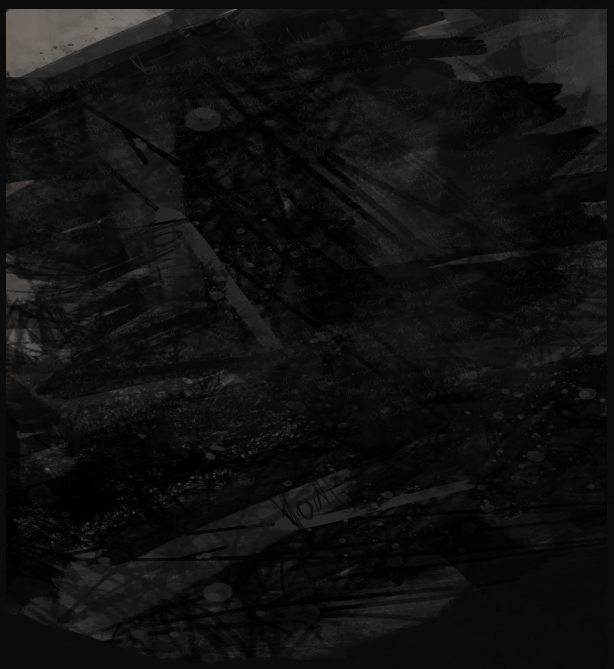
Our Glorious Father's power adjusts to that relative of the scales regarding life and death. And, so it is; the hex it bears deals with the direct manipulation of this Trade. "The same that is lost can be restored, and that which is shall be undone."

And so...within the void, with a single thought, Death brought forth a cascade of Hex creating the "Celestial Framework," the benchmark for life as we now know it. A beautiful array of cosmic transmutations; However, with creation cometh a cost. Its powers were stripped and diminished in kind, and so it was then rendered in a vegetative state, dubbed "The Great Rest." One to persist for eons and one destined to end.

Lethargy subsiding, our father rose to behold a sea of stars and wonder—a vast presence of living beings stirring within the void. Life emerges with passion and purpose; its culture and kin thrive. Glorious union and prosperity, soon to blossom, and with it, respective pantheons. Dei forming from the collective veneration of abstract concepts. Ones to usher in our world of Nexus. A land, ultimately sired, from our Great Glorious Father.

This is the Tale that is understood by many across the northern lands of Nexus; a byproduct concerning the introduction of nontheistic beliefs, hailing from the Scholarship; and the theocratic order that venerates the Maker. Its merging was almost inevitable; as the Scholarship's influence became more present over the last few generations of The Mortal Coil.

The Dreamer



The Astral Tree

Within this Mythos, it is believed that the universe, and all of its machinations, are governed by fate; where every tragedy, and bountiful benefit, lies as a form of balance to the Branch of Fate; an isolated possibility, within variations of a deterministic outcome. The Mortal Coil, itself, exists as a realm; ever locked at a specific vibration, until fate deems it otherwise. Were these vibrations to slow or quicken, they would merge other realms, causing unforeseen potential and chaos. These waves ebb and flow upon each branch, altering the land, perceptions of reality, and cultural dynamics.

The Mother of Crows

"Are you listeing, o' mother o' mother
Stole in the night, to claim yet another?
Only this time; yet what is the number?
The bodies below, count over encumber... "

The Mother of Crows is known to those who live within the Southern Reaches of Nexus; her eyes looming in myriad, and her words often forgotten. Much is said, but little is understood. They say she predates the pine; her story is saturated with the scent of parsley and sage. A curator and collector, of destined future; but covetous, to that which shines. It is common to view the lining of woods; its bounds lush with sovereign and tokens of passage, received in kind by a murderous flock. Should this coin be taken, your fate will be observed; as hundreds of windows, perched upon trees, reflect you to their dear mother.

Agnosticism and Atheism

Many regard the supernatural occurrences upon Nexus as a sign of something greater. To those individuals, they would look towards their patrons and the stories that have emerged to describe these happenings. To others, this is simply not enough. An Agnostic and Atheist within Harvest acknowledges the grandiose nature of the forces before them but regards them as a resulting part of nature; twisted as its form may be. Those who claim to revere more fantastic beings are either under "collective delusion", "fevered visions" or are following some creature that has obtained a level of ascension, indistinguishable from a Deus. Some bastions are even predicated upon the "provable." The most notable of these locations would be The Arelyan Scholarship's famed Observatory; a place of legend that predates the Epoch, founded before the birth of the Golden Age of Man.

Shelters

To the Scholars of Arelya, they believe the "soul" decays upon death; oblivion, and the recycling of energies and matter. For others, there is the idea of a "Shelter"; where one may manifest, should they part from this Coil. Each Shelter is specific to itself, modeling a Mythoi; often providing hope for an afterlife.

Deus	Title	Morality	Trades	Symbols
Anuhi	*The Siren of Storms*	*-2*	*Gale/Tribulation*	*Winds*
Awalli	*Patron of Travlers*	*+4*	*Protection/Guidance*	*Star*
Azathoth	*The Dreamer*	*-10*	*Madness/Entropy*	*Eight Point Star*
Beatrice	*Maiden of the Hearth*	*+10*	*Home/Fire*	*Fireplace*
Gresh Gaeia	*The Collective*	*0*	*Duality, Amalgamation*	*Sun and Moon*
Hecate	*The Betrayer*	*-10*	*Treachery*	*Poison Vial*
Illan Ter	*The Jester*	*-5*	*Trickery/Deception*	*Unlit Candle*
Ishter	*Ides of the Sea*	*-4*	*Oceans/Seas*	*Waves*
Liminis	*Bringer of Change*	*0*	*Doors/Change*	*Door*
Lydica	*The Mother of Crows*	*7*	*Shadow/Comfort*	*Crow Skull*
Lyos	*The Skin Weaver*	*-10*	*Ressurection/Alteration*	*Heart*
Myrila	*Mother of Worms*	*0*	*Decay*	*Fungus*
Ophelia	*The Hunt*	*2*	*Battle*	*Arrow*
Osiera	*Lady of Hope*	*0*	*Causality*	*Scale*
Speculo	*Seeker of Truthes*	*0*	*Time/Memory/Loss*	*Hourglass*
	It Which Hungers	*-9*	*Sacrifice*	*Knife*
	The Alpha	*0*	*Death/Rebirth*	*Ouroboros*
	The Dead God	*4*	*Purity/Negentropy*	*Lotus*
	The Maker	*-4*	*Radiance/Humanity*	*Pyre*

The Outer Pantheon

The Outer Dei

The sky above lay gaping, a boundless sea suffused with infinite eyes, blinking in and out of existence. The voices murmur between collapsing stars, their static ringing within the minds of all who shall listen; a madness that dwells beyond comprehension. It is here, within the dark void, that writhing masses pulsate with an abhorrent vitality; mocking all laws of normalcy. Their practice plagues the void with discordant music, a cacophonous drum, thrumming incoherent melodies of color, and scripture, so that reality may not collapse. It is so, that these Children of The Dreamer exist; courting all forms of chaos, where to understand them is to embrace oblivion and assume madness.

Animistic Dei

Many forms of belief exist, encapsulating all forms of nature; and while all Trades are represented; not all are placed amidst the ranks of Deus. Smaller forms of spirits, and forces, are known by many other titles; all dependent upon culture and societal needs. Animistic Dei are those that are called upon, feared, and venerated during precise moments of interaction. Of the animistic Dei, you have *Anuhi, Awali, Beatrice, Gresh Gaeia, Hecate, Illan Ter, Ishter, Lydica, Lyos, Liminis, Myrila, Ophelia, Oseria, and Speculo.*

Monotheistic Dei

Some Dei operate alone and do not allow for other forms of entities within their mythoi. Often, other Dei are regarded as false creatures, perpetuating lies; a subsect of the Deus, or the natural results of cause and effect within a grand design forged from their will. A monotheistic Dei is said to have orchestrated all that is and may be. Of all the Dei, there are only two who regard themselves in such a manner: The Alpha and The Maker

What are Lords?

Upon the sundering of this Coil, the Epoch left the land ruptured and starving; its people broken and altered. A small few felt a change, and unnatural shift, within the world that was; the creation, or unleashing, of something Ancient. Evils and primordial forces finding themselves made manifest as personifications. These creatures, who bore foot upon the Coil, we known as Lords; they who were meant to raise, and cull, all that humanity hath built. Lords are those who hold immense power; yet differ when compared to the Dei; whose source draws from others indulging within their Trade. These creatures care not for belief; but the gorging of desires, stories, and actions; these things which plague the world of man—a waring faction which sets itself as a scourge to this land. Should the Coil be made no kneel neath these lords, the very light of the sun may close upon a future, a land mired in dark and death.

Lords	Title	Morality	Symbols
Avarice	*Lord of Greed*	*-8*	*Gold*
Despair	*Lord of Absence*	*-10*	
Envy	*The Spiteful Lord*	*-2*	*Empty Bowl*
Gluttony	*Hungering Lord of Excess*	*-4*	*Hog*
Pride	*Pompous Lord of Splendor*	*-6*	*Mirror*
Lust	*Lady of Desire*	*+4*	*Serpent*
Oberon	*Lord of Beasts*	*0*	*Oak Tree*
Sloth	*Lord of Lethargy*	*-7*	*Donkey*
Titania	*Lady of the Summer Court*	*+6*	*Butterfly*
Wrath	*Lord of Hatred*	*-9*	*Flaming Sword*

Ascendents

Some seek power, and amongst those who moil for these efforts, there are those who find it. Like a child before the sword, their arrogance and ignorance lie steeped and emboldened. Ascendents are those who escape the Coil through the acquisition of unknown power.

Should one believe in the concepts of the Alpha, it is described as a byproduct of a living being holding influence in mass. This act is often predicated on the creature's previous attachment to mortal power, the Trade that they sought to pursue. Should one attain such power and veneration, it is believed that they will cease to exist in the same manner as the rest upon the Coil; living beyond the veil, both parallel and influencing.

Should one believe in the Maker, these false idols simply do not exist and are merely other aspects of the divine holy grace—reflections and forms of its presence—that will usher its intention towards all of Nexus, as the sword and the hand.

Should one follow the Myscatonic Scholars, the ascendents are signs of the few blessed individuals selected or formed by the one holding the Endless Dream. These constructs influence the dream and will shatter the lines drawn between the Dream and the Waking World.

To the Paganistic, these beings are simply other spirits that one might venerate; ones who were once in mortal form, now changed. Their presence is understood to be one to stir, test, and teach.

Many beliefs surround the Ascendents, but all that is clear is their presence, however rare it might be.

The Helltongue

Sailors might see a trail across the sky in a ghastly vessel before their death; Her will is one of fear and profit. Said to have hailed from a small hamlet, her life was halted and stolen. Upon her death, she found herself unsteady and craving that which was taken: the family that she lost and the men that sailed beside her.

Her journey would find her whisked beyond the reaches of The Mortal Coil, making deals amongst devils and wise men; a pact which shifted her body beyond understanding. When she emerged, she held weapons as brilliant as the sun and wings as graceful as the dove. Her mere presence was one to make all bow, prostrated and subservient; for the few, who could look upon her form, would be greeted with melted flesh and a flaming skull; a visage containing snakes, which would spew forth from her mouth, cursing all who dared look upon her.

Adorned with apparel of wealth and luxurious nature, this ascendant would take to the skies. Her will encouraged the overindulgence of greed beyond measure and the ruthless slaughter of betrayers.

The First Necromancer

A child was once beholden to the stars above; a navigator alongside his mother. Their roles in life: to guide those who sought to seek passage through waters harsh and brackish; until the day which saw the heavens rended. The sky gaping, as it birthed a form incomprehensible, with multitudinous forms upon its visage. It spoke in colors and was depicted with sounds. From then forth, he was whisked through time, perpetually stunted in age, and curious of world.

For decades, he searched for a way to restore what was taken from him—his time and his mother. This journey would lead him to darker knowledge centered around the theorems of Necromancy. By one, by ten, by hundreds, they fell; bodies in the name of study, until he met the answer that lay beyond the dark tapestry: the Key and the Gate.

With its guidance, he learned; eventually assuming a form most fearsome. To stand within his presence was to contend with one's worst fears; a crippling pall that could sunder any man and stop the heart of all within touch. Heralding a cacophonous mass of undeath, this scholar would hover above the ground, draped in a swath of darkness, holding a bleached heart. This focus levitated beyond his grasp, darkening its immediate area; its form engraved with death-beseeching glyphs. With every pulse, it wept blackened blood; each beat, a record of his deeds and a sound which silenced.

Before he arose, he forged a tome, bound from man's flesh; held together by sinew and spines. Its blackened pages hosted glowing script that emitted pale luminance; its notes hosted blackened tendrils, licking at the fringe of its cover, all coalescing towards an eye which floated beyond its exterior. The Tome is said to compel all who should read it; where Dei, and man alike, should fall victim. An order to compel the Coil of man, to erect shrines of bone and blood, and to birth priests in his name, with sentiments of dark morality. A hungry, weird thing that promised eternal life and ascendency should one venture within the dark.

It is uncertain where this child went, but it is said that he awaits at the edge of creation, just beyond the Veil; accompanied by a facsimile of his mother, within his darkened room; ever listening to the cacophony of drums. A patron to those, who adore death.

Scholar of the Infinite

There is a room within Cognitionis; cold and calculated. Its walls are lined with papers depicting alchemical theorems, beside a machine that harvests the dreams and nightmares of all creation. The Curator now holds the key to a library within that room; a vault of knowledge containing every form of written work spanning multiple realities. If one ever finds this room, it is said that they shall hold all the knowledge in creation, which lies beyond even a Dei's understanding.

Ascendent	Title	Morality	Trade
Aldritch	*Bringer of the First Name*	*+10*	*Adjudication*
Eldwyn	*Banished Warden of Lothrin*	*+3*	*Mercy*
Elizabeth	*Mad Queen of Astora*	*-9*	*Corruptor*
Jenny	*Helltongue*	*-4*	*Piracy/Sailing*
Lorian	*Blight Omen of Hatred*	*-6*	*Pestilence*
Maravicci	*The Jewel of Gourmands*	*+4*	*Delight/Meals*
Nox	*The Pale Child*	*-7*	*Necromancy/Ambition*
Philianore	*The First Vvitch*	*-9*	*Black Majick*
Seraphine	*Withered Oracle of Lamentis*	*-9*	*Oracle*

Superstitions

It is within the idle hours of bars, and the bedside of children, where rumors are spread; a culture is formed, and a rite of purpose is theorized. From these, unnatural murmurs, birth forth common superstitions. What you may hear might have a touch of truth or be rubbish.

Superstitions are beliefs held by the general masses across the reach of Nexus. Should one partake in a superstition, they might find a favorable outcome or a bit of misfortune. It is at the Arbiter's Discretion to introduce these superstitions to their Wayfarers, potentially yielding bonuses to stats or interesting items and plot threads.

Corpse Candles

"In the dead of night, it is not uncommon to witness ghostly lights dancing across the floor. Some say that these "jack o'lanterns" are known as Corpse Candles; at least to us common folk. Some say they mark the dead; one of the only things to remain beside them in death. One should be wary of the candles, for where there is a corpse, there may be a restless soul."

Fey Ring

"When traversing the wilds, you may stumble across a ring of mushrooms. It is said that this circle was left as a remnant from a Whimsey Touched area, where fey would dance endlessly within a circle. Sleeping within the circle is said to transport one to the Few Wilds."

Gali Glower

"It is said that, "some who enter the Fey Wild are destined to witness a Gali Glower"; Large trees spanning miles to the heavens; unparalleled in growth. So tall in fact, other trees echo the height of its roots but fail to measure next to its stature. Some believe these are the oldest trees within the Fey Wild, and for those who stumble across its majesty, it is a sign of hope and longevity. It is common, for those who say that they have visited the Fey Wild, also to say that they bore witness to a Gali Glower; their life, being the gift foreshadowed."

From the Heavens

"There is a Tale of a noose which drapes from the sky. None are certain of its origin but are of the fate placed unto those who did not heed the warnings. Should one be upon the land beneath it; their crops will wither, their house set ablaze, and their neck held tight. The only way to set yourself free is to relinquish an item of emotional worth."

Healing Mountain

"It is said that there is a mountain within the wilds. An earthly structure that can cleanse one's soul and wipe a slate clean. Should one strip, and bring themselves bare before the mountain, their fate shall be written before they reach the peak. All forms of burden, and pain, shall be washed and trapped within the shadow of its form. The one who will return from their journey shall be strengthened; both in mind and in body. But if one is not worthy, they will be judged, and their souls shall be trapped within its trees."

The Crossroads

"If you pass through a crossroads, while within the Pitch Black of night, it is said that the world will fall silent. If one listens, they will hear a whisper; which shall lead them deeper into the wood, off the beaten road, to the body of the whispering voice. In that moment, you will be transported to the land of The Grey."

The Hangman's Tree

"The tree is decorated with stiff ropes hanging from darkened branches; all draping at various heights, holding the severed limbs, and heads; victims, from the Inquisition's torture chambers. Each head dried, and rotten; its lips sewn shut.
If you cut open the mouth, and place a coin atop the tongue, you will receive a dream answering one of your burning questions."

The Haunted Grove

"It is when the fog runs thick, and silence grows loud that you begin to realize you have made a crossing within the wood."

It is common to hear voices amidst the air within the Deep Wood. It is said that the souls of the lost bargain for their life; trapped within the trees, their voices echoing on the wind. Never listen to the voices, no matter what they promise, for they only seek to strand you within the wood, condemning you to a similar fate.

Another version states they will attempt to lead you to their heart, their last remaining body part, stuffed within a tree. If you find it and destroy their tree, you will find a way out of the wood.

The Man in White

Upon a dirt road, near the height of twilight, it is said that lost wanderers may find a figure clad in white. A faceless figure armed with an instrument made of gold. They say that it will perform a lullaby.

Instrument Performance

All creatures within 60ft take 5 Mind Damage/round for 5 rounds.

***Ignoring this Stranger**: Suffer a permanent -1 to a random Core Attribute.*

***Attacking the Stranger**: It will vanish, spoiling all food/ingredients within 10ft*

***Paying the Stranger**: Gain a +1 to a Core Attribute of your choice, and Vitaric Bargain.*

***Compliment the Stranger**: Gain a temporary +2 Modifier to all rolls for the day*

***Vitaric Bargain**: Move 3 Core Attribute Points into another Core attribute point; but gain a permanent -2 SNT.*

The Reaper's Game

It is said that death has a favorite game, one of intellect and strategy; longing for one, which might best it in wit. While at Death's Door, you can challenge your reaper to a game of King-maker. This can only be performed by a creature once per lifetime. You may not enact this challenge after the final reaping. Should you win, you shall revive yourself to 100% THP, and remove all accrued injuries. Should you lose, Your soul is ruptured with No Contest; you are now permanently dead.

***Reaper THP**: 200*
***Reaper Abilities**: Death can cheat once during the game; reducing your Modifiers by 5.*
***Reaper INT MOD**: 8*

During the Game, The reaper cannot Critically Succeed.

***Enrage Requirements**: Best the reaper during the Dark Hour*

***Enraged Passive**: Death grows blinded by anger, reducing his INT MOD by - 2.*

You may also challenge the creature for an item of value. Should you succeed, you gain its Reaping Bell.

Together, We Staunch the Tide

If multiple creatures are within 100ft, at deaths door, the True King can use the other dying creatures as allies. These allies must have been allied with the creature in life to gain them as allies against Death. The Reaper is alone and has no allies.

The Third Knock

Never open your door in the dead of night if you hear three distinct knocks. If you open your door and nothing is there, a tragic event is sure to come.

The Unholy Ground

Seeing a crow feasting on an open grave is a sign that the deceased's soul is restless, seeking vengeance from beyond the grave.

Weeping Statue

Never look towards a statue if you hear running fluid. You will be cursed if you dare to look upon a weeping statue. It is said that the only cure for the curse is to break the statue after coating it in blood.

The Yawning Grave

"You tolled the bell which hung deep 'moungst the trees; the mountain's lament, the whisper of leaves. An omen I uttered, yet heedless you trod; In arrogance, deaf to the voice of the sod. Old are these ways, to those who doth roam; living their lives and falling alone. Down in the Grey where echoes must go, a shade I shall send, to gather you home. I shall come from the night, draping mist on the brave; your soul, to collect, before The Yawning Grave."

Delay of the Arbiter

The Arbiter is to keep a counter at the beginning of a Tale, representing the amount of times the party has thwarted death. Each time the party returns to town, after at least one day within dangerous territory, they gain +1 Omen, to a maximum of 20.

Upon reaching 1 Omen, the party will be within the gaze of the Yawning Grave. An Archfiend Dullahan will now be hunting the party down. The Dullahan will be of Party Rank.

Each day that the party decides to venture outside of the bounds of a Town, The Arbiter rolls a 1d20; the resulting number will be against the integer of the Omen Counter. Should the Arbiter fail to exceed the Omen Counter with their roll, the Dullahan will identify the party's location; and meet them on their next venture outside of a town; with the intent to kill.

Buying Time

If the Party comes across the Archfiend Dullahan, they may bargain for their life; preventing the Dullahan from claiming them this day. The Sovereign fee for one's life is 1 Crown + 10/Rank. Each Party Member Must pay this fee, or else the Dullahan will attempt to claim them.

Buying time allows a full reset to the Omen Counter.

After 5 Bargain Encounters, the Dullahan will no longer accept Sovereign; and will come for the Party, 5 Ranks over their current Rank.

Tricking the Dullahan will exhaust all potential Bargain Encounters, setting it against the party with the intent to kill.

Dullahan Archfiend

When converting the Dullahan to an Archfiend, the Horsemen will be the only creature receiving Archfiend Stat Augmentation; Its Dark Horse scaling as a Normal Enemy.

If the Archfiend Dullahan is banished, it shall return from the Yawning Grave after 1d20 rounds. To die, it must be reduced to 0 THP.

Minor Covenants

Minor covenants act as a symbiotic bond between two creatures, most often manifested between a mortal and a Horror or Ghast. When Covenants are formed, there is a mental contract that is signed by will, preventing that creature from doing any harm to the host. In exchange for a service from the Host, the possessing creature will grant some boon in return, which can manifest in several ways.

Evokers follow a similar path; however, their allegiance is formed between them and their Deus, restricting them from any other form of Covenant. Creatures that wish to erect a covenant must perform a Bonding Ritual.

Festering Spore Covenant

Bonding Ritual: Kill a Psylofungal Crawler, rip out the spore, and place it atop your head. If you are above 10 MR, the Spore will not turn you into a Psylofungal Crawler and will form a bond with you.

Covenant:

Obedience: Submission to the will of the spore collective. You must attempt to spread spores. Failing to infect a mortal/day results in the occurrence of Days from the Spore Breather Ability (Psylofungal Crawler). Days are permanent and cannot be reduced.

Fire Aversion: Gain weakness to Fire.

Preserved Purpose: Gain immunity to Mycoformation

Rooted in the Mind: The spore cannot leave your body without killing you in the process.

Abilities:

Concentrated Enzymes: As a Free Action, your saliva can coat weapons in poison; capable of inflicting 20 Poison Damage/round for 1 round.

Regenerative Spores: The Spore can heal your wounds each day. Once per day, gain a pool of 60 Health, which can be used to recover lost health. This total cannot stack.

Spore Cloud: Passivly exhale a cloud of spores that causes the unit Infront of you to hallucinate. Receive 10 less Physical Damage from the unit Infront of you.

Mycelial Network: Communicate telepathically to fungal/spore-based creatures.

Fungal Infection: As a Full Round Action, vomit spores onto an object. These spores can survive without a host for 1d10 days. Creatures, which come in contact, must perform a VIG Contest {CD 5} to avoid getting infected. Infected creatures turn into allied Psylofungal Crawlers in 1d10 days. Treat these as Tamed Beasts. Creatures which successfully save against the VIG Contest are immune for 1 hour.

Covenant Release:

The is no release once one is bound with beauty. Woe unto those who should attempt to betray the collective. Any creature which attempts to think about attempting to break from this covenant shall have their mind invaded briefly to reconsider their emotions; experiencing the effects of Charmed {Tier II}.

Wraith Bound Covenant

Bonding Ritual: Visit the Occultist and ask for a guided possession. Gain a unique rune called the "Wraith Mothers Pale Rune." Lay upon an altar and suffer 1d100 Mind damage. If you survive, you are now bound to a Wraith Mother.

Covenant:

Feed Me: The Wraith will siphon 60 Health from you at the end of each day.

Warm Aversion: Avoid any Arid location; or sustain 10 Mind Damage/round. Gain Weakness to Fire.

Consuming State: You gain no benefits from Runes or Hide Aspects.

Abilities:

Spectral Sight: Gain 6th Sense and Aklothyean.

Phase Walk: Consume 10 stamina to pass through walls for 1d10 rounds.

Life Siphon: Gain a touch ability that deals 20 Life Siphon to living creatures you touch but lose 1 SNT each time you perform this action.

Shadow Cloak: Consume 10 stamina to become invisible for one round.

Warp Dash: You and your Wraith can move within the same round; Gain Warp Dash as a reaction. At the start of a round, send your wraith from your body, up to 60 feet away from you. You may warp to this creature as a reaction at any point, but you will sustain 20 Mind Damage. Warp Dash can be used to avoid an incoming attack at the last second, with No Contest.

Cold as Death: Your breath casts no fog during the winter. You are immune to cold and frostbite.

Covenant Release:

{Perform an exorcism within a church of the Maker. Roll a 1d4}

1. You Die

2. Take 100 Mind Damage. The Wraith remains.

3. Take 50 Mind Damage. The Wraith is exorcised.

4. Take 1 Mind damage. The Wraith is exorcised.

Outer Void Covenant

Bonding Ritual: Harken to the skies and offer yourself to a random creature of the void. If you have 10+ DIS; and are MR 15+, your cries shall be heard. Roll a 1d4 and gain the associated Horror Covenant. Failing to meet this criteria causes you to gain horrific visions, dealing 1d100 Mind Damage to you.

Covenant:

Lunar Horror: After the Bonding Ritual, pile a mound of 50 corpses and dance upon it before a full moon. You have 1d100 days to finish the task, or you will die.

Star Eater: Consume the most precious thing to you in flame. If this item/creature is not destroyed within 1d100 days, you will die.

Weird: Dig a hole within the Deep Wood and lay in it for 3 days. If this task is not completed within 50 days, the Weird will spawn and attempt to kill you.

Blessomb: Remove the eyelids of other creatures. After 100 eyelids, the covenant is fully formed. You have 1d100 days to finish the task, or you will die.

Abilities:

1. Lunar Horror: Gain a +5 Modifier to BRN and SNT while under a moon.

2. Star Eater: You are healed by Fire and Holy Damage.

3. Weird: Your skin is painted a reflective black. Enemies gain a passive -4 SNT while they remain around you.

4. Blessomb: Permanently Gain Mass of the All Seeing. Visit Page {370}.

Covenant Release:

Ask for release. The severing of the covenant permanently reduces you SNT to -5.

Future Art Work Notes:
Omiverse/Universe/celestial Map
Deus, Lord, Ascendents, Coil, Convergences

Game Modes

appendix B

Alternate Tales

Harvest has many forms of rulings that allow for the hardening or easing of gameplay. The party decides which rulings to use as a collective.

When beginning the Tale, there are additional forms for Modes called "Alternate Tales"; which grant a different form of play.

The Comedy

{Very Easy Mode: Alternate Ending}

"Tragedy. That is one way the Tale is told; listen, for this is what truly happened..."

All Tales of Wayfarers begin in myth and legend. This Tale starts as usual. If the party experiences a Tragedy, the Arbiter may enact this rule. When you enact an alternate ending, the story is written to switch to another pathway; rewinding the instance to moments before the event that lead to a collective Tragedy occurred. A moment to overcome their harrowing experience or something different. This allows the Party to never truly die, but instead cycle to the infinite outcomes of parallel realities to find the one Comedy amongst Tragedy.

The Darkest Night

{Game Mode: Unfair}

You may utilize all features that Harvest has to offer; Revenants are exempt. You and all other players must play as Villagers. You are to play through The Eclipse: The House That Death Built Tale. This Tale must take place during Winter. The Spawn location of Death must be a minimum 5 days' walk from the nearest Town; and within the Deep Wood during Whimsey Touched. Your Wayfarers must start the Tale at MR 1.

Food effects with integers are multiplied by two, and Holy Affinity deals 5 additional Holy Damage.

> ***Arbiter***: You are to guide your Wayfarers through your Tale. Every 10 combat encounters, they receive 1 MR. Each encounter should be 1 Rank higher than the party. Upon MR 10, encounters are 3 Ranks higher, and +5 upon MR 15. Give a brutal, fair challenge, and try not to hold back; this mode has no mercy.

The Hunted

This game mode occurs over 5 days within the Deep Wood as an Archfiend pursues your Wayfarers. All weapons/shields are broken. All Wayfarers must make it back to Town or die in the Woods. The Party may start between Ranks 1-15. All Players are to play as Villagers. The party begins with a single Torch.

Days

Each day consumes 80 rounds, requiring Wayfarers to make it through the woods. During this mode, Wayfarers still require rest and food and must use their time strategically as the Light Level decreases.

0-20 Rounds: Normal
21-40 Rounds: Dim
41-60 Rounds: Dark
61-80 Rounds: Pitch Black

The Hunt

The creature may be selected by the Arbiter and built as they desire. The Archfiend can only pursue the party during two of four Light Levels. When it is the time of day for the Hunt to commence, you roll some dice to determine the creature's appearance. If you roll a 1-5, the Archfiend will find the party, and it is up to them to flee or find a way to weaken the creature. Each Passing day, The Hunt grows more present as the Archfiend catches their scent. Have a new roll every 5 rounds.

Day 1: 1d20
Day 2: 1d10
Day 3: 1d8
Day 4: 1d6
Day 5: 1d4

Lucky Coffers

Each day, the Arbiter rolls a 1d4. For that day, Wayfarers can now stumble across (1d4) coffers. Coffers can only be found during exploration. Roll a 1d6 to determine coffer items:

1. Flask Refill {1d4}
2. Uncanny Item {1}
3. Torch {2}
4. Ring {1}
5. A Day's Rations {x4}
6. Tier III Weapon {x1}

Resting

You may rest once during the hunt/Day; which will Consume 20 rounds.

Traveling

To make it to town, All Wayfarers must have at least 300 Rounds of Travel, which are kept as a score. Each round, the players can decide whether to explore or travel, both of which consume 1 round. Moments of Combat consume rounds as normal, impeding exploration and traveling.

If a Wayfarer cannot reach 300 Rounds of travel, they will be claimed in the dark by the Archfiend with No Contest.

Fleeing from the Archfiend

Creatures must reach 20 units away from the archfiend to evade it; or hide from it for 3 rounds to have it successfully leave the area.

The Long Dark Night

"The hunt doth harken to man; and in its crucible, I shall heed its beckon..."

Your Wayfarers are to run a gauntlet conjured by the Black Lotus. You may start and scale this at any MR of your choosing. The Arbiter curates a list of 10 bounties for the Party to undertake. These Bounties may have multiple enemies, or singular, but will be built at the discretion of the Arbiter. Your Party starts with a collective total of 1500 Crown and will spend a whole day in the Town preparing for the hunt. Upon the Morning, the Long Hunt shall begin. The party cannot return to the Town until Daybreak. If they give up, they fail.

Main Threat: Create a foe that will be the main enemy of each bounty. These enemies will gain bonuses and increases equivalent to the Enemy Ranks Table throughout the journey. Each Encounter must have an equivalent of 3 or more enemies during the day, and 5 or more during the night. It is at the Arbiter's Discretion whether the 10th bounty has any additional creatures present.

Day

"The Hunt Calls; will we survive the night?"

Bounty 1: Main Threat: One Rank below the Wayfarer.
Bounty 2: Main Threat: Same Rank as the Wayfarer.
Bounty 3: Main Threat: Same Rank as the Wayfarer.
Bounty 4: Main Threat: 2 Ranks over the Wayfarer.

Rest: The Party may perform a nap without fear of ambush. Party members refusing to nap become emboldened at the start of the next encounter; and may choose whether they become Angry, Blessed, Righteous, or gain Resolve.

Night

{Roll a 1d6; that bounty summons a Convergence at the Arbiter's Discretion}

Bounty 5: Main Threat: 5 Ranks over the Wayfarers.
Bounty 6: Main Threat: 3 Ranks over the Wayfarers.

{The dark grows; the highest light level is Dark}

Bounty 7: Main Threat: 4 Ranks over the Wayfarers.
Bounty 8: Main Threat: 1 Rank over the Wayfarers.
Bounty 9: Main Threat: 2 Ranks over the Wayfarers.

{All fuel and lights run out. Pitch Black}

Bounty 10: Archfiend Threat: 5 Ranks over the Wayfarers.

Darkest Night {Unfair Difficulty}: *Preform this with The Eclipse Convergence always active; while in the cold of Winter.*

The True Heroes

{Game Mode: Medium Difficulty}

"Ever turneth the Coil fueling man's desperation; who shall deliver us?"

New Act: Golden Age

Have a short Act focused on a narrative of your choosing, starting from any MR of your choosing. Have the Arbiter curate this to a harder difficulty and reject any Easy Mode Mechanics and the Hallowed Convergence. Revenants, runes, and glyphs are not allowed. Should anyone in the party die; they can recruit a new member from the Tavern at the Party's Rank (New Wayfarer). This cycle continues until the party succeeds in their overall Tale. Allow for difficulty spikes, and harrowing experiences, through the Act. This will be a test to see which members of your motley crew are the True Heroes.

> ***Arbiter***: Set a number of for deaths. If the Party finishes an Act under this number, the next game will grant each member a Tier IV Weapon that that Wayfarer may forge for free. If the Wayfarer is a caster or evoker, they begin the game with a base of 200 Aether Reserve instead of 100. The Party Gains 3000 Crown. The enemies they will fight should remain 4 Ranks ahead of the party.

New Act Plus

"Willest, thou deliver us Wayfarers?"

Your True Heroes must now undertake a threat to the land itself. You are now able to use runes and glyphs. Begin the Act "End Times" and stop the threat. Permadeath is active, and there are no more Wayfarers that exist in the tavern. Enemies the Party comes across may only be 2 Ranks above maximum unless they are counted as the Archfiend.

Act: End Times

Have a worldwide Convergence, of your choice, consume the land. The Party has 10 days to prevent the annihilation of Nexus. Create an Archfiend creature, 6 Ranks above the party, and give it a minimum of 10 other creatures, which will be present during combat. Your Wayfarers are to discover the source of this Convergence and fell the Archfiend protecting it.

The Race

"The practice, as eld as memory itself; The Race. Let forth the beasts. let forth the blood. May our merriment be quenched as we revel in our grand reflection; for beasts are we! "

Sanctioned Beast Races

Races are deadly high-speed bouts where the objective is to reach the finish line before your pet dies; a tactical sport which has persisted since the dawn of the Age of Dark. It has no rules and encourages all forms of depravity—a sport beloved by many atop The Coil, and those eager to make Sov.

The Race is an extended Game Mode, found within The Pit on ***Page {223}***.

Legal Entrees

All Animal Companions are allowed to enter; there are no restrictions based on augmentation, drugs, weapons, etc; however, they are to receive no orders from their Wayfarers during the race, or they shall fail with No Contest.

The Race

The race is kept as notation, where the Arbiter keeps a list of numbers, from 1 up to 1000, representing units traveled. Each pet has a movement speed, and with each round as usual, they may move that movement speed, moving the amount of units they can reach naturally. Each player records how many units the pet has traveled. Pets cannot move higher in elevation above 5ft over terrain, or they will be disqualified. Up to 8 pets can participate in a race.

Traps: The Arbiter designates zones that have traps that spawn. *Example: (Unit "10" is a Pit Fall Trap DEX Contest {DC 4}, and Units "30-35 have broken glass and caltrops, etc)*. The Arbiter may create traps of their own, or use some upon ***Page {206}***. Flying creatures are immune to ground-based and water-based traps, and land-based creatures are immune to air-based traps.

When a pet is struck by 5 traps within The Race, it will automatically become Crippled. Traps must be spawned on 3 Units within every section of 100 Units.

Once a trap is activated, it has been triggered/activated and cannot affect another creature. If a trap has an AoE, have the radius affect all creatures on "affected units." Some creatures will intentionally lag behind to avoid traps.

Example: A blast trap on Unit 50 sends needles to all nearby enemies. Units "40-60" are affected by this trap. All occupying creatures are struck.

Triggered traps are cleaned from the affected unit, and even after cleaning, these units still pose a threat. As pets navigate past them, they will treat the ground as Rugged Terrain, reducing their speed by 50% while traversing around it.

Hostile Race Tactics

Trust None: Some pets may find themselves going insane during the race, even becoming overtly hostile. It is advantageous to capitalize on this. It is legal for pets to fight each other while they race. If your pet is within "unit range" of striking another pet, they may do so. Killing another pet will grant you a +25% Bonus on your Reward.

Fiends

Seekers are told not to interfere as they oversee the race, and are to allow the horrors to unfold. As such, the track is Unguarded and fraught with danger; for many things seek to capitalize on the wandering animals equipped with rare augmentations and curios.

Highwaymen: Choose 1 Unit where a ***Seeker: Mercenary*** Spawns and treat this as a *Poacher*. ***Page {437}***. At the end of each round, it will assail the closest creature around it, and pursue them with deadly intent for 1d10 rounds.

Mad Alchemist: Within the far reaches of the track are isolationists who perform unnatural experiments. Choose 1 unit where a Mad Alchemist can spawn. When a creature steps on this unit, they shall have a 1d4 Chance of being captured with No Contest. Upon Failure, they are kept for 1d2 rounds and let go. After release, roll a 1d4:

> ***1. Patchwork*** - You have been melded with other creatures in a grotesque amalgum. Set your Core Attributes to 0 and gain +10 Core Stats to reallocate. You cannot have more than 3/Core Attribute.
>
> ***2. Flawed Transmutation*** - Gain a new Weakness; but increase your THP by +30.
>
> ***3. Vivisection***: Live disection has reduced your THP by -50 while crippling your for 1d4 rounds.
>
> ***4. Quicksilver***: For the next 300 units, double your movement.

The Mystic: Choose 1 Unit and have arriving creatures roll a 1d2 to meet her. If a 2 is rolled, roll a 1d4:

> ***1. Frog*** - You turn into a frog for 1d6 rounds. you cant attack and can only hop at 10 Speed. A kiss from another willing creature will cure you.
>
> ***2. High Cure*** - Heal to 100% THP and recover from 1 debuff.
>
> ***3. Teleport***: Teleport the furthest pet 1d100 units behind you.
>
> ***4. Quicksilver***: Teleport 1d100 units ahead.

Apex Archfiend: Set an MR 10-20 Archfiend upon a Unit that is beyond the 50% point of the race track. This creature will target 1 creature around it at a time, with the intent to kill. Should it kill a creature, it will spend 1d2 rounds feasting on them.

Campaign Race:

And I Would Race 10k Miles

The Race, on a grand scale, is expanded to a cross-country expedition; most threats that can be encountered along the way are hindered by seekers; however, the pets racing must still take part in the race, facing its usual threats alongside more unexpected hazards, including the environment.

Biomes: The Arbiter can create a 1 Biome/stretch of 1000 connected Units within a 10k unit race. Biomes can only appear after the halfway point of the Race Track. Biomes have their own conditions and challenges. Visit ***Page {289}*** to view Biomes. Every 100 Units deeper into the biome, treat this as +5 miles.

Every 5 Rounds, a biome-wide hazard is enacted, affecting all pets within the Biome. If the biome does not have a time-based hazard, add 1 Environmental Hazard. Visit ***Page {}*** to view Environmental Hazards.

Convergences: You may spawn 1 Convergence every 20 rounds, which lasts for 1d4 rounds, and affects all creatures around the chosen Unit.

Pact Shrines: Select 1d4 units through the race that are Pact Shrines. Dark Forces will attempt to reach out to your pets as they land on this unit; the pet may or may not reject it. Roll a 1d4.

1. Premonition - Gain Immunity to the next 1d2 traps. Gain a Deep Wound.

2. Vittaric Speed - Gain 1d100 Speed for 1d6 rounds. Gain a Deep Wound.

3. Waker of Storms: Trigger an environmental hazard focused on an enemy creature's current unit, affecting all units around it. Gain a Deep Wound.

4. Power: Gain 1d4 Damage Dice for the duration of the race.

Spectator Vote: Seekers create an unavoidable trap that is imperceptible to pets. At the halfway point, from the 8 contestants, roll a 1d8. The chosen pet explodes into gore with No Contest and has 1d6 THP remaining.

Night/Day: Every 5 rounds is now considered a day; the 3rd round being midnight (dim). Non-nocturnal creatures moving through the night without Dark Sight must move carefully, treating all terrain as Rugged. Upon the start of the next round, pets can take 1 round to full, or they may keep pushing on. Visit ***Page {279-281}*** to learn about fatigue, Sleep, staying up, and Moon Presence.

Moon Presence: Every 150 rounds, summon the moon presence. For some pets, they must complete the race before the Moon Presence awakens, or it shall invade their mind in their sleep and cause an aneurysm due to their THP.

Special Race Track Hazards

The Track is full of unique Environmental terrors which may litter the field at the Arbiter's Discretion.

Ghasts: Choose 1d6 Units to have these. Any creature moving past a ghast will have to perform a GRT Contest with Disadvantage. Should they fail, they will experience Cardiac Arrest. Upon a success, they gain +20 Speed for 1d6 rounds.

Effluvium: This blanket coats 1d50 connected Units. When creatures start their turn within it, they must perform an SNT Contest. Failing will cause hideous laughter as the creature briefly becomes insane. While Insane, the pet can choose to move only 3 units at a time, or roll a 1d4 to cleanse themselves, gaining staggered upon failure.

Pet Sematary: Select 200 Connected Units, and deem the ground tainted by unholy forces. Should any pet die upon these units, it shall be resurrected to pursue any pets around them. These pets cannot die unless dealt a final blow with holy damage. If their THP is reduced to 0, they shall remain dead for 1 round before ressurecting with 100% THP.

Rewards

The Race shall grant each participant 20 Crown/100 Units they travel. If an owner's pet dies, they only gain 10% of the reward.

Last One Standing: If a pet is the last one left within the race upon finishing, it will multiply its reward by x8.

Allied Victory: If players declare that they are a part of a single team, the rewards are reduced to 5 Crown/100 Units traveled, and are split between all players involved. The Elimination of the other non-allies' Pets will grant a x1 multiplier per kill.

Finish Line: A Standard Victory

Bonus Rewards

Archfiend Kill: The death of the archfiend will net a +100% bonus to all creatures involved in the kill.

Highwaymen Kill: Killing the Highwaymen will grant their sov purse, holding 1d100 Crown.

Still Kicking: If you pass the finish line without the crippled status, you gain a 10% Bonus to the Reward.

Golden Circlet: A bronze circlet is hidden deep in the track. Select 1 Unit to have this item. Creatures landing on this unit have a 1d100 chance of spotting this item. Upon spotting it, they can carry it. Upon bringing it over the finish line, they will gain a +100% bonus to their Reward.

Currency is power. After obtaining it, you may very well wish to invest it into your pet, strengthening it for future races via surgeries, lobotomies, drugs, glyphs, runes, etc. Create something strong. Create myth itself.

The Eclipse

{Game Mode: Unfair}

"Gather your resources and seek power; can you endure the Eclipse Wayfarer?"

Umbral Convergence

Look upon it, the pall of dark eclipsing the light; can't you hear its madness clawing on our land! The dead are rising, and the forests steal our children. With each passing day our fortifications grow weaker, as do our numbers. The people stir, with fear, as their babes lay stricken; with pause, and terror. The people seek answers in hidden tomes; attempting desperate rituals, and sacrificial rites. Desperation deepens, all falling in vain before the plague that consumes all. Where are our Dei? Our scholars? Are we but fodder for the horrors lying beyond our gates? Will someone not deliver us; or will this Eclipse usher the death knell for us all?"

{Choose one of three Tales, and kill their Archfiend, to restore Nexus in a custom masochistic storyline. All Wayfarers begin the Tale at Rank 1. Beat the odds}

Your Wayfarers have 1d6 months to end the Eclipse or the world shall end.

The House that Death Built

Somewhere within Nexus, the Avatar of Death vies for power. It seeks to purge Nexus of all life to empower its Trade. Gain strength and attempt to conquer Death itself before the final toll!

{Kill the Avatar of Death}

The Witches Veil

"In her hut with legs that dance, a ghastly crone in mystic trance; flooding the world with dark indeed, unknown rituals we must impede. Wayfarers rise, for the hour is nigh, to clear the sky, Baba Yaga must die."

{Kill Baba Yaga}

The Night Lords Beckon

A Night Lord has found a way to blacken the sun, and the calls of their ilk tear through the skies. This cannot last; We must cease this madness soon, lest this be the end of Nexus and free will.

{Kill the Night Lord}

Eclipse Rule Alterations

-Wayfarers get 2 DL per failed GRT Contest.

- All enemies in the wild are considered undead.

- All Enemies gain Unholy Affinity on attacks.

-Undead combat encounters spawn 5 minimum; Undead force GRT Contests per damaging hit {CD 4}.

- The Asylum cannot cleanse phobias or grant shock therapy.

-The darkness besets the world. The brightest the world can ever get is Dim, sitting natural at Dark.

- The Whimsey-Touched is active in all woods; the only light available in it, being Whisp light.

- Wayfarers get a -1 to all core stats.

-All enemy creatures have Dark Sight.

-Non Archfiend Enemies have double health.

-Places of Respite can only reduce your DL to a minimum of 15.

-Gain +25% increased Sovereign from all sources.

-A Long Nights Rest is now 4 hrs; and a Nap is 2 hrs.

- leaving a Town has a 1d10 chance at spawning a random convergence.

Appendix C: Scholar's Bestiary

List of Behaviors

Ambusher: This creature prefers to ambush before any other form of interaction.

Apathetic: The creature will move towards targets with no regard for the surrounding environment.

***Armed*:** The Arbiter may grant a ranged/melee weapon.

Awakening: The creature will become animate when a foreign creature is within 5 ft of it.

Bargaining: The creature will not attack if given an item.

Bord: The creature will attempt to entertain itself when in the presence of others. This may manifest in a compulsion to engage in an activity.

Camouflage: The creature passively alters its flesh to match that of the material it lays upon, creating a cloak of camouflage. This grants the creature a base passive Stealth CD of 5.

Carnivorous: The creature will pursue sources of meat.

Cave Dweller: The creature prefers to reside within caves.

Clergy: This creature can often be found within places of worship.

Cold Craven: The creature is craven to sources of cold.

Coordinated Strike: Each body attacks at the same time. If at least two bodies attack a single target, attacks, surpassing the first, strike with No Contest.

Community: The creature attempts to stay around other creatures of its kind; a minimum of 5.

Conjoined: Each conjoined creature may perform a standard set of actions/round.

Craven: If outnumbered, the creature gains a disadvantage on attacks and has a 50% chance to gain fear for each round the source is within 30 feet.

Crawling: The creature will crawl upon surfaces if possible.

Curious: The creature will not attack unless provoked; but will interact with isolated mortals, out of curiosity.

Dark Dweller: This creature appears in lighting conditions lower than dim.

Danger Close: Close foreign creatures are targeted with deadly force.

Death Omen: The creature knows when a target creature will soon die; and will yell out the name of any creature close to the end of their Tale.

Deep Marsh Lurker: The creature resides within Deep Marshes.

Demanding: The creature will enact a behavior at least once. Attempting to ignore the creature has a 50% chance of spurring its ire.

Docile: The creature prefers to enact conversation before resorting to combat; but will defend itself if need be. If the creature is incapable of speech, it will simply harbor no ill will towards an approaching creature.

Fairy Fort: This creature resides near Whimsey Touched Mounds and Hills.

Feud: Any opposing creature, who has harmed this creature, is marked for death. This creature will continue to pursue the target until it, or they, die.

Flightless: The creature is incapable of flying, despite potential wings; but is known to glide vast distances

Foul Malevolence: This creature harbors a deep seeded hatred; and revels in dismay. It will always target the happiest member of a group.

Graveyard: The creature will permeate around collections of mass death.

Grudge: This creature will focus on the creature who has dealt the most damage within a single round; and will shift to any creature surpassing that damage.

Heat Dweller: The creature prefers to reside in areas of intense heat.

High Moral Support: The creature will commune with its kind in tense situations. This creature gains +1 AL Negation per nearby ally.

Home Dweller: The creature resides within architectural constructs.

Hord: The creature wishes to reside within an area filled with an item they seek.

Horror: The creature preys on the sanity of other creatures; feeding from their fear.

Immobile: The creature does not move from its unit.

Intelligent: The creature is Intelligent and understands complex intentions; but must perform an INT, or DIS, Contest to dissect the intention behind gestures or words. Intelligent creatures may choose to ignore Behaviors and act in developing intrests.

Legion: The creature resides in a group of its kind (10 creatures + 1/Rank).

Light Craven: If a light source is near this creature, it has a 50% chance of being warded off from the radius, or becoming frightened for that round.

Long Memory: Any action performed to this creature will be remembered for their entire lifespan.

***Low Noise*:** Creature prefers silence. The slightest disturbance might cause the creature to attack/flee (1d2).

Mentor: This creature offers services to train or teach other creatures.

Mountain Roamer: The creature resides in high-altitude regions, adapted to thin air and steep terrain.

Mute: The creature was once capable of speech but cannot currently talk. It often engages in expressive gestures to convey intention.

Nocturnal: This creature can only be found during the night.

Necrophage: The creature consumes carrion.

Ocean Lurker: The creature resides within vast salted waters.

Omnivorous: When left alone, the creature sustains itself on a green-focused diet; but will attack nearby creatures if it is hungry.

Parasite: The creature relies on a host for survival and/or actively seeks to infest or attach itself to others.

Pious: The creature is profoundly religious and will adhere to the codes established by its belief structure.

Price of Life: The creature adores gold, and other high forms of currency; and may be bribed to allow passage.

Protective: You are highly protective of a specific object, area, or other creature.

Rainbow Dweller: This creature can be found near Rainbows

Road Walker: This creature can often be found near roads and well-traveled paths.

Running Water Aversion: The creature cannot cross bodies of water

Sociopath: The creature displays no regard as to how it's actions affect others.

Territorial: The creature has a 1d4 chance to pursue, and kill on sight, any creature within 120ft of it. 100% if the creature is within 60ft of it.

Throng: The creature is surrounded by 10 of its own kind.

Traveler: The creature roams wherever it wills.

Trader: The creature peddles wares.

Undeath: This creature does not require air, food, or drink.

Volatile: The creature prefers to enact conversation before resorting to combat; but can/will attack at a moment's notice if it is displeased.

Wall Affixed: The creature is merged into wall structures. Their movement from their unit has a 1d4 chance of collapsing the ceiling. {Hex: Collapse}

Water Dweller: The creature can be found within substatial bodies of water.

Well Mannered: The creature dislikes rude, greedy, and cruel creatures.

Wise: Creature has a +10 Modifier against INT, and DIS, based Contests.

Wood Dweller: The Creature prefers to reside within the Wood.

Animal Companion - Custom

Many things lurk within the bounds of the wild; and not all are so frail to be considered Low Beasts. Of these, some may find themselves within the graces of one; a beast of strange origin; varried in appearance from all other. One would wonder, what companion would you like to have?

{Describe your Animal Companion. Is it avian, aquatic, bi/quadrapiedal? Does it have lengthy ears, elongated talons, or brutish tusks? let your mind run wild, and forge a friend to serve you in your dark hours.}

Animal Companion

{X ft} Beast | Morality: X
Damage Class: X - X

THP: 20 **Thick Hide Armor**: 1 **AL**: 2 **AB**: 0
BC: 50

Hunger: 20
Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 10-120 Grav ***AL Negation***: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	0	0	0	0	0	0	0

Aptitudes: 10 Perception ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 100
Languages:
Immunities:
Weakness:
Resistance:

Main Actions

Attack: Create an attack for your Animal Companion. This attack will target the enemy, and perfrom a DEX Contest against their AL, dealing 10 Physical Damage while consuming 10 Stamina.

Select your Size on **Page {26}**, and alter your damage/stats accordingly. You may create a Tiny, Small, or Normal size animal companion.

Core Attributes

Grant your Companion points within its Core Attributes. You have (10) points you may allocate. Each Attribute cannot reach above 4 from these (10) points. Points from Special-Traits, or upgrades/items from the Tale, may exceed this cap.

Enemy Ranks Table

Visit Page {324} to Rank Up your Companion's MR.

On My Command

Your Companion requires the use of an Order to perform any hostile actions, consuming the master's Reaction. Intelligent creatures can act independently and perform complex tasks.

Special Traits

Create your Companion, and select the qualities it has. You may choose 5 traits.

Animal Instinct: This trait is worth 3 traits. Avoid Ambushes with No Contest; even if asleep.

Aquatic: You are considered a strong swimmer and gain +20 speed while submerged.

Astral: This trait is worth 5 traits. Gain 100 Aether, Unlock 1 Hex Tree, and learn one Tier I Hex from that Tree.

Beast o' Burden: This trait is worth 3 traits. Triple your BC.

Born Killer: This trait is worth 3 traits. Upon Killing a target, gain 2 Damage Dice upon your next attack.

Camouflage: Once per Day, Turn Invisible for 1 round.

Climber: Gain No Contest when climbing vertical surfaces.

Combatant: This trait is worth 5 traits. You may wield a melee weapon and use it as a Main Action. You have 10 Proficiency with this weapon. You gain no Reactions.

Communicate: Make a noise when close to targets to grant allies a +2 Modifier when attempting to detect enemies.

Comfort Animal: Each night, decrease your owner's DL by 3 to a minimum of 10.

Deadly: This trait is worth 3 traits. Gain No Contest when attacking enemies.

Deep Beast: Gain +10 AB at night or within Deep Locations, but loose 10 AB during the Day.

Echo-location: This trait is worth 3 traits. Gain 30ft Blind Sight.

Energetic: Double your Stamina.

Enrage: This trait is worth 3 traits. When Reaching 50% THP, Double your AB.

Feral: You have a 1d2 chance of ignoring any command. Gain +1 Damage Dice, +2 AL, and +5 Physical Resistance.

Flight: Convert Movement to Flight

Hard Scales: Creatures that touch you sustain 5 Physical Damage. Reduce Fall Damage by 25%.

Huge: This trait is worth 4 traits. Your beast is now Huge. Increase their Space to 10x10.

Hunter: Ignore Rugged Terrain and gain +30 Speed.

Intelligent: Gain +4 INT or DIS and self reliance.

Jitters: Increase AL by {1d8}

Large: This trait is worth 3 traits. Your beast is now Large.

Nocturnal: This trait is worth 2 traits. Gain Dark Sight

Protector: Enemies have a 1d2 chance of targeting you.

Scrappy: Gain +10 AB; this trait may be chosen twice.

Small Force: Remove Disadvantages due to size

Special: This trait is worth 2 traits. Gain +5 Core Attribute Points to allocate.

Stalker: You make no noise when moving.

Strong Tail: Gain +1 Free Action. Additionally, you may hang from grappleable objects with No Contest.

Tempered: Gain +10 Impact, Slashing, Piercing, Fire, Cold, Poison, or Disease Resistance

Tracker: Gain a +8 Modifier when tracking creatures that have bled within the span of 12 hrs. In combat, treat a creature's AL as 50% lower if it fits this requirement.

Tough Hide: Gain 4 Thick Hide/Rank

Wojtek: This trait is worth 2 traits. Increase your BC to 90 + 10/size above Normal and your GRT by +6.

Astral Whale

The Astral Whale drifts within the troposphere of Nexus. While it doesn't directly prey on creatures, upon the ground, the whale passively benefits from the consumption of fear. For this purpose, they most commonly drift over towns and cities; areas where they tend to find themselves Sated.

Astral Whales spend most of their day consuming moisture from clouds. They process the water through an electrolyzing organ, separating hydrogen and oxygen. The resulting elements are then filtered through the body. Oxygen allows proper functioning within a high atmosphere, while hydrogen is used to bloat areas of the body, allowing the Whale to rise and descend on beckon. Excess hydrogen is then filtered through the body to provide various other functions for the Astral Whale.

It is uncommon to set eyes upon an Astral Whale due to their propensity to drift beyond reach within bodies of clouds.

Astral Whale

{50ft} Gargantuan Horror | Morality: 0
Damage Class: Certain Death - Regional Threat

THP: 500 **Armor**: 0 **AL**: 0 **AB**: 30

Speed: 800ft ***Space***: {60ft x 300ft}
Weight: 700 Grav ***AL Negation***: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
4	14	5	2	4	2	1	3

Aptitudes: 10 Perception ***Aether Reserve***: 0
Sight: Blind (120ft), Cloud ***Stamina Reserve***: 300
Languages: Apocrapyn
Immunities: Holy, SNT, GRT, Impact
Weakness: Fire, Blast ***Ingredient***: Page 308
Resistance: 5 Physical

Behaviors

Horror - Traveler - Territorial - Intelligent

Astral Whale: Perform Electric Blast upon close creatures

Full Round Actions

Astral Moan: Raise all fins and charge for 1 round. Upon the start of your next turn, release a 210-decibel sonar wave, which collides with the surface of the ground beneath you, covering 1 mile. Sunder every object/creature upon the surface, beneath you, with No Contest.

All creatures, within the mile radius, bleed from their ears, sustaining 1d20 Bleed Damage -10 if their ears are covered. Additionally, creatures sustain an additional 2d6 Mind Damage.

Main Actions

Electric Blast: Release stored energy into a focused burst, striking all nearby creatures for 10 Impact and 10 Lighting Damage per High Voltage Charge. This action temporarily shuts down your Biochemical Fuel Cells for 1d4 rounds.

Embrace: Attempt to grapple a Nearby Creature, prompting a CD 6 DEX Contest.

Secondary Actions

Astral Whale Seeker: Limbs drape from the torso of the Astral Whale. Consume a Vilil Charge to release a lightning bolt, dealing 100 Lighting Damage to the closest metal source beneath you.

Lightning Seeker: Release a burst of Lighting from your body to target 1 creature around you, dealing 20 Lightning Damage; if any creature is nearby that creature, this attack will extend to them and any subsequent enemy near that enemy. Seekers cannot strike the same creature more than once. Reduce your High Voltage Charge by 1.

Astral Moan: Hundreds of holes form upon your body to release a burst of Oxygen. A foul noise, akin to a hoard of screams, is released, forcing all creatures to perform a GRT Contest {CD 4}. All creatures within 40ft are dealt 20ft knockback.

Passives

Piezoelectric Contraction: Compress hydrogen through high muscular contractions powering your bioluminescence. Increase the Light level by +1/Vilil Charge, to a maximum light level of blinding.

Biochemical Fuel Cells: Your cells function as a battery, storing charged energy from hydrogen and oxygen chemical reactions. For each round, add 1 High Voltage Charge to your Vilil.

Vilil: A special organ capable of holding 10 high-voltage charges.

Cnidocytes: Creatures that touch your limbs are struck by venomous barbs; bestowing 1d100 poison.

Recharge: When sustaining Lightning Damage, gain +1 Vilil Charge/10 Lightning Damage.

Electromagnetic Shield: When at 10 Charges, Gain immunity to Fire, Lightning, Holy, and projectiles moving less than 6 units/round.

Charged Air: When the Whale occupies an area, Lightning Damage dealt around it increases by +5 AB/round spent around that area.

{A merging between a squid, lotus, whale, and jellyfish with bioluminescence; human limbs?}

Avatar of Death

Archfiend MR 20

{20ft} Gargantuan Deus | Morality: 0
Damage Class: Certain Death - Existential

THP: 20,000 **Armor**: 0 **AL**: 8 **AB**: +60
BRK: 10

Speed: 60ft ***Space***: {10ft x 10ft}
Weight: 0 Grav ***AL Negation***: 6

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
5	0	10	100	100	8	100	0

Aptitudes: 20 Perception ***Aether Reserve***: 2000
Sight: Blind (120ft), Hex, ***Stamina Reserve***: Infinite
Languages: All
Immunities: Instant Death, Incorporeal
Weakness: Holy, Moonstone
Resistance: 100 Physical, 100 Elemental, 100 Hex

Behaviors

Death Omen - Traveler - Intelligent - Wise
Undeath - Sociopath

Main Actions

Scythe of the Alpha: Brandish a swath of darkness to strike a nearby creature, dealing 20 Unholy Damage.

Buried Alive: Close an Open Grave. If any creature is caught, it sustains 10 Impact Damage and is buried; sustaining asphyxiation/round. A Full Round Action is required to escape the grave. Consume 20 Aether.

Secondary Actions

Open Grave: Force the ground to open a 5ft hole beneath a target creature, forcing a DEX Contest {CD 6}. Creatures that fail sustain 10 Fall Damage. Consume 20 Aether.

Requiem's Call: Unleash a horrific wail upon nearby creatures, reducing all Damage to you by 50%. Consume 20 Aether.

Passives

Mark of Death: Creatures struck by Actions gain a stack of "Marked for Death" for the duration of Combat. Creatures marked this way will sustain +5 AB from Unholy Damage.

Dire Presence: Death fears none; and begins at 0 AL until Enrage. To successfuly attack, you must first beat a GRT Contest {CD 6}

Environment Actions

Death's Design: A Large Bone Obelisk Summons around the Avatar with 100 Armor. Creatures near these structures must perform a BRN Contest {CD 5} or receive 3 unit knockback and 5 Impact Damage. Roll a 1d2, to see if the creature is knocked towards another obelisk.

Enraged I Requirement

Reach 15,000 THP

Enraged I: Full Round Actions

Bleed the Sky: *Cut the heavens above to spill forth a rain of ink. All exposed creatures become soaked, gaining 3 stacks of Marked for Death/round for 2 rounds. Consume 20 Aether*

You Dare!?: *Part from your form six arms, each wielding a sickle reflecting the sea of stars above. For the next 3 rounds, creatures who come close must perform a DEX Contest {CD 6} or are struck for 20 Slashing/Mind Damage.*

Boneyard: *Erect 10 units of bone. Creatures that walk upon these units are gouged by savage skeletal claws, dealing 4 Bleed. This is considered rugged terrain. Consume 10 Aether*

Falter: *Perform a Claw attack on a nearby creature, prompting a CD 5. Creatures that fail are stabbed for 1d10 Bypass Damage, by your claw, and hoisted up. Unleash Frigid Gasp upon the held creature before launching them back with Back mortal.*

Enraged I: Main Actions

Frigid Gasp: Let forth a 30ft cone of breath, which deals 20 Cold Damage. Creatures struck are chilled for 1 round.

Enraged I: Secondary Actions

Bleak Harvest: Consume the Engram of a close dead creature, restoring 500 THP and 100 Aether. This action grants 2 unit knockback to any nearby creature.

Back Mortal: Launch a target creature 30ft back.

Enraged I: Passives

High Mark of Death: Creatures struck by Actions now gain two stacks of "Marked for Death" for the duration of Combat.

Death Touch: If The Avatar touches/attacks you, you are afflicted with Instant Death.

Avatar of Death I: *You cannot fall bellow 1 THP.*

It Bleeds: *Player's Wayfarers are no longer at the mercy of Dire Presence.*

Enraged I: Environment Actions

Final Curtain: All active Obelisks erupt, dealing 20 Unholy Damage/obelisk to all living creatures. Obelisks that are destroyed this way begin to spread a black substance, coating its unit.

Black Substance: In each round, any unit coated with a black substance will spread to all close units. Creatures standing atop coated units will sustain 5 Unholy Damage. Treat Black Substance as burning.

Enraged II Requirement

Reach 10,000 THP

Enraged II: Full Round Action

Blood Meridian: Sacrifice 3000 THP and force all creatures' THP at 50%. If a creature is below 50%, force them to 1THP. You may sacrifice 400 Aether to grant all creatures a Deep Wound.

Mortal Example: Grant a vision to a target creature for 1d2 rounds of their flesh being ripped from their form before a grim punishment. This creature suffers a GRT Contest {CD 9} and must perform a DIS Contest {CD 7} to look past the illusion for the round. Failure to do so will force the creature to stagger for the remainder of Mortal Example. Consume 60 Aether.

Enraged II: Main Actions

Hungering Scythe of the Alpha: Brandish a swath of darkness to cleave all nearby creatures, prompting a DEX Contest {CD 7}. Dealing 40 Unholy/Life Siphon Damage.

In its Shadow: Creatures within sight sustain 10 DL.

Enraged II: Secondary Actions

Skull Summons: Summon a floating skull. Each skull has 20 Armor, 5 AL, 20 speed, and can Bite with No Contest, dealing 30 Impact Damage.

Enraged II: Reaction

In its Shadow: Teleport to any creature at will.

Rejecting Force: Target an incoming attack and project a force to act as a Barrier, absorbing 100 Damage. Consume 30 Aether.

Enraged II: Passives

Mega Mark of Death: Creatures struck by Actions now gain three stacks of "Marked for Death" for the duration of Combat. Additionally, grant +4 DL upon strike.

Avatar of Death II: *You cannot fall bellow 1 THP and shall heal 50THP/round. This passive vanishes upon reaching Enraged III.*

Breaching Souls: *Etherial energies rush from the breaches within the Avatar of Death. Creatures that get near the Avatar will gain +20 Health and Aether/round up to your maximum reserve.*

Enraged II: Environment Actions

Shambling Hord: *Summon 5 {MR 15} Walking Bones from any unit coated in a Black Substance.*

Oblivion: *The world will fall to a Pitch Black each round, snuffing any normal light sources.*

Enraged III Requirement

Kill 20 Shamblers

Enraged III: Full Round Action

Dying Gasp: *The avatar's Body ruptures and begins to writhe. Each round, all nearby creatures will be knocked back 60ft. After 5 Rounds, all living creatures within 20 miles will sustain 1000 Unholy Damage.*

Enraged III: Passives

Unfated Undoing: The Avatar is no longer immune to Physical Damage and loses all resistances.

Oblivion's Oblivion: If the avatar is reduced to 0 before the conclusion of Dying Gasp, its body shall drop lifeless.

Mortal Ward: Any creature that has dealt damage to The Avatar of Death within 20 rounds of its killing will gain a symbol upon its body. Creatures marked with this symbol cannot die from physical damage. If reduced below 1 THP by Physical Damage, the creature will pass all reapings with No Contest, receiving no injuries, and will stagger for 1 round before restoring to 1 THP on the next round. This mark will brand that creature until it truly dies.

Deathbed: The Avatar of Death will spawn upon the Mortal Coil after 1d1000 x 1d10 years upon its death.

Baba Yaga

"Baba Yaga chews the bone; on little children, this we know. Sisters bound by flesh and string; craves fresh meat; to drag, to bring. Their eyes like tunnels, hallowed mouths; Yet knows locations; smells, and sounds. Hunts at night; to give them fright. Little children wake at night. Take them back within the wood; Baba Yaga easily could. To all the children who keep awake; hug your mothers, your last embrace."

~A Gresit Lullaby

Baba Yaga

Archfiend MR 20

{9ft} Large Fey | Morality: -8
Damage Class: Certain Death - Regional Threat

Yaga's THP: 6,000 **Armor**: 0 **AL**: 3 **AB**: +40 **BRK**: 10

Speed: 20ft ***Space***: {5ft x 5ft}
Weight: 340 Grav ***AL Negation***: 5

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
8	10	10	10	8	10	20	0

Aptitudes: 10 Intimidate ***Aether Reserve***: 400
Sight: Blind (30ft), Hex ***Stamina Reserve***: 100
Languages: All
Immunities: Instant Death, Hex, Stagger, Knockback
Weakness: Physical, Holy
Resistance: 20 Physical, 40 Hex

Severable Parts

Bosorka THP: 2,000
Jezibaba THP: 2,000

Behaviors

Foul Malevolence - Crawling - Volatile - Trader {Uncanny Items} -Hord {Children} - Sociopath - Wise Intelligent - Conjoined - Coordinated Strike - Fairy Fort

Baba Yaga: Targets the youngest member of the party

Special Effects

Sticky Blood **Ungodly Wail** **Diseased** **Hex Null**

Yaga's Passives

Arms of the Fey Witch: Baba Yaga craws on 8 limbs. Gain a 2 + (2/sister) Modifier to climb Contests.

Folk Legend: When the creature dies, it shall remain so for 1d100 years; and shall revive itself upon the first utterance of its name, past (1d100) years.

Diseased: Successful attacks spread disease to targets. Target creatures vomit blood for 3 rounds; losing (1) health/round. The Wayfarer must Roll a Dex Contest {CD 4} to not slip on their vomit when attempting to leave their unit.

Yaga's Main Actions

Yaga's Mortar and Pestel: Grind the bones of children to grant 60ft flight to you and your sisters. This item has 20 Armor.

Yaga's Knowledge: Gain access to the Hexes: Glamour {p.360}, Trick {p.361}, Yaga's Trick {p.364}, and Perfect Illusion {p.363}. Gain 1d6 additional Fey or Unholy Hexes of your choice.

Chicken-Legged Lurch: Yaga commands her Dancing Hut to move. Other creatures within the Hut gain a -2 Modifier on Actions for 1 round. If a target creature is outside, the Hut can be commanded to kick target creatures, prompting a DEX Contest {CD 5}. Creatures that fail sustain 30 Impact Damage and 25ft knockback.

Claw: Deal (1d10 + 25) Slashing/Piercing Damage. Consume 20 Stamina.

Yaga's Secondary Actions

Yaga's Curse – Target a creature's highest Core Attribute. Prompt that creature with a Contest for that attribute {CD 5}. If they fail, their stat is reduced to zero for 1 round.

Enraged Requirement

A sister is killed/ Reach 2000 THP

Enraged: Environment Actions

Laughing Woods: Disembodied, ethereal voices of children will mock Baba Yaga. All Sisters will gain +20 AB for 1 round each round.

Enraged: Passives

Tear the Dead: Upon the death of Jezibaba, or Bosorka, Yaga will take a Full Round Action to rip off the corpse, leaving a bloodied wound. Baba Yaga gains +20 speed but loses 50 health. Once the body is separated, it can be thrown; prompting a DEX Contest {CD 6} against a target creature. Failing creatures will be struck with the corpse and coated with its sticky viscera. They are now Soaked, and their weapons are Wet. Consume 10 Stamina.

Jezibaba's Main Actions

Jezibaba's Bevvitching Vapor: *Jezibaba carries a small cauldron that contains a brown powder; and can dump this powder on a close creature, prompting a DEX Contest {CD 4}. Creatures coated must perform a DIS Contest to not become Bevvitched.*

Jezibaba's Potion: *Bosorka carries (2) brewed potions. If a sister drinks the potion, they heal 500 health. This is a potent poison to other creatures, granting stagger and 8 Poison Damage.*

Jezibaba's Secondary Actions

Knife: *Deal (1d20) Piercing Damage. Consume 6 Stamina.*

Jezibaba's Curse *– Jezibaba deals 20 Hex Drain to the nearest creature with No Contest. If the creature has no remaining Aether Reserve, it will sustain 20 Mind Damage and must make an SNT Contest {CD 4}.*

Ungodly Wail: *The creature can emit a scream, reducing Wayfarer AL by 3, for 5 rounds, with No Contest.*

Unnatural Bile: *Vomit into the mouth of a prone creature. This creature will be permanently possessed for 1d4 rounds.*

Bosorka's Main Actions

Bosorka's Black Club: Perform a DEX Contest against a target creature's AL. Let forth a swipe with a stinking black tool, dealing 1 Impact Damage and 40 Unholy Damage. Consume 10 Stamina.

Bosorka's Secondary Actions

Claw: Deal (1d10) Slashing Damage. Consume 6 Stamina.

Bosorka's Curse – Bosorka targets a creature and reduces the creature's next attack by 10 Damage with No Contest.

Bosorka's Passives

Foul Breath: Creatures that get close must perform a VIG Contest not to vomit. Vomiting will grant dehydration and stagger to close creatures for 1 round. If a creature has vomited, it gains a +5 Modifier against the next Foul Breath Contest.

Hidden Swipe: When close to Baba Yaga, 2 hands will raise towards approaching creatures, feigning a strike. Creatures who attack Baba Yaga, from close range, sustain 25 Impact Damage with No Contest. Consume 2 Stamina.

Cancerous Hounouganaon

{6ft} Normal Horror | Morality: -9
Damage Class: Deadly - By Five

THP: 50 **Thick Hide Armor**: 80 **AL**: 4 **AB**: 0
BRK: 0

Speed: 50ft ***Space***: {5ft x 5ft}
Weight: 200 Grav ***AL Negation***: 4

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
3	6	6	6	60	5	80	0

Aptitudes: 10 Stealth ***Aether Reserve***: 0
Sight: Standard, Hawk, Dark ***Stamina Reserve***: 100
Languages: Apocraphyn
Immunities: Weird, Impact
Weakness: Holy
Resistance: 5 Physical, 6 Poison, 20 Unholy

Behaviors

Territorial - Wood Dweller - Craven - Stalker

Main Actions

Bite: Perform a DEX Contest and target a creature's AL. The creature snaps its jaws at a target creature dealing 10 Piercing Damage. Consume 5 Stamina.

Chromatic Bile: Release a bile spray to rain in front of an enemy. Onlooking creatures must perform a DIS Contest {CD 5} to break from the visual snare. Failed creatures must use their movement to get close to the Hounouganaon, coating themselves in the bile. Creatures coated with the Bile are considered possessed. Consume 50 Stamina.

Passives

Cancerous Touch: Creatures, that are bitten by you, gain 1 stage of cancer. At Rank 15, increase the stages granted by +1. If a critcal is dealt, multiply the stages granted by 2.

Loose Flesh: If this creature sustains Slashing or Impact Damage, it will shed portions of its flesh, coating its unit. Enemies which move close to this unit must perform a DEX Contest {CD 5} with an additional +1 CD/close affected unit. Should they fail, all coated units will converge onto the enemy's unit, dealing 1d20 Life Siphon/Unit. To Leave, this mass must sustain 20 Damage/stack of flesh, 1 Damage of Holy, or the trapped creature must perform a BRN Contest {CD 9}. At any point in time, the Hounouganaon may step onto this unit, to absorb its flesh, gaining the health from the piles of flesh.

Meta Dread: If you are bit by this creature, lose all Resistances, lose all Immunities, and lower your AL by 2 for the duration of the day.

Divine Adjudicator

MR 20

{6ft} Normal Mortal | Morality: -4
Damage Class: Deadly - Faction o' Four

THP: 450 **Metal Armor**: 150 **AL**: 4 **AB**: 30
BRK: 10

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 290 Grav ***AL Negation***: 5

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
3	6	6	6	10	5	6	0

Aptitudes: 10 Weapon Prof. ***Aether Reserve***: 200
Sight: Standard ***Stamina Reserve***: 100
Languages: Universalis
Immunities: Holy
Weakness:
Resistance: 5 Physical, 6 Poison, 20 Unholy

Severable Parts

Arm: 50 THP + 5/5 Ranks
Leg: 50THP + 5/5 Ranks

Behaviors

Pious - Intelligent - Armed

Moral Support: Gain a +1 AL Negation/nearby ally.

Main Actions

{Tier II} Iron Claymore: Perform a DEX Contest against the Target creature's AL. Deal 30 Slashing/Holy Damage with +14 Break. Consume 6 Stamina.

Command the Maker: Beseech the Maker. Bless your Weapon with +20 Holy for 1d6 rounds. Consume 50 Aether.

Purifying Alms: Heal all nearby creatures for 20 Health and remove all debilitations. Consume 20 Aether.

Secondary Actions

Divine Fire: Gain +20 AB, to any source of Holy Damage, for 1 round. Consume 10 Aether.

{Tier II} Iron Claymore: Perform a DEX Contest against the Target creature's AL. Deal 30 Slashing/Holy Damage with +14 Break. Consume 6 Stamina.

Reactions

Away: Send forth a pulse, dealing 1 unit knockback to all close creatures, dealing 1d10 Holy Damage. Consume 5 Aether.

Like a Stone: Visit **Page {188}**

Deep One

"From the sea they came; stained by the dark depths they were-spawned from."

{5ft} Normal Sea Aberration/Mortal | Morality: -2
Damage Class: Trivial - By Five

THP: 25 **Armor**: 0 **AL**: 1 **AB**: 0 **BRK**: 0

Speed: 40ft **Space**: {5ft x 5ft}
Weight: 40 Grav **AL Negation**: 10

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
6	10	10	4	4	8	7	2

Aptitudes: ***Aether Reserve***: 0
Sight: Standard, Dark ***Stamina Reserve***: 100
Languages: Apocraphyn
Immunities: Asphyxiation, Impact
Weakness: Fire ***Ingredient***: Page 308
Resistance:

Behaviors

Territorial - Dark Dweller - Ocean Lurker - Curious Light Craven

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Main Actions

Claw: Perform a DEX Contest against the Target creature's AL. Rip and tear at a target's torso, dealing 10 Slashing Damage. Consume 20 Stamina.

Chittering Call: Let forth a call of chitters beckoning death upon the enemies around you. Other Deep Ones around you shall join. Deal 10 + (5/Deep One) Mind Damage to all enemies around you.

Secondary Actions

Bellow of the Deep: The ground pulses beneath you. For one round, all creatures around you will experience asphyxiation, and the world will appear to be drowned in black waters.

Passives

Wet Body: Physical attacks deal 50% less damage to you.

Limited Air: When out of the water, a Deep One can spend 10 days above ground before requiring a full round of submersion.

Of the Tide: Deep Ones are highly proficient swimmers, gaining No Contest on all swim Contests. Deep Ones triple movement speed underwater.

High Tide: Each Deep One around you will summon/raise the water level an additional +5ft for 100ft. When Submerged, Deep Ones gain +4 AL.

Doppelgänger

"Question thine kin."

{5ft} Normal Horror | Morality: -7
Damage Class: Trivial - By Five

THP: 100 **Armor**: 50 **AL**: 2 **AB**: 0 **BRK**: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 130 Grav ***AL Negation***: 2

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
3	4	6	3	4	8	7	2

Aptitudes: ***Aether Reserve***: 0
Sight: Standard, Dark ***Stamina Reserve***: 100
Languages: Apocraphyn, Universalis
Immunities: Fire, Weird, Impact
Weakness:
Resistance: 10 Holy, 20 Physical

Behaviors

Foul Malevolence - Dark Dweller - Necrophage Light Craven - Stalker - Armed

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Main Actions

Doppelgänger: Change your form into another creature, gaining its voice and weapon Actions/Reactions. Visually, the Doppelganger will even be wearing the items of the creature it copies; however, these adornments result from hardened flesh and an unnatural chromatic fluid compressing under the epidermis. The player, of a copied Wayfarer, may help the Arbiter voice the doppelgänger. Consume 10 Stamina/Hr.

While transformed, you maintain the same stats; and deal 1 Physical Damage +5/BRN Modifier when performing actions. You do not gain special effects from copied Items/creatures.

Secondary Actions

Webed Substance: Coat a unit with a thick paste that quickly attaches to dust within the air. Creatures that walk through this substance must spend 5 stamina to push forward. Unconscious creatures within this unit will become cocooned within a 10 Armor Thick Hide of the web after 1d4 rounds. Cocooned creatures are kept in an unconscious state.

Passives

Melted Form: Under intense heat, your face will begin to melt and warp.

Learned Knowledge: Consuming the brains of a creature will grant you the behaviors of that creature. Creatures who attempt to disbelieve your persona must pass a DIS Contest {CD 9}.

Sapped Strength: Gain +2 BRN/Rank

Corpse Grinder

"From their birth, they knew one purpose; few would know them as curators; most, grinders of corpses"

{10 ft} Huge Undead | Morality: -10
Damage Class: Deadly - Regional Threat

THP: 2,000 **Thick Hide Armor**: 0 **AL**: 5 **AB**: 20 **BRK**: 10

Speed: 20ft ***Space***: {20ft x 20ft}
Weight: 20,000 Grav ***AL Negation***: 2

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
4	16	4	14	18	6	14	20

Aptitudes: ***Aether Reserve***: 500
Sight: Blind (200ft) ***Stamina Reserve***: Infinite
Languages: Aklothyean
Immunities: *Unholy, Healing, Cold, Exhaustion, Poison, Stagger, Sleep, Torpor, Physical, Asphyxiation, Disease, Sensory*
Weakness: Fire, Holy
Resistance: 40 Physical, 30 Cold, 80 Unholy

Behaviors
Apathetic - Sociopath - Nocturnal
Undeath - Mute

Main Actions

Cutter: Swing forth a large cleaver. Perform a BRN Contest against the target's AL. On a hit, the target sustains 30 Impact Damage. If the creature sustains damage, it shall be lifted off the ground and grappled, the cleaver stuck in its flesh. As a reaction, you may toss the creature 1d4 units away from you in any direction.

If you decide to use Cutter again against the grappled creature, or another target, the grappled creature shall sustain the damage as a critical hit and has a 1d2 chance of becoming crippled. If the creature is crippled, it is released from grappled.

Secondary Actions

Bloodcurdling Scream: Release a bloody howl. Creatures that are close to you are feared with No Contest. Creatures near you sustain +4 DL. Lastly, the ears of the creatures around you bleed for 20 Bleed Damage.

Passive

Porcupine: In combat, you move frantically. Nearby creatures that attempt to strike you have a 1d4 chance of being impaled by you, sustaining 1d20 BRK and 2d20 Piercing.

Illustration By: Typhon Art - Eryk Szczygieł

Dullahan

"It rides atop a horse; Flesh black as the night, with eyes burning like the skies of Hell."

{12ft} Huge Ghast | Morality: 0
Damage Class: Certain Death - Epoch

Horseman THP: 400 **Metal Armor**: 100 **AL**: 5 **AB**: 50 **BRK**: 0

Dark Horse THP: 100 +20/Rank
Horseman Speed: 20ft
Dark Horse Speed: 100ft ***Space***: {10ft x 10ft}
Weight: 0 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
-5	10	10	100	10	8	20	10

Aptitudes: 10 Intimidate ***Aether Reserve***: 300
Sight: Blind (200ft), Hex ***Stamina Reserve***: Infinite
Languages: All
Immunities: Acid, Fire, Incorporeal
Weakness: Holy, Cold Iron, Steel, Salted Blades
Resistance: 100 Physical, 100 Holy, 40 Hex

Severable Parts

Horse Leg THP: 80 + 50/5 Ranks

Behaviors

Traveler - Docile - Intelligent - Death Omen
Undeath - Armed - Apathetic

Water Aversion: The Creature cannot cross bodies of water

Price of Life: The creature adores gold, and high forms of currency; and may be bribed to allow, a crossing creature, passage.

Echo of the Past: You wield an echo of a severed head; ghastly and incoporeal. this object shall look around ever seeking its coporeal counterpart; periodically wailing in frustration.

Main Actions

Bucket of Blood: Once per combat, The Dullahan can throw a bucket of blood on close creatures with No Contest. When coated, creatures gain -9 SNT. A creature must submerge themselves in a cleansing fluid, such as water, to rid themselves of the cursed blood.

Name: The head of the Dullahan will yell the name of a creature within 30ft of it. The creature must perform an SNT Contest {CD 4}. Creatures that fail to sustain 30 Life Siphon +4/-SNT. The Name must be heard to have any effect.

Naming a Mortal/Half Mortal Creature under the Dullahan's Rank grants Instant Death.

Souls Alight: Target a creature and perform a DIS Contest against their AL. Reach into their chest and light their soul aflame, dealing 1d20 Mind/Fire Damage. This action consumes 10 Aether and has 100% Bypass.

Passives

Ghastly Fog: A white mist drifts around the creature, creating a 60ft radius for dense fog—creatures within the fog gain -5 Perception and a -1 on GRT Checks.

Headless Horsemen: Its presence converts the areas temperature to Cold {Page 288}; and fears all creatures 6 Ranks under it, with No Contest.

Horse's Ire: The Horse will bite any close creatures, without Armor, for 10 Impact Damage. Defending creatures must perform a DEX Contest {CD 5}; the creature may add their Agility Modifier to this contest.

Headless: When creatures fail a wound threshold, they gain one stack of headless. Upon 3, the creature will be decapitated by an unknown force when near the Dullahan. Each round, the creature sustains 100% THP Bleed Damage.

Dark Skulker: The creature is considered invisible while under Dark and Pitch-Black Conditions. Gain No Contest against creatures that can't see you.

Through the Grey: When the Dullahan moves, it fades out of existence, reappearing at a new location. Its movement is considered teleportation.

Enraged Requirement

The Dark Horse is killed/ Reach 50% THP

Enraged: Main Actions

Spine of the Dullahan: The Dullahan pulls out a spine-crafted whip. Attacks with this weapon will tear continuously as it saws through flesh. Make a DEX Contest against a target creature's AL dealing 6d20 Slashing damage with 10 Break. The creature is left bleeding; sustaining 5 bleed/round, for 6 rounds. Consume 30 Stamina. Once the Spine is used, it shatters into fragments. The Dullahan requires 3 bodies, and 5 Full Round Actions, to craft another spine whip.

Rider's Lantern: Hold up your severed head and breathe forth a 5x10 rectangle of purple flames, dealing 2d10 Unholy Damage. Prompt a DEX Contest {CD 7} Consume 50 Aether.

Enraged: Secondary Actions

Falter Worms: Hold up your severed head and release a bone-chilling cry. Close creatures sustain 10 Impact Damage and 1 unit knockback as they are struck by a wave of force.

Glimpse of Death: Fear 1 target creature; for 1 round. Consume 10 Aether.

Pale Vitality: Target a creature; that creature sustains healing as Bypass Damage; for 1d8 rounds. Consume 50 Aether.

Enraged: Environment Action

Toll of the Knell: Creatures around hear the toll of the Death Knell; every round, the bell shall toll; every 3rd toll, all non-undead creatures shall receive 1 Injury. This sound can not be obscured by covering one's ears or becoming deaf.

Gibbering Womb Eater

{2ft} Small Horror/Undead | Morality: 0
Damage Class: Certain Death - Regional Threat

THP: 10 **Armor**: 0 **AL**: 0
AB: 0
BRK: 0

Speed: 5ft **Space**: { 5ft x 5ft}
Weight: 0 Grav **AL Negation**: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
-10	20	10	1	30	10	50	0

Aptitudes ***Aether Reserve***: 8000
Sight: Blind (60ft) ***Stamina Reserve***: Infinite
Languages: None
Immunities: *Weird*, *Instant Death*, Incorporeal
Weakness: Moonstone ***Ingredient***: Page 308
Resistance:

Severable Parts
Umbilical Cord THP: 5

Behaviors
Undeath

Full Round Actions

Cry: Bleed the ears of all creatures within a mile. All Creatures under 50 THP receive Instant Death as their heads explode. Creatures unaffected will sustain 100 Bleed Damage.

Claw Free: If you are grappled or confined, unleash a flurry of swipes dealing 1d10 Slashing Damage.

Passives

Fed from the Heavens: The umbilical cord drapes towards the sky. A Pale substance drips from the end. Creatures within 30ft of the Womb Eaters unit will suffer 10 Mind Damage.

Safe with Me: The Womb eater is perpetually levitating 5ft off the ground. When creatures are near, the Womb Eater will teleport 60ft away upon its next turn. The Eater is immune to death so long as its Cord is attached.

Forbidden Birth: The creature will take the appearance of two separate races.

Environment Actions

Matron: Players will receive 1d20 +10 Mind Damage from an unknown source within 60ft of the Eater. Should it be killed, all creatures within 60ft shall be struck for 50 Mind Damage. This shall persist for 24 hours. Matron cannot be used if the Umbilical Cord is severed.

Grizzly Bear

"A massive lumbering beast with thick blackish brown fur, its grizzled fringe tips tinted a hue of silver. It is adorned with claws capable of slicing through flesh and bone, like a knife through butter. Razored jaws with the crushing power to tackle bone and thick hide."

Grizzly Bear

{8ft} Large Beast | Morality: -3
Damage Class: Deadly - Faction o' Four by Five

THP: 300 **Thick Hide Armor**: 50 **AL**: 1 **AB**: 10 **BRK**: 0

Speed: 40ft ***Space***: {10ft x 5ft}
Weight: 500 Grav ***AL Negation***: 4

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	12	8	3	8	6	2	8

Aptitudes: 10 Intimidate ***Aether Reserve***: 0
Sight: Normal ***Stamina Reserve***: 100
Languages: All
Immunities: Hypothermia, Frostbite
Weakness: ***Ingredient***: Page 308
Resistance: 30 Cold, 10 Slashing

Behaviors

Territorial - Wood Dweller - Protective - Grudge
Omnivorous

Hunter of Sport: The grizzly will ignore prone/unresponsive creatures, that it mauls, for 2 rounds.

Main Actions

Maul: Perform a BRN Contest against a target creature's AL. The grizzly unleashes a flurry of powerful swipes, with razor and fang; dealing 20 Slashing/Impact Damage, to the target, and knocking them back 5ft with No Contest. Mauled creatures have a reduced movement speed, of 50%, until their next rest. The speed reduction does not stack. Consume 6 Stamina.

Crushing Bite: Perform a BRN Contest against a target creature's AL. Consume 10 Stamina. Once per combat, the Grizzly Bear can bite into a target creature, dealing 10 Impact Damage.

Roll 1d2. If you roll (2), you target a limb. Targeting a limb deals an additional 20 Impact Damage and makes that limb useless until a Restorative Sojourn.

Enraged Requirement

Reach 50% THP

Enraged: Main Actions

Charge: The Grizzly charges at a target creature, dealing 20 Impact Damage. This attack prompts a DEX Contest {CD 5} from the defending creature. If the creature is struck, it must roll a DEX Contest {CD 6} not to get trampled, forcing the creature prone, dealing an additional 10 Impact Damage. Consume 20 Stamina.

Enraged: Secondary Actions

Rending Roar: Once per combat, the Grizzly Bear will let out a ferocious roar that shakes the bones of close enemies, granting frightened for 1 round, with No Contest.

Pounce: Pounce upon a close target creature with No Contest. The creature is considered prone and grappled unless the Grizzly takes 40 damage or moves off the target. While on top of a pounced target, the Grizzly can strike it with No Contest, dealing two times its normal damage per strike. Consume 30 Stamina.

Grizzly: Perform a BRN Contest against a target creature's AL; Dealing 2d20 Impact Damage and 3 unit knockback. While atop a pounced creature, converts its knockback to additional Impact Damage.

Enraged: Passives

Fury Unleashed: Attacks gain +20 BRK and +5 Bypass.

Savage Beast: When this creature is reduced to 1 health, it is incapable of dropping below it for 2 rounds.

Undaunted: The creature is immune to all SNT, and GRT, effects/abilities below a CD of 8; and will pass those contests with No Contest.

Unnatural Strength: At MR 10+, attacks are capable of carving into trees. Three consecutive strikes on a tree would lead to its falling. Each successful hit, against a Wayfarer, gains +10ft knockback.

Gore Hound

"A hound which has tasted from omni-colored waters."

{9ft} Large Horror | Morality: -8
Damage Class: Challenging - Faction o' Four

THP: 500 **Armor**: 0 **AL**: 5 **AB**: 10
BRK: 0

Speed: 40ft **Space**: {5ft x 5ft}
Weight: 200 Grav **AL Negation**: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
4	6	5	2	24	2	30	3

Aptitudes: 10 Intimidate ***Aether Reserve***: 0
Sight: Blind (30ft) ***Stamina Reserve***: 100
Languages: Apocraphyn
Immunities: Holy, Impact
Weakness:
Resistance:

Severable Parts

Apocryphal Tongue: 30 THP + 10/5 Ranks

Behaviors

Territorial - Wood Dweller - Stalker - Craven

Main Actions

Apocryphal Tongue: Perform a BRN Contest against a target creature's AL. From your maw leaps a flurry of elongated tongues that grapple creatures around you. Creatures that fail are dragged 1 unit/round closer to the hound while sustaining 5 Life Siphon/Round. While a creature is being pulled, the tongue may be targeted. Consume 5 Stamina. If a creature is close, folds of flesh will wrap around the target creature, dealing 1d20 Life Siphon Damage.

Bite: Perform a BRN Contest against a target creature's AL. The hound snaps, dealing 30 Impact Damage. Consume 6 Stamina.

Passives

Magenta Waters: Each round, a pool of omni-colored fluid spews from the mouth of the Gore Hound, filling the air with an unnatural fragrance. Creatures within 60ft must perform an SNT Contest not to suffer 10 Mind Damage.

To the Sea: When the creature dies, its body is converted into a shrub with leaves made of flesh and teeth. After 1d10 round, its leaves break from the form and drift towards the sky

Gore Hydra

"A festering amalgam of humanity stitched together in an unholy mass. Some speak to its magnitude; an undulating grouping, of elongated towers, formed from the flesh of hundreds per head. Its steps are so heavy that it reduces the dregs upon its feet to a pulp. Even in death, they hunger; thousands of arms reaching to any that draw near..."

Gore Hydra

Archfiend MR 20

{25ft} Gargantuan Undead | Morality: -10
Damage Class: Certain Death - Regional Threat

THP: 0 **Armor**: 0 **AL**: 0 **AB**: +60
BRK: 10

Speed: 20ft **Space**: { 10ft x 20ft}
Weight: 750,000 Grav **AL Negation**: 4

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
-10	20	10	1	30	10	50	0

Aptitudes ***Aether Reserve***: 8000
Sight: Blind (60ft) ***Stamina Reserve***: Infinite
Languages: Aklothyean
Immunities: *Weird, Instant Death, Unholy, Healing, Cold, Exhaustion, Poison, Stagger, Sleep, Torpor, Fire, Physical*
Weakness: Holy, Cold Iron, Moonstone
Resistance: 20 Fire, 50 Hex, 40 Physical

Severable Parts
Neck THP (1d6): 500 +50/Rank

Behaviors
Foul Malevolence - Undeath - Apathetic - Graveyard

Full Round Actions

Melding Undeath: The Gore Hydra fuses up to 3 necks back onto its body, consuming 800 Aether/Head.

Swallow: Perform a Dex Contest against a target creature's AL. Failed creatures are swallowed by the Hydra Neck, sustaining 1d100 Impact. The neck must be severed to free them. Trapped creatures will sustain 1d20 Impact Damage/ round from hands within the neck until they are freed.

Main Actions

Deathly Onslaught: A mass of undead arms claw from your form, dealing 20 Impact Damage to all close creatures, with No Contest. If creatures have Armor, they will be knocked back 5ft; sustaining 5 BRK, and no Impact Damage.

Deathly Impact: Perform a BRN Contest against a target creature's AL. The Hydra's neck collides with the ground, dealing 20 Impact Damage to a 5 x 15 rectangle in front of it.

Secondary Actions

Breath of Death: Roll a (1d20). Lower all necks to beath towards 1 creature, pelting corpses and viscera onto the target creature. Breath of Death deals 5 Impact Damage/Corpse (1d20). The target creature is wet and soaked.

Hundred Hands: Grapple onto a close target creature with (1d100) hands. A Hundred Hands grapples with No Contest. Creatures may attack the unit occupied by the grappled creature. Each hand will be severed when struck with 1 damage.

To free a grappled creature, deal (1d100) damage to the grappling unit.

Passives

Aetheric Stability: The Creature cannot die, so long as its Aether Reserve remains above 0.

Multi-Headed Fiend: The Hydra gains an additional Secondary Action per additional Head. The Hydra has (1d6) Heads.

Enraged Requirement

A Neck is severed

Enraged: Reactions

Collision: A severed neck segment *(Space: 5ftx10ft)* will charge toward a nearby creature, prompting a ***DEX Contest {CD 7}*** to avoid Collision. Failing creatures sustain 50 Impact Damage and 1d4-unit knockback.

Enraged: Passives

Gouging Hands: All close creatures sustain 1d4 Impact Damage/round with No Contest.

One Body: If the majority/half of your necks are severed, you must perform Melding Undeath as your Next Action

Hell Hound

{5ft} Normal Vitarii | Morality: -3
Damage Class: Deadly - Squadron

THP: 140 **Thick Hide Armor**: 50 **AL**: 4 **AB**: 0 **BRK**: 0

Speed: 40ft ***Space***: {5ft x 5ft}
Weight: 500 Grav ***AL Negation***: 2

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	7	8	6	10	6	0	8

Aptitudes: 15 Perception ***Aether Reserve***: 0
Sight: Normal ***Stamina Reserve***: 100
Languages: Infernum
Immunities: Fire
Weakness: Cold ***Ingredient***: Page 308
Resistance: 50 Lightning, 40 Poison

Behaviors

Territorial - Cold Craven - Foul Malevolence - Grudge

Pack Tactics: +5 AB when near another of the same creature; to a maximum of +30 AB.

Full Round Actions

Hellish Replenishment: Consume a dead ally hound; and heal for 40 Health.

Main Actions

Hellish Mastication: Release a bite that deals 30 Impact Damage and 20 Fire Damage. Perform a DEX Contest against a target creature's AL. Consume 25 Stamina.

Bite: Perform a DEX Contest and target a creature's AL. Deal 10 Impact Damage. Consume 6 Stamina.

Howl: Hell Hounds, who hear the Howl, gain +10 AB, and +20 speed, for the next 2 rounds. Only one howl effect may be present at a given time. Additional Howls will refresh the buff. Consume 1 Stamina.

Passives

Super-Heated Bite: Bites from the Hell Hound, on Metal, will grant it Super-Heat.

Heated Breath: Burn the limb you attempt to strike; dealing +20 Fire Damage with each Mastication/Bite.

Volatile Blood: Burning blood spews with each slice. If the Hound is struck with Slashing Damage, attacking creatures sustain 10 Fire Damage/successful strike.

High Knight

MR 15

{6ft} Normal Mortal| Morality: -3
Damage Class: Challenge - By Five

THP: 200 **Metal Armor:** 100 **AL**: 2 **AB**: 15
BRK: 8

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 290 Grav ***AL Negation***: 3

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
3	8	8	6	10	3	3	0

Aptitudes: 10 Weapon Prof. ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 200
Languages: Universalis
Immunities:
Weakness:
Resistance: 10 Physical

Severable Parts
Arm: 50 THP + 5/5 Ranks
Leg: 50THP + 5/5 Ranks

Behaviors
Community - Pious - Intelligent - Armed

Main Actions

{Tier I} Cold Iron Short Sword: Perform a DEX Contest against the Target creature's AL. Deal 12 Slashing Damage with +5 Break. Additionally, gain +2 damage against Undead, Fey, Ghasts, and Natura. Gain +1 Adrenalin/hit. Consume 6 Stamina.

Secondary Actions

Knights Guard: Gain +2 AL for 1 round. Consume 2 Stamina.

Cut Deep: Gain + (1d6) AB on your next Main Action. Consume (1d6) Stamina.

Reactions

Counter-Strike: Visit **Page {188}**.

Parry: Visit **Page {188}.**

Passives

Moral Support: The creature will commune with its kind in tense situations. The creature gains +1AL Negation per nearby ally.

High Knight

Where some prefer the peaceful pleasantries of on-high positions; a firm hand is required, besides a mouthpiece, to maintain true order. The High Knights, of the Maker, are the blades that cleanse the Coil with blood; and dutiful service.

Hungry Chest

{4 ft} Normal Homunculi | Morality: -6
Damage Class: Challenging - By Ten

THP: 200 **Metal Armor**: 100 **AL**: 2 **AB**: 0 **BRK**: 0

Speed: 30ft ***Space***: {Xft x Xft}
Weight: 290 Grav ***AL Negation***: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
8	8	8	6	10	3	10	0

Aptitudes: 10 Stealth ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 200
Languages: Creature
Immunities: Holy
Weakness: Aetherium, Fire, Unholy
Resistance: 10 Physical

Behaviors

Carnivorous - Awakening - Intelligent

Moral Support: Gain a +1 AL Negation/nearby ally.

Main Actions

Surprise: Target a close creature and perform a BRN Contest against their AL to shove them in your mouth. If you are in stable form, gain No Contest. Creatures failing against surprise are considered grappled. Consume 20 Stamina.

Secondary Actions

Stable Form: Contort your body into the form of any Normal-Huge object; nullifying Unstable Body. Consume 1 Stamina/Hr. You are unable to move during this form. While in this form, treat your disguise as Invisibility. Performing any action breaks your Stable Form.

Lock: Slam your top closed, locking a surprised creature inside you. Your mouth requires a BRN Contest {CD 6} to pry open. Creatures trapped this way are considered staggered but may attempt to force your mouth open from the inside by performing a BRN Contest {CD 8}. While inside, they take damage from Unstable Body. You may only lock 1 creature; +1/size above Normal.

Tongue: Perform a DEX Contest against a close target creature's AL. Slough off segments of flesh as you drag your tongue across their body—deal 10 Life Siphon and Consume 20 Stamina.

Passives

Mouth of Tongues: Gain the language of a creature you consume.

Unstable Body: Your body suffers 5 Bypass Damage/round when not stable. Creatures that touch you, in this form sustain 1d20 Life Siphon.

Inquisitor

MR 15

{6ft} Normal Mortal | Morality: -9
Damage Class: Deathly - By Five

THP: 250 **Metal Armor**: 50 **AL**: 2 **AB**: 20 **BRK**: 8

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 240 Grav ***AL Negation***: 4

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
10	4	8	6	10	6	8	0

Aptitudes: 10 Weapon Prof. ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 200
Languages: Universalis
Immunities:
Weakness:
Resistance: 5 Physical

Severable Parts

Arm (2): 50 THP + 5/5 Ranks
Leg (2): 50THP + 5/5 Ranks

Behaviors

Community - Pious - Intelligent - Armed

Fearful Support: Allies gain a +1 AL Negation/feared enemy.

Main Actions

Torture: Walk up to a prone creature and commit unspeakable horrors upon their flesh with No Contest. The target creature is now crippled. Consume 6 Stamina.

{Tier II} Bronze Cat o' Nine Tails: Perform a DEX Contest against the Target creature's AL. Deal 10 Slashing/Bleeding Damage with +5 Break. Consume 10 Stamina.

Reactions

Crack of the Whip: Visit **Page {190}**.

Passives

Masochist: Gain +1 Damage Dice each time you are struck physically to a maximum of +3. This effect fades after your next damaging attack. Creatures struck by this attack become craven for 1 round.

Painful Strikes: Creatures struck by you gain -4 AL for 1d3 rounds. This does not stack.

Fearmonger: Allies are calmer when you stand against their threats. Grant +2 AL to all allies while you are alive.

Jhoseppi

An eight-foot tall, six-legged fey hybrid; with a form betwixt elk and man. His horns are adorned with severed rabbit heads and leaves.

{6ft} Normal Fey | Morality: 2
Damage Class: Trivial - Squadron

THP: 300 **Armor**: 0 **AL**: 4 **AB**: 0 **BRK**: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 0 Grav ***AL Negation***: 2

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
10	8	10	10	10	10	10	0

Aptitudes: +10 Stealth ***Aether Reserve***: 100
Sight: Standard, Dark ***Stamina Reserve***: 200
Languages: Sylvan
Immunities: Hex
Weakness: Physical ***Ingredient***: Page 308
Resistance:

Behaviors

Curious - Wood Dweller - Intelligent - Docile
Well Mannered - Fairy Fort - Mute - Trader

Apple: Will travel hundreds of miles to seek out apples; and can smell their location from thousands of miles away.

Main Actions

Teleport: Jump within an adjacent pocket dimension momentarily and reappear in a different location.

Fae Fire: Summon a Whisp. The whisp can be commanded to guide creatures.

Secondary Actions

Happy Faces: Grow your eyes wide and stare towards a creature. The target creature must perform a DIS Contest {CD 9}. Upon a failure, roll a 1d4:

1. Attempt to eat the surface beneath your feet.
2. Fall prone upon your back, and laugh at the sky.
3. Fall Unconscious for 1d10 rounds.
4. Smile towards an ally and force the same contest.

Reactions

Prance: Jump in circles, summoning blue roses atop your unit. Close Creatures must perform a GRT Contest {CD 8} to avoid falling asleep.

Passives

Apple a Day: If humbly offered a treat, he has been known to give the traveler one thing in return:

1. A hint to escape the wood.
2. Potential unique enchantment of one's gear.
3. ***Ward of the Buck*** - Reduces the frequency of Fey Encounters

Soft Foot: Your movement is a pattern one might compare to a prancing deer; each stride is as soft as the last. You make no noise when walking or sprinting.

Fright Cloak: When a new combat encounter begins, you vanish from sight and are considered invisible for the first round.

Leshy

"Through the vines; a shriveling growth. It speaks through leaves and conjures foe. Beware the animals where they hide; for the Leshy lurks, leers through their eyes."

{6 ft} Normal Fey/Natura | Morality: -4
Damage Class: Threat - Squadron

THP: 100 **Armor**: 0 **AL**: 2 **AB**: 0 **BRK**: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 60 Grav ***AL Negation***: 7

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	6	4	8	8	10	10	0

Aptitudes: 10 Stealth ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 200
Languages: Sylvan
Immunities: Weird, Instant Death, Fear, Poison, Physical
Weakness: Iron, Cold Iron, Fire ***Ingredient***: Page 308
Resistance: 30 Hex, 20 Fire, 30 Physical

Behaviors

Foul Malevolence - Dormant - Intelligent - Awakening

Main Actions

Thorn Whip: Summon vines to unearth and strike your enemies, prompting a DEX Contest {CD 6}. Creatures struck take 1d20 Piercing/Bleed Damage. The Leshy must be standing on the surface of plants to use Thorn Whip.

Blossom Burst: Coat the ground with blossoms and create a 20ft x 60ft rectangle on the ground. If these Blossoms are stepped on, they unleash a burst of petals, granting torpor. Blossoms remain on the ground for 1d10 hours.

Sap Siphon: Draw the life from nearby trees, restoring 20 Health/tree. If you and other creatures are standing upon the same vegetation, you may transfer the HP to that creature.

Bark Armor: Convert 10 Health to 20 Thick Hide Armor. Additionally, gain 20 Impact Resistance for 10 rounds, but take 10 extra damage from fire-based attacks.

Fungal Spores: Release a burst of spores into the air for 1 round. Creatures who get close must perform a VIG Contest {CD 4}. Creatures who fail are considered Charmed {Tier 2} for 2 rounds. Alternatively, creatures may close their eyes and hold their breath to avoid inhaling the Fungal Spores.

Secondary Actions

Growth: The Leshy can control vegetation to form barriers and obstacles. Manipulate nearby plants, to your will, within a 60ft.

Broken Branches: Prompt a GRT Contest to all close creatures {CD 5}. Creatures that fail gain fear for 1 round.

Plant Facade: Alter your appearance to appear as a normal form of vegetation. Creatures must perform a DIS Contest {CD7} to see through your transformation. Creatures that witness this change gain No Contest against the Contest.

Whisper of Leaves: Commune with Plants.

Leech: Deal 10% THP Life Siphon from all living creatures standing upon vegetation connected to you.

Reactions

Through the Vine: The creature can teleport to any form of vegetation within 50ft, so long as it stands on a connected network of plants.

Photosynthesis: When exposed to sunlight, heal 10 Health.

Passives

Eyes in the Grass: The Leshy passively controls small creatures, within 200ft of its location; and can see through their many eyes. When a small Low Beast is around, the Leshy gains a +5 Modifier on perception-based Contests/Low Beast.

Ashes: Posies grow on each unit you move over. Creatures within 5ft of the posies must perform a VIG Contest {CD 5}. Failing creatures gain The Black Death Illness. The Effect of ashes can only be removed with the death of the Leshy.

Enraged Requirement

Reach 50% THP

Enraged: Passives

Swarm: When a Leshy dies, it transforms into a murder of 10 crows. These creatures are considered Low Beasts.

Into the Ground: Corpses near the Leshy are sucked into the ground upon the next round, so long as the body is lying atop vegetation. Each body, absorbed this way, grants the Leshy 50% THP.

Litch

"Litches are the result of foul alchemy sourced from an unholy codex. Those who have found the means of preserving eternal life through an unholy rite; a ritual which would see them consume the souls of a thousand Mortals and flay the skins of nobility. One should wonder about the purpose one has in committing such atrocities."

Litch

Archfiend MR 20

{9ft} Large Undead | Morality: -10
Damage Class: Certain Death - Regional Threat

THP: 10,000 **Armor**: 0 **AL**: 4 **AB**: 40 **BRK**: 10

Speed: 20ft ***Space***: {5ft x 5ft}
Weight: 40 Grav ***AL Negation***: 5

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
-10	10	20	10	8	10	20	0

Aptitudes: 10 Intimidate ***Aether Reserve***: 3000
Sight: Blind (120ft) ***Stamina Reserve***: Infinite
Languages: All
Immunities: Instant Death, Hex Drain, Incorporeal
Weakness: Holy, Cold Iron, Fire
Resistance: 40 Physical, 20 Fire, 50 Hex

Behaviors

Foul Malevolence - Wise - Bord {Demanding}
Demanding {Bargaining} - Bargaining {Cursed Items}
Undeath - Volatile - Armed

Litch's Hord: Litches start with (1d100) + 30 Bones within 100ft of it.

Special Effects

Ferocious **Black Fluid** **Unholy** **Death Touch**

Main Actions

Crypt Keeper: Resurrect 1d4 MR 15 Walking Bones. Each Walking Bones consumes 10 bones from the surrounding area.

Grimoire of Black Majick: Gain access to the Hexes: Festering Rot, Inverted Fates, Ravenous Undead, Bleed, and Death. The Litch may cast each Hex once/day at 1/4th the cost.

Black Void: Create a 100ft radius of darkened water. The pitch-black pool lasts for 10 rounds, and Hex Drains any creature that stands upon it; stealing 3 Aether/Round. Creatures lying prone, within the pool, will lose 20 Aether/Round. Consume 100 Aether.

Death Detered: Supp upon the souls within you, Sacrifice 1000 THP and roll a 1d4. Add this number to a pool of points. When struck with any form of damage or effect, you may ignore its effect by depleting your pool of points by 1.

Secondary Actions

Writhe Insect: Point at a creature dealing 2d20 Unholy Damage. Consume 50 Aether.

Wraith Touch: Target a close creature. That creature must succeed in an SNT Contest {CD 6} or become Wraith Touched. Consume 20 Aether and 50 Health.

Life Transfer: Transfer 1-50 of your own health to nearby creatures. Creatures must have at least 1 Health to receive Life Transfer. Every subsequent Life Transfer, after the first creature, reduces the caster's health by an additional 5 Health/creature.

Fated: Convert your next chosen outcome to a critical success. Fated can only occur once per day.

Arcane Step: Teleport to a location within sight.

Consume: Consume the soul of a creature that has died within the last hour.

Passives

Phylactery: The Litch's soul is stored within an object. Unless this item is destroyed, it shall never fall below 1HP. A phylactery can be any item and has an Armor Score of 1000.

Litch: The Litch exudes an unholy pall that warps nearby creatures. Creatures below Rank 10 are compelled to fall prone, and prostrate with No Contest. Creatures Beneath 14 MR gain a -1 Modifier when attempting to strike the Litch.

Vessel of Impurity: Once per day, the Litch must consume the 1 soul of a creature to maintain its form. Failing to perform Consume will grant a -10 to all Core Attributes and divide its THP by 50%. Consuming Wayfarers of MR 15, and above, staunches the effects of Vessel of Impurity for 1d10 decades.

Enraged Requirement

Reach 50% THP

Enraged: Main Actions

Leave Me! – All creatures within 30ft of the Litch gain Fear for 1 round.

Enraged: Passives

Soul Fracture: Upon the start of Enrage, your body cannibalizes itself, sustaining 50 damage/round for 10 rounds.

Damned Frenzy: An array of souls swarm a 20ft radius around the Litch during Soul Fracture. Creatures within this radius sustain 5 Unholy Damage/round.

Low Beast

Small creatures that frequent The Mortal Coil. Examples of these lower Beasts are Rabbits, Frogs, Deer, Elk, Birds, Racoons, Small Boars, Small Rodents, etc.

{1-3.9 ft} Small Beast| Morality: 0
Damage Class: Trivial - By One

THP: 10 **Thick Hide Armor:** (1d10) **AL**: 1 **AB**: 0
BRK: 0

Speed: 30ft **Space**: {5ft x 5ft}
Weight: 1-300 Grav **AL Negation**: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	0	0	0	0	0	0	0

Aptitudes: ***Aether Reserve***: 0
Sight: Normal, Dark ***Stamina Reserve***: 100
Languages:
Immunities:
Weakness:
Resistance: 4 Cold

Behaviors
Community - Wood Dweller

Harmless: The creature does not attack and prefers to flee.

Main Actions

Flee: Grant an additional +20 speed when sprinting.

Morgath'kai Scholar

"It resided in dream before its waking, awaiting a spire of gold and white, touting the coming of a new age upon its demise. For within this realm lay not the beauty of time, nor chaos, but order. A stagnancy which might quell the chaos that persisted upon this wretched Coil of ours. Its regent would seek the perpetuation of this trance, but what of the true will of the throne? Would it truly spell the end of this nightmare? Dare we let our arms low, as these heralds yearn for the silence of drums?"

{6 ft} Normal Horror | Morality: -4
Damage Class: Threat - Existential

THP: 200 **Armor**: 0 **AL**: 2 **AB**: 0
BRK: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 60 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	6	4	8	8	10	10	0

Aptitudes: 10 Stealth ***Aether Reserve***: Infinite
Sight: Standard ***Stamina Reserve***: 200
Languages: Apocraphyn
Immunities: Weird, Instant Death, Fear, Poison, Physical
Weakness: Iron, Cold iron
Resistance: 30 Hex

Behaviors

Pious - Intelligent - Sociopath

Morgath'kai Scholar: Three Morgath'kai Scholars are summoned upon the death of the Twilight Still Birth.

Main Actions

Alienation: Target 1d6 creatures within sight. All selected creatures are forced 80ft apart from any creature. No creature may be within 30ft of your location.

Thum: Quake the ground beneath you, creating a radius of 100ft rugged terrain; lasting 1d4 rounds.

Chant of Morgath'kai: Call upon gargantuan petrified Fists to rupture through the clouds and drape from the skies. Chant of Morgath'kai summons 1 Fist/Round. All creatures, not designated as Morgath'kai Scholar, suffer +1 Mind Damage/hand.

Secondary Actions

Hands of the White Palace: Open a single hand, releasing a throng of cries echoing across Nexus.

Passives

White Chapel: After 100 fists are open, a white spire construct is erected from the sky. After 1d4 rounds, the chapel collides with Nexus, granting stage 6 petrification to every creature upon its surface. Within 1d100 rounds, all creatures within the Framework shall gain stage 6 petrification. Creatures within adjacent realms, such as the Fey Wild, are immune to the effects of the White Chapel.

Blessing of Morgath'kai: If all Morgath'kai Scholars are not killed in the same round, they shall be resurrected in the next round and healed to 100% THP.

Environment Passives

Forsaken Restoration: All hands will remain beyond the death of the Morgath'kai Scholars. All horrors during the duration of the Tale gain +1 AB/remaining hand.

Albedo: For every hand that remains, the world looks alarmingly close to white. All creatures will perceive day to be longer than it is, regardless of the sun's position. Grant a bonus to all Holy Damage upon the Coil, by +1/hand.

Mortal Dreg

A lowborn cur; feeble and craven. It parades around, in its ignorance, feasting upon scraps like a mongrel; pitiful.

{5ft} Normal Mortal| Morality: -4
Damage Class: Trivial - By One

THP: 10 **Armor**: 0 **AL**: 2 **AB**: 0
BRK: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	0	2	0	0	0	-1	0

Aptitudes: 2 Weapon Prof. ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 100
Languages: Universalis
Immunities:
Weakness:
Resistance:

Severable Parts

Arm THP: 5
Leg THP: 5

Behavior

Community - Intelligent - Craven - Armed

Lowborn: The Creature has a 50% chance to react in the worst possible way when in the presence of a non-lowborn. Mentioning the phrase "*Corona*" or "*Mucker*" prompts a chance for the creature to react in a hostile manner towards the creature in question.

Dreg: This creature can often be found near gutters, slums, and other lowborn locations.

Main Actions

Rubbish Coated Broken Crude Tool: Perform a DEX Contest against the close target creature's AL Modifier. Slash your dull blade across their torso, dealing 1 damage and 5 Poison Damage. Cuts from your blade have a 1d4 chance of granting tetanus. Consume 20 Stamina.

Passives

Craven Cut: During Dark Light Levels, the Mortal Dreg's attack gains Advantage. Attacking from behind grants the dreg +5 AB and +4 AL Negation.

Im Only Mortal Afterall: Mortal Dregs cannot rank up.

Mortal Soldier

"A weakling that has nurtured, upon the tit of fortune, is a weakling no more.", Indoctrinating sermons to the children that serve their respective countries; dying in a war which is often not their own. Yet still, a cause is, as just, as any."

{5ft} Normal Mortal | Morality: 0
Damage Class: Trivial - By Two

THP: 20 **Metal Armor:** 20 **AL**: 3 **AB**: 0 **BRK**: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	0	2	0	0	0	-1	0

Aptitudes: 5 Weapon Prof. ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 100
Languages: Universalis
Immunities:
Weakness:
Resistance: 1 Physical

Severable Parts

Arm THP: 5 + 5/5 Ranks
Leg THP: 5 + 5/5 Ranks

Behaviors

Community - Intelligent - Mentor - Armed

Foolhardy: Mortal soldiers expend twice the amount of stamina on reactions but gain an advantage on reactions.

Main Actions

Iron Short Sword: Perform a DEX Contest against the Target creature's AL Modifier. Release a cut dealing with 6 Slashing Damage. Additionally, gain +1 Adrenalin/hit. Consume 12 Stamina.

Reactions

Counter-Strike: Visit **Page {188}**

Iron Kite Shield: Gain access to Stalwart Block. Visit **Page {187}.**

Nightmare

{5ft} Normal Horror/Ghast | Morality: 0
Damage Class: Certain Death - Epoch

THP: 25 **Armor** : 0 **AL**: 3 **AB**: 0 **BRK**: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 0 Grav ***AL Negation***: 3

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	0	5	3	8	2	0	1

Aptitudes: 5 Stealth ***Aether Reserve***: 200
Sight: Standard, Dark ***Stamina Reserve***: Infinite
Languages: Universalis
Immunities: Incorporeal
Weakness: Holy, Cold Iron, Steel, Salted Blades
Resistance: 20 Fire

Behaviors

Horror - Undeath - Dark Dweller - Nocturnal

Main Actions

Fever Dream: Rush up to a creature and shift your form into its greatest fear, dealing 10 Mind damage/phobia the creature has. Creatures who are asleep will have this damage multiplied by 3.

Secondary Actions

Dream Scape: Force a creature within a false reality; spawning all 3 phobias of that creature. any time a creature takes 50 Mind Damage within this scape, they shall fall prone and experience 1 round of Hysteria. This Dreamscape lasts 1d20 rounds.

Hypnagogic Jerk: deal 1d20 knockback to a creature within a Deamscape. if a creature is sleeping, deal 1d10 Impact Damage to them.

Creature Passives

Shadow Invisibility: The creature is invisible while in Dim, Dark, and Pitch-Black light levels.

Incorporeal-ish: Pass through solid objects with No Contest.

Dream Walker: Slip into the mind of a dreaming creature; and fight them within their mind.

Waking Nightmare: Taking damage from a Nightmare ages you by 1d2 years.

Trauma Infliction: Reaching Death's Door when around a Nightmare, grants you 1 Phobia.

Night Fiend

{5ft} Normal Mortal | Morality: 0
Damage Class: Certain Death - Epoch

THP: 1000 **Armor** : 0 **AL**: 6 **AB**: 0
BRK: 10

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 3

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
15	10	8	10	5	0	6	4

Aptitudes: 5 Stealth ***Aether Reserve***: 200
Sight: Standard, Dark ***Stamina Reserve***: Infinite
Languages: Universalis
Immunities: Cold, Asphyxiation, Unholy, Disease, Poison
Weakness: Silver, Cold Iron, Holy
Resistance: 100 Physical, 20 Hex, 40 Bleed

Behaviors

Bargaining {Mortal} - Intelligent - Dark Dweller
Hord {Mortal} - Home Dweller - Long Memory
Sociopath - Nocturnal - Undeath - Wise

Full Round Actions

Black Mist: Dissolve into shadow and consume 40 Aether/round. Creatures that are close to you become blind. Creatures within your unit sustain asphyxiation and 1d20 Piercing Damage. While Black Mist is active, gain immunity to all Physical attacks, and gain +5 AL.

Main Actions

Exsanguinating Bite: Perform a DEX Contest against a target creature's AL; and release a bite, dealing 1d20 Life Siphon.

Boil Blood: Perform an ALR contest and Target a creature's SNT Modifier. Creatures that fail to sustain (1d20 + 5) Mind Damage. Consume 20 Aether.

Secondary Actions

Ear Shatter: Release an ungodly screech; forcing all nearby creatures deaf for 1d10 rounds.

Rend Will: Select one target creature and force them to sacrifice a Main or Secondary Action. Consume 30 Aether.

Umbral Wings: Spread forth a swath of darkness and carry yourself to a location within 60ft. Umbral Wings is treated as flight. Consume 2 Aether.

Subjugate Beast: Bevvitch a nearby beast for 1d100 days. You may have 20 Beasts Bevvitched at any given moment. Consume 40 Aether.

Passives

Umbral Leech: All actions, which deal damage, deal +10 Life Siphon

Staunch the Light: You cannot be killed unless the killing blow surpasses 200 Holy Damage. Regain 100 THP upon the next round if this action is not performed.

Enraged Requirement

Reach 50% THP

Enraged: Full Round Actions

Thorns: Encase your body in a shroud of darkened thorns. Any Creatures that deals damage to you will take 1/4 of their own damage. Consume 50 Aether.

Enraged: Main Actions

Umbral Onslaught: Perform a DEX Contest against a target creature's AL; and release a series of slashes, dealing 1d6 unit knockback and (20 x 1d6) Slashing/Impact Damage.

Enraged: Secondary Actions

Aetheric Thirst: A creature must perform a DEX Contest {CD 8} or be fed upon; dealing 1d20 x 2 Hex Drain.

Enraged: Passives

Screams of the Damned: Close creatures experience harrowing auditory hallucinations. Their GRT must be above 4, or they will be frightened of No Contest.

Blood Font: If a Blood Emissary is in the encounter, gain +40 AB when standing atop their blood soaked units.

Enraged: Environment Passives

Darken the Sky: The world, to all enemies, is perceived as Pitch Black for 1d10 rounds. The Night Fiend gains immunity to stagger, prone and knockback while under Darken the Sky, and gainst +70 Speed.

Plague Rat

A revolting black vermin adorned with patchy matted fur; with portions of hits hide exposed, reflecting partial necrosis and holes where parasites dwell. This creature bloated and pussfilled, foams at the mouth; with a color akin to a sickly rotten yellow, and a breath reeking of shit and gore.

{2ft} Small Pestylent | Morality: 0
Damage Class: Trivial - By Two

THP: 10 +1/Rank **Thick Hide Armor:** 20 **AL**: 8 **AB**: 0
BRK: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 20 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	-2	8	1	0	2	0	0

Aptitudes: ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 100
Languages:
Immunities: Disease
Weakness: Fire, Poison
Resistance: 2 Poison

Behaviors
Light Craven - Danger Close - Legion

Plague Rat: Grant The Black Death, on hit, with No Contest

Main Actions

Bite: Perform a DEX Contest against a target creature's AL. Affected creatures will sustain 2 Piercing Damage. Consume 10 Stamina.

Passives

The Plague: Upon biting a target creature, the creature is diseased for 10 rounds; dealing ({1+1/Rank} - Wayfarer VIG Mod) Damage per round.

Fear the Light: Instantly fail your Light Craven Contest and become frightened in the presence of light.

Small: Gain Disadvantage on melee attacks.

Psylofungal Crawler

A fungal spore that burrows deep within Mortal hosts; sending growths, akin to a network, through the body and into the mind. Gestating, over the course of days, the host's flesh will be replaced with a molded visage; their mind reconstructed, and their will subdued. This process is known as mycoformation; and results in a shambling crawler, with no sense of morality.

Psylofungal Crawler

{6ft} Normal Natura | Morality: 0
Damage Class: Trivial - By Five

THP: 50 **Thick Hide Armor**: 4 **AL**: 2 **AB**: 0 **BRK**: 10

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 40 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	10	2	0	0	0	10	0

Aptitudes: ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 100
Languages:
Immunities: Disease, Poison
Weakness: Fire, Acid
Resistance: 2 Poison

Severable Parts
Fungal Sac: 20 THP + 5/5 Ranks

Behaviors
Cave Dweller - Dark Dweller - Awakening - Armed

Main Actions

Psychedelic Venture: Perform a BRN Contest against a close creature's AL. Failing creatures will have their mouth ripped open to receive a sweet vomit from the Fungal Crawler; creating a colorful hallucination. Psychedelic Venture deals 2/Rank Mind Damage and shall temporarily reduce their DIS by -6 for (1d4) rounds.

Passives

Commanding Pheromone: Control creatures under Psychedelic Venture as if they are Bevvitched.

Spore Breather: Close creatures, which come in contact, must perform a VIG Contest {CD 5} to avoid getting infected with this Illness. Infected creatures turn into allied Psylofungal Crawlers in 5 days. Treat these as Tamed Beasts. Creatures which successfully save against the VIG Contest are immune for 1 hour.

> ***Day 1***: The creature will sweat periodically. Gain a -1 to VIG.
>
> ***Day 2***: Creature will begin to cough on occasion. Gain a -1 to VIG
>
> ***Day 3***: A pale complexion washes over the creature. Gain a -10 to INT.
>
> ***Day 4***: Gain a -6 to DIS
>
> ***Day 5***: The creature is considered dead and becomes a Psylofungal Crawler. Over the next 3 days, the creature's flesh will be replaced with fungus.

Spore Burst: If the crawler dies, its body will erupt into a volatile explosion of force; creating various fissures alongside its body, releasing spores. All nearby creatures must perform a VIG Contest {CD 7}.

Fungal Sac: The creature releases spores each round, dealing 1/Rank Mind Damage to nearby creatures.

Rabbi

{5ft} Normal Horror | Morality: 0
Damage Class: Challenge - By Five

THP: 40 ***Thick Hide Armor***: 6 **AL**: 3 **AB**: 0
BRK: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 40 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	3	5	0	10	20	100	0

Aptitudes: 10 Perception ***Aether Reserve***: 100
Sight: Standard ***Stamina Reserve***: 100
Languages: Apocraphyn
Immunities: Weird, Sensory, Impact
Weakness:
Resistance:

Behaviors
Wise - Intelligent

Cognitionis: This creature resides within a Place of Legend

Main Actions

4th Knowledge: Teleport to any location within the Library.

Blank Mind: Target a creature. That creature can no longer read any form of information from any source of material. Objects with iconography and script will appear as blank until the Rabbi is killed. Consume 20 Aether.

Sacrifice: Rip open your torso, spilling forth ink atop the floor; dealing 100% THP as damage to yourself. If 5 Rabbis die this way, within 60ft of each other, a Weird is summoned from the black pool.

Secondary Actions

Hymn of the Sea: Creatures, that hear your singing, suffer 1d10 Mind Damage.

Tower of Babel: Creatures that have taken any items from the library, sustain 10 Mind Damage/Item taken.

Passives

Studious: Each attack against you grants a +1 to your AL and AL Negation up to a maximum of +5.

Grestulingnoleptueian Sulscrit: Your flesh is lined with passages of a forbidden work. Creatures who are not blinded shall suffer an SNT Contest {CD 8} upon sight of your form; and suffer (20) Mind Damage.

Magenta Tongue: Mind Damage you deal ignores 30 Resistance.

Radiant Judge

It began with a dream; a cry for salvation, which would toe the line of order amid chaos. And as it rose, Its pillared form bled countless blinded eyes affixed to a pale wigged form. A multitoothed aberration, which harkened myriad, joined by the bellow of echoing bells. And as it would speak; Its form would be consumed by the taint of man; blackening it to a husk; until it was yet again no more.

{120ft} Gargantuan Enokyean | Morality: 0
Damage Class: Deadly - Epoch

THP: 500 **Thick Hide Armor**: 100 **AL**: 3 **AB**: 0
BRK: 0

Speed: 0ft ***Space***: {20ft x 20ft}
Weight: 40 Grav ***AL Negation***: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
-20	0	0	100	100	50	100	0

Aptitudes: ***Aether Reserve***: 700
Sight: Standard ***Stamina Reserve***: 300
Languages: Apocraphyn, Enokyean
Immunities: All
Weakness: Unholy, Moonstone ***Ingredient***: Page 309
Resistance:

Behaviors
Intelligent

White Sheep: If any creatures are feared, within 100 ft of this creature, the creature restores 1 Health. If the feared creature is a Mortal Human, it heals for 5 Health.

Free Actions

There Is No Space: Teleport up to 100 ft.

Main Actions

Judgment: The Radiant Judge will attempt to speak; as the hundreds of mouths open, there is an echo of bells ringing from the sky above.

The target creature will sustain damage based on its Dark Morality. The target creature will take their Dark Moral number and multiply it by -10. The Radiant Judge will sustain the same amount of damage to its THP.

Blinded Eyes of the Judge: It looked upon them; not with malice, but with curiosity and feigned sorrow.

The Target creature takes 50 Holy Damage if its Morality aligns with Twilight or Dark. The Judge will sustain the same amount of damage.

Saurian

{6ft} Normal Beast | Morality: 0
Damage Class: Trivial - By Two

THP: 200 **Thick Hide Armor**: 20 **AL**: 4 **AB**: 5
BRK: 0

Speed: 40ft ***Space***: {5ft x 5ft}
Weight: 70 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	-2	8	1	0	2	0	0

Aptitudes: ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 100
Languages:
Immunities: Poison, Fire
Weakness: Cold
Resistance: 2 Poison

Severable Parts

Tail: 50 THP: +5/Rank

Behaviors

Territorial - Camouflage

Coastal Habitat: Saurians can be found sunbathing on stones during the day.

Main Actions

Diseased Bite: Defending creatures must succeed in a VIG Contest {CD 6} to not become diseased. Failing creatures contract Harmful Bacteria. Consume 6 Stamina.

Venom Spray: The Saurian will attempt to spray venom within the eyes of its target. Perform a DEX Contest against the AL of the target creature. Affected creatures become blind and sustain 5 Poison Damage/round for 6 rounds.

Paralytic Tail: Perform a DEX Contest against a close target creature's AL. Creatures struck by the tail become staggered for (1d6 – VIG Mod) rounds. Consume 20 Stamina.

Cloak: Blend in with your surroundings. Creatures must surpass a Perception Contest {CD 4} to notice your location. Increase the CD by 2 if you are standing still.

Enraged Requirement

Sever the Tail

Enraged: Passives

Undaunted: Attacks gain 10 BRK

Vital Organs: Severing the Saurian tail reduces its health by 50% THP.

Activated Glands: Diseased Bite will now poison targets; dealing 10 Poison Damage/round, for 3 rounds.

Seeker: Arcane Dreg

A birth unnatural; a fate unwritten.

{5ft} Normal Mortal | Morality: 0
Damage Class: Challenge - By Five

THP: 20 - (50%) **Armor**: 0 **AL**: 2 **AB**: 0
BRK: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
2	1	2	8	2	10	4	6

Aptitudes: +1 mod in all ***Aether Reserve***: 100 + (100)
Sight: Standard ***Stamina Reserve***: 25
Languages: Universalis
Immunities:
Weakness:
Resistance:10 Hex

Severable Parts
Arm (2): 5 THP + 5/Rank
Leg (2): 5 THP + 5/Rank

Behavior
Community - Intelligent - *Traveler*

Main Actions

Rend Foe: Target one creature and project a force of your will, dealing 10 Impact Damage.

Turn Foe: Deal 1 unit knockback to all close creatures. Consume 8 Aether.

Passives

Majicked Husk: Your form is shriveled and pale; reduce all Aether Costs by 50%.

Hex Novice: Unlock a Hex Tree and learn 1 Tier I Hex.

Hex Adept: At MR 10, Learn a Tier II hex under your Hex Tree.

Hex Master: At MR 15, Learn a Tier III-IV Hex under your Hex Tree.

Seeker: Healing Aid

A generous aid to the field; may they grant respite and calm.

{5ft} Normal Mortal | Morality: 10
Damage Class: Challenge - By Five

THP: 20 **Armor**: 0 **AL**: 2 **AB**: 0
BRK: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
6	0	6	10	2	6	2	8

Aptitudes: Cure +10 ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 25
Languages: Universalis
Immunities:
Weakness: Unholy
Resistance:

Severable Parts
Arm (2): 5 THP + 5/Rank
Leg (2): 5 THP + 5/Rank

Behavior
Community - Intelligent - *Traveler*

Main Actions

Aid: Once per Combat, target one close creature and grant them 1d20 +10 Temporary Health. Gain a second use of aid at Rank 10, a third at 15, and a fourth at 20.

Stitch: Stop a creature's bleeding.

Minor Antidote: Reduce a poisons damage by 50%.

Passives

Hippocratic Oath: This Seeker will refuse and abstain from all forms of violence and bear no weapons to represent their creed (Unless alluded to by a Quirk). While in combat, they gain an additional +10% restoration on regenerative skills and abilities.

Bedside Manner: Your allies do not receive disadvantages during Death Knell.

Seeker: Mercenary

To the laymen, death comes from many sources; but far too often is it from one of their own.

{5ft} Normal Mortal | Morality: -4
Damage Class: Challenge - By Five

THP: 20 **Armor**: 0 **AL**: 2 **AB**: 0 **BRK**: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
4	5	10	10	8	3	6	2

Aptitudes: Weapon Prof +10 ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 120
Languages: Universalis
Immunities:
Weakness:
Resistance:

Severable Parts
Arm (2): 5 THP + 5/Rank
Leg (2): 5 THP + 5/Rank

Behavior
Community - Intelligent - *Traveler* - *Sociopath* - Armed

Law of Crown: Mercenaries follow the highest bidder. Should someone offer more Sovereign, exceeding the amount you offered, the mercenary will switch sides with No Contest; unless their Quirk prevents them from doing so.

Main Actions

Iron Short Sword: Perform a DEX Contest against the Target creature's AL Modifier. Release a cut dealing with 6 Slashing Damage. Additionally, gain +1 Adrenalin/hit. Consume 12 Stamina.

Secondary Actions

Iron Short Sword: Perform a DEX Contest against the Target creature's AL Modifier. Release a cut dealing with 6 Slashing Damage. Additionally, gain +1 Adrenalin/hit. Consume 12 Stamina.

Reactions

Brutal Exploit: If an enemy was dealt damage by you this round, force it to bleed for +10 Bleed Damage/attack.

Seeker: Stalwart Knight

A fortress presonified; one to quell the gates of death, and hold fast despite its ignorance.

{5ft} Normal Mortal| Morality: 8
Damage Class: Challenge - By Five

THP: 20 **Metal Armor**: 100 x (2) **AL**: 4 **AB**: 0 **BRK**: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
8	10	10	10	10	3	5	0

Aptitudes: Weapon Prof +10 ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 100
Languages: Universalis
Immunities:
Weakness:
Resistance:

Severable Parts
Arm (2): 5 THP + 5/Rank
Leg (2): 5 THP + 5/Rank

Behavior
Community - Intelligent - *Well Mannered* - *Traveler* - Armed

Bastioned Chivalry: The knight will serve you for 3 Bounty worths of missions and will not leave the party upon completion of the first (Unless stated otherwise by a Quirk). This knight acts as a bulwark to the party.

Main Actions

{Tier I} Cold Iron Two-Hander: Perform a DEX Contest against the Target creature's AL. Deal 12 Slashing Damage with +5 Break. Additionally, gain +2 damage against Undead, Fey, Ghasts, and Natura. Gain +1 Adrenalin/hit. Consume 6 Stamina.

Secondary Actions

Pommel Strike: Force 1 close creature back with No Contest, Dealing 1d10 Damage.

Fend: Gain +10 Physical Resistance.

Passives

Bastion: When close to single/multiple enemies, the knight shall taunt, attracting enemy attention with No Contest. A Stalwart Knight gains twice the amount of existing Armor but deals 75% less Damage.

Shambler

{6ft} Normal Undead | Morality: 0
Damage Class: Trivial - By Two

THP: 1 **Thick Hide**: 20 **AL**: 2 **AB**: 5 **BRK**: 0

Speed: 15ft ***Space***: {5ft x 5ft}
Weight: 130 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	10	2	0	0	0	0	0

Aptitudes: ***Aether Reserve***: 0
Sight: Blind (80ft) ***Stamina Reserve***: Infinite
Languages:
Immunities: *Weird, Instant Death, Unholy, Healing, Cold, Exhaustion, Poison, Stagger, Exhaustion, Sleep, Torpor, Sensory*
Weakness: Physical, Holy, Cold Iron, Fire
Resistance: 20 Fire, 50 Hex, (40 + 2/Rank) Physical

Severable Parts
Arm (2): 1 THP + 5/5 Ranks
Leg (2): 1THP + 5/5 Ranks

Behaviors
Undeath - Apathetic - Undeath - Legion
Nocturnal - Graveyard - Foul Malevolence

Full Round Actions

Bite: Perform a BRN Contest against a close target creature's AL. Failing creatures sustain 20 Impact Damage and gain Withering Frenzy.

Withering Frenzy - This Illness darkens the veins of a target creature and causes them to twitch with burning pain. Creatures with Withering Frenzy gain a -10 on all Contests and sustain 10 Unholy Damage each round until cured.

Main Actions

Swipe: Perform a DEX Contest against a close target creature's AL. Failing creatures sustain 6 Slashing Damage.

Secondary Actions

Swipe: Perform a DEX Contest against a close target creature's AL. Failing creatures sustain 4 Slashing Damage.

Passives

Infection: Sustaining damage from a Shambler, has a 1d4 chance of infection; resurrecting the creature as a Shambler upon reaching 3 Injuries. Infection is treated as an Illness.

Oppossum: Shamblers have a 1d2 chance of returning to life after each death. If a creature is close upon its revival, the shambler gains an instantaneous Main Action that is used against the close creature, regardless of turn order.

Swamp Hag

{5ft} Normal Mortal | Morality: -10
Damage Class: Deadly - By Five

THP: 100 **Armor**: 0 **AL**: 5 **AB**: 5 **BRK**: 0

Speed: 20ft **Space**: {5ft x 5ft}
Weight: 90 Grav **AL Negation**: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	10	8	10	8	10	6	0

Aptitudes: ***Aether Reserve***: 0
Sight: Blind (80ft) ***Stamina Reserve***: Infinite
Languages:
Immunities: Weird, Instant Death
Weakness:
Resistance: 20 Hex, 5 Physical

Severable Parts
Arm (2): 40 THP + 5/5 Ranks
Leg (2): 40 THP + 5/5 Ranks

Behaviors
Foul Malevolence - Volatile - Demanding - Intelligent
Hord {Corpses} - Wise - Deep Marsh Lurker - Armed

Main Actions

Sharpened Chef's Knife: Perform a DEX Contest against a target creature's AL. Cut deep into the target dealing 1d20 Slashing Damage. Increase this damage by x3 if the target is affected by Minor Illusion. Consume 5 Stamina.

False Visions: Gain the Hex: Minor Illusion

Passives

Foul Breath: Close creatures that get close must perform a VIG Contest. Failing creatures vomit, gaining stagger for one round, and dehydration. If a creature has vomited, it gains a +5 Modifier against the next Foul Breath Contest. Creatures who vomit lose all accrued Satiation.

Doubles: When struck with Holy, or slashing, the hag will split itself in half; creating a true duplicate of itself. Duplicates share the properties of the first hag; and shall also double, if struck with Holy or Slashing. A maximum of 20 doubles can be created this way.

Sweet Illusion: Creatures, within 300ft of the Hag, will perceive the area around them as overly saturated and delectable, seeing corpses as delicious meals and decrepit houses as luxurious mansions. Sweet scents waft within the air, and a pleasant temperature flushes the surrounding environment. The Illusion falls when the hag is killed.

Synagogue

{10ft} Huge Horror | Morality: 0
Damage Class: Certain Death - Epoch

THP: 40 **Armor**: 6 **AL**: 7 **AB**: 20
BRK: 0

Speed: 100ft ***Space***: {20ft x 5ft}
Weight: 450 Grav ***AL Negation***: 7

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
-4	7	6	10	10	30	100	8

Aptitudes: ***Aether Reserve***: 100
Sight: Standard ***Stamina Reserve***: 100
Languages: Apocraphyn
Immunities: *Weird*, *Sensory*, *Unholy*, *Holy*, *Instant Death*, *Stagger*, *Prone*, *Disease*, *Blind*, Impact
Weakness:
Resistance: 5 Physical

Behaviors
Wise - Intelligent

Cognitionis: This creature resides within a Place of Legend

Main Actions

Mind Sunder: Part your flesh to reveal a mass of many eyes, all transfixed upon a single target creature. Prevent that creature from performing any actions for 1 round.

Weight of Understanding:Perform an INT Contest against a creature's DIS Modifier, and deal your INT score, as Mind Damage, to a target creature.

Warning: Speak forth a word, filling the air with sonic waves. Creatures that have picked up any items within the Library suffer {(+5/Item) x (+1/Section Tier)} Mind Damage.

Return: Teleport an item a creature holds back to its previous spot in the library. You must perform warning 1d3 more times before performing Return again.

Secondary Actions

Impart: Target a creature that possesses an item from the Library. Attempt to teach and utter for a lesson. Maddening cries emanate from the walls, dealing 10 Bleed Damage to all close creatures.

Passives

Presence of Madness: Creatures within 100ft gain a -5 Modifier when attempting to Trailfind the exit to the Library

The Sum of its Parts: Upon death, your form collapses and releases 1d10 Rabbis

Magenta Tongue: Mind Damage you deal ignores 30 Resistance.

Tooth Fairy

{1 ft} Small Fey | Morality: -4
Damage Class: Trivial - By Three

THP: 1 **Armor**: 0 **AL**: 8 **AB**: 0
BRK: 0

Speed: 20ft ***Space***: {5ft x 5ft}
Weight: 60 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	8	4	3	2	3	2	0

Aptitudes: 10 Stealth ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 50
Languages: Sylvan
Immunities:
Weakness: Iron, Cold iron
Resistance:

Behaviors
Bargaining {Severed Head} - Bord {Pulling Teeth}
Craven - Demanding {Bargaining} - Throng

Dancing Feast: Tooth Fairies tend to move around Pale Maidens for an easy meal and harvest.

Main Actions

Dentistry: Perform a BRN Contest against the AL of a target creature. Dig into the gums of the target creature, attempting to pull out a tooth. Dentistry results in a lost tooth, and crippling pain, resulting in 5 Impact Damage, accompanied by 5 bleed/round over 6 rounds. Consume 6 Stamina.

Passives

Small: Gain Disadvantage on melee attacks.

Smile: Mortals around a Tooth fairy will be compelled to smile. This acts as possession.

Twilight Stillbirth

"Hush now. I can hear your coos my young one; they shall not hurt you now. He who shalt dawn hues of gold, and unsullied silk."

{1 ft} Small Mortal/Horror | Morality: 0
Damage Class: Threat - Existential

THP: 1 **Armor**: 0 **AL**: 5 **AB**: 0
BRK: 0

Speed: 0ft **Space**: {5ft x 5ft}
Weight: 60 Grav **AL Negation**: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
4	3	5	2	4	6	10	3

Aptitudes: 10 Stealth ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 50
Languages: Apocraphyn, Universalis
Immunities: Asphyxiation, Impact
Weakness: ***Ingredient***: Page 309
Resistance: 60 Physical

Behaviors
Town Dweller - Undeath

Cuckoo: The creature will be held by a mortal female; sitting upon a mound of feminine corpses.

Main Actions

Apocryphal Mother: All Mortal women within 100ft become possessed. Each woman must reach the Twilight Still Birth and hold it. If another creature is carrying the child, the creature is to kill the other creature until they are free to hold the Twilight Still Birth. Female Wayfarers are to perform an SNT Contest {CD 5}/round to avoid succumbing to the creature's cries.

Passives

Hush: Creatures that hold the Stillbirth are compelled to rock it in their arms. During this process, the creature holding the stillbirth will sustain 1 Life Siphon/hour. Creatures are considered immortal while holding the Stillbirth but shall die as soon as they release it; if their THP resides at 0.

End Times: If the Twilight Stillbirth is killed, 3 Morgath'kai Scholars are summoned into the world, 1d100 ft away from the Twilight Stillbirth.

Second Palpebrae: Seeing the Stillbirth requires a DIS of 10. Creatures that strike at the Stillbirth are incapable of dealing damage until this requirement is fulfilled. Each round, you see the Stillbirth, suffer 1d20 Mind Damage.

Small: Gain Disadvantage on melee attacks.

Verdant Corpse

{5 ft} Normal Undead | Morality: 0
Damage Class: Challenging - By Three

THP: 50 **Thick Hide Armor:** 5 **AL**: 3 **AB**: 0
BRK: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 45 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
4	3	5	2	10	6	10	6

Aptitudes: 10 Stealth
Sight: Standard
Languages: Aklothyean
Immunities: Unholy
Weakness: Fire, Holy
Resistance: 5 Physical

Aether Reserve: 0
Stamina Reserve: 50

Behaviors

Apathetic - Undeath - Graveyard
Light Craven

Main Actions

Bile Spew: Perform a DEX Contest against the creatures AL. A stream of volatile maroon coats a target creature within 10ft; dealing 5 Acid Damage.

Unhinged Mastication: Perform a DEX Contest against the creature's AL to release a fortified bite dealing 40 Impact Damage; while delivering 10 Bleed Damage to you.

Passives

Toxic Spores: Quicken the decomposition of dead flesh, sloughing it off like melted butter on a blade. If any creature reaches Death's Door close to the Verdant Corpse, they will gain +1 Injury/Round. This effect ends after 1d2 rounds.

Noxious Gas: Release a 10ft radius yellow cloud; stinking of rotting meat and cherries. Creatures, within the cloud, gain a -1 to GRT Contests; and take 2 Break Damage/Round.

Garden Abomination: Your kind takes many forms. Spawn with a randomized gift from the Garden. Roll a 1d4.

1. Gain Flight.
2. Increase your size by 1d4
3. Gain 1d2 Main Actions
4. Gain +(1d4 x 10) AB

Lastly, if you are around a Heart of a Carrion Garden below 50% THP, double your speed, and gain an additional +20 AB.

Illustration By: Dariusz kieliszek

Visiting Rot Herald

Your eyes drape across its figure. It is hard to make out midst its muddled form draped with sloughing flesh and blackened pores. Its organs lie exposed yet veiled behind translucent flesh, nestled like an embryo; a child of fetid rot and refuse. Each step rips off thin segments of flesh, leaving behind blackened footprints reeking of offal.

Visiting Rot Herald

{8ft} Large Mortal/Pestulent | Morality: -8
Damage Class: Certain Death - Epoch

THP: 4500 **Armor** : 0 **AL**: 7 **AB**: 15
BRK: 10

Speed: 100ft ***Space***: {5ft x 5ft}
Weight: 150 Grav ***AL Negation***: 7

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
8	8	15	4	6	6	4	40

Aptitudes: ***Aether Reserve***: 0
Sight: Normal, Dark ***Stamina Reserve***: 100
Languages: Unknown
Immunities: Holy, Disease, Poison, Illness
Weakness:
Resistance: 20 Unholy

Severable Parts
Wings: 100 THP - (5/round)

Behaviors
Clergy - Intelligent - Traveler - Territorial

Frenzied Terror: Attacks the closest person

Passives

Frenzied Health: You will restore 100 of Health upon killing a Mortal.

Unholy Abomination: If healed, this creature takes 1d20 Unholy Damage and receives no healing.

Unholy Calling: Every time you lose 100 THP, gain +1 SNT, and gain +1 AL Negation and + 1 Damage Resist.

Rotting Wings: Each round, your wings decay, losing 5 Health/wing; upon its destruction, you become enraged. If the creature attempts to fly, it decreases the THP by an additional 5.

Fly: You can convert 50% of your movement to flight during a round, decaying your wings by +5 Health.

Enraged Requirement

Creature's Wings are Severed

Main Actions

Blighted Blade of Myth: Perform a DEX Contest against the Target creature's AL. Rip and tear at a target's torso, dealing 26 Slashing/Piercing Damage and an additional 5 BRK and +5 Holy Damage. Consume 20 Stamina.

Call of the Breech: Writhe upon the ground in fury as you part your wings. Your body emits a luminance before turning to a foul black. From your wings, release a 10x10 rectangle spray of rot, granting 1 stage of necrosis and 20 Unholy Damage. Creatures already coated will sustain 20 Unholy Damage and no additional stage of necrosis.

Call of the Breech: Attempt to heal yourself at your form's detriment, forming blackened pustules upon your hide. The blackened pores expand upon your form, filling with an ebon ooze that seeps upon the floor. Cover all nearby Units with this fluid, inflicting any foreign creature with 1 stack of Rot for each round they stand close to this fluid; 2 if ontop of the fluid. Stacks are removed after combat. Creatures sustain +5 Unholy Damage from all sources for each stack they have.

Secondary Actions

Rapture: (3) times/encounter, plunge your blade into the earth before launching it towards the heavens, forming an Unholy Pillar of Light (10x10). The pillar moves 60ft/round and follows the closest party member for 5 rounds. Should the beam land on a party member, it shall remove all buffs.

Wallowing Terror: Unleash a flurry of blows matching the cadence of your cries, releasing forth shock waves. Creatures within 20ft of you are knocked prone with No Contest. Consume 20 Stamina.

Reactions

Festering Gape: Any Creature striking this creature must surpass a DEX Contest {CD 4}; should they fail, the Visitor will tear open its ribcage to consume the foe before it, entrapping them. Any Creatures trapped inside will become wet and sustain 6 Poison Damage/round. Creatures must surpass a BRN {4} to break free, or creatures from the outside must deal at least 150 damage to open the mouth.

Barrier of Light: Raise forth your hand, summoning a block of Pale Light, which grants 200 Damage resist for that round. Any damage sustained removes integers from this total and weakens the wall of light.

Enraged Main Action

Hungering Pestilence: Lumber close to a target creature and violently vomit from your gape a fetid rot that blights the target creature with an unknown illness, prompting a DEX Contest {CD 6}. Creatures afflicted with the illness sustain 5 Unholy Damage/round as they rot from the inside out.

Enraged Passives

Blight Omen: Your form has been ruptured, spreading a vile effluvium akin to plague within its wake; nearby creatures shall rot within your presence and sustain 5 Unholy Damage and 5 Poison/round.

Void Mind Aberration

MR 20

{50 ft} Gargantuan Horror | Morality: 0
Damage Class: Certain Death - Epoch

THP: 6000 **Armor**: 0 **AL**: 0 **AB**: 60
BRK: 10

Speed: 30ft ***Space***: {60ft x 60ft}
Weight: 45 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
10	15	10	1	20	8	100	0

Aptitudes: ***Aether Reserve***: 0
Sight: Blind (120) ft ***Stamina Reserve***: 100
Languages: Apocraphyn
Immunities: Poison, Disease, Instant Death, Impact
Weakness: Fire, Cold ***Ingredient***: Page 309
Resistance: 1000 Mind, 40 Hex

Behaviors

Docile - Intelligent - Long Memory - Undeath

Main Actions

Amygdala: Target a creature and summon an MR 15 Nightmare. This creature does not exist for any other creature. The Nightmare lasts for 1d6 rounds; and will attempt to kill the target creature. Creatures that slay their Nightmare gain a +10 Modifier against DIS Contests and 20 Mind Resistance for 5 rounds. Consume 30 Stamina.

Psionic Blast: Target a Creature's DIS Modifier and perform an INT Contest. Failing creatures sustain 1d40 Mind Damage. Consume 5 Stamina.

Reactions

Maddening Telepathy: Communicate telepathically with nearby creatures. All creatures that choose to open their mind to its message will sustain 1d10 mind damage. Creatures attempting to close their minds will suffer 1d20 Mind Damage.

Passives

Beseech the Mind: Creatures entering, within 100ft of the Void Mind, reduce their DIS by 4. The Mind can speak to all creatures passively once per round, granting 1d4 Mind Damage/interaction.

Cull the Mind: Creatures must succeed in a DIS Contest/round while, under Beseech the Mind, to not succumb to Fear.

Mental Strain: Each creature, killed within the encounter, increases Mind Damage taken from the Void Mind Aberration by +10 AB.

Enraged Requirement

Two Nightmares are Killed

Enraged: Full Round Action

Brief Elevation: Quantify higher dementions and warp the divide between nth spaces. Gain 1 Thesis for the Round. Once you have obtained 3 stacks of Thesis you may Solve with your next Full Round Action; unleashing spacial chaos, dealing 10,000 Mind Damage to all creatures within a mile. Sustaining 3000 damage, after gaining 1 Thesis, will interupt your theorum; eliminating all held points of Thesis.

Enraged: Main Action

Manifest Reality: Summon 2 Perfect Illusions. Visit Page {363}. You may only have 2 active at a time. Consume 20 Stamina.

Mental Eminance: Influence the air around you to create a dome of protection. For 1d4 rounds, creatures attmepting to get near you must surpass a BRN Contest {CD 5}. Should they succeed, they shall arrive close to you sustaining 1d20 + 10 Impact Damage. Creatures within this dome must perform the same contest to leave, or they shall be trapped. When moving, your wall will push against the creature dealing 1d10 Bypass Damage per unit moved. Consume 20 Stamina.

Enraged: Secondary Action

Psionic Pulse: Release a wave of force dealing 20 Impact damage and 40ft knockback. Treat Psionic Pulse as horozontal fall damage. Consume 5 Stamina.

Forcefield: Attacks under 100 Damage are nullified, and damage exceeding 100 is reduced by 200 Damage. This effect lasts for 1 round. Consume 10 Stamina.

Enraged: Reaction

Flee Mortals: Target 1d10 creatures and frighten them for one round. Creatures must surpass an SNT Contest {CD 6}. Consume (+3/creature) Stamina.

Command Drop: Force one creature to drop its weapon. Consume 5 Stamina.

Enraged: Passive

Potent Mind: When close to the Void Mind Aberration, creatures sustain +10 AB on Mind Damage sources.

Enraged: Environment Action

Mindscape: Every round, (1d10) 5x20ft walls erect from the ground and disappear upon the subsequent round. The Void Mind can select the placement of these walls passively and place them anywhere within 100ft of itself.

Creatures must perform a DIS Contest {CD 4} to pass through the walls unscathed. Creatures that have not succeeded may still pass through the wall but will sustain (1d20 x 2) Mind

Walking Bones

{5ft} Normal Undead | Morality: 0
Damage Class: Trivial - By Two

THP: 20 **Armor**: 0 **AL**: 2 **AB**: 10
BRK: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 130 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
-10	6	2	0	50	0	50	0

Aptitudes: ***Aether Reserve***: 0
Sight: Blind (80ft) ***Stamina Reserve***: Infinite
Languages:
Immunities: Piercing
Weakness: Holy, Fire
Resistance:

Severable Parts

Skull: 10 Armor + 10/5 Ranks

Behaviors

Undeath - Apathetic - Undeath - Legion
Nocturnal - Graveyard - Foul Malevolence - Armed

Main Actions

Swipe: Perform a BRN Contest against a close target creature's AL. Failing creatures sustain 4 Impact Damage.

Secondary Actions

Swipe: Perform a BRN Contest against a close target creature's AL. Failing creatures sustain 4 Impact Damage.

Passives

Soul Source: After 1d4 rounds, the creature eturns to life. The skull must be shattered to kill Walking Bones.

Clamoring Mass: Your body shifts unpredictably; gain a passive +5 AL Negation to any attack you make.

Wooden Child

They say that it's an ill omen to play within the wood; that the children who doth wonder, amidst the trees, shall be claimed by the Fey; their flesh torn, and soul confined to objects of the wood. Lost souls who shall eternally search for a way out, on word of the Fey; possible, weren't like fey to lie.

{3ft} Small Undead | Morality: 0
Damage Class: Trivial - By Two

THP: 1 **Armor**: 40 **AL**: 6 **AB**: 10
BRK: 0

Speed: 20ft ***Space***: {5ft x 5ft}
Weight: 20 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
-10	-2	2	0	50	0	50	0

Aptitudes: ***Aether Reserve***: 0
Sight: Blind (80ft) ***Stamina Reserve:*** Infinite
Languages:
Immunities: Hex
Weakness: Holy, Fire
Resistance: 15 Physical

Severable Parts

Mask of Gore: 10 Armor + 5/5 Ranks

Behaviors

Wood Dweller - Dormant - Awakening - Curious
Docile

Main Actions

Alchemic Body: Perform a DEX Contest against a target creature's AL, and release a bite, dealing 1d20 Acid Damage.

Curiosity: Ask the party questions throughout the fight; 1 question/round. It is at the party's discretion how they wish to answer. Each time the party chooses not to respond, the damage they take from chatter is multiplied by an additional +1/member up to a maximum of 5.

Chatter: Ask questions to the party, throughout the fight; 1 question/round. It is at the party's discretion how they wish to answer. Each time the party chooses to not answer, the damage they take from chatter is multiplied by an additional +1/member up to a maximum of 5.

> ***Unanswered***: Party members gain 1 stage of petrification as their bodies convert to wood. This petrify reaches up to a maximum of Stage 5. This effect ends upon the death of the wooden child.

Truth: Sustain 10 Mind Damage.

Lie: Armor decreases by 10.

Passives

Mask of Gore: The creature wears dried rags of flesh. If the creature sustains 10 Armor damage, it shall be destroyed; revealing its reveals anorexic form devoid of any face. The creature will become enraged.

When in the presence of a human corpse, the creature takes 3 rounds to carve the flesh, from the target creature, and adorn itself with it; gaining back its Mask of Gore.

The flesh moves in an unstable manner when struck; slipping and readjusting, granting the creature +2AL while the mask is active.

If the flesh is fresh, attacks against it will coat weapons with thick blood; granting wetness.

Good Fellow: If the party guides the Wooden Child out of the wood; it will vanish before they reach the clearing. This action grants a temporary +2 to each party member's Core Attribute of their choice. This buff will remain until a Wayfarer experiences Death's Door.

Lies Lies Lies: Once per hour, the doll will tell a grandiose Tale. Creatures that hear this, shall fail their next action with No Contest.

Empathy: If an Uncanny is within the party, the Wooden Child shall leave.

Small: Gain Disadvantage on melee attacks.

Enraged Requirement

The Mask of Gore is Destroyed

Enraged: Passive

Guarding Fey: The illusion of a maiden, dawned in blue, will appear next to the doll. Each round, the doll receives 100 Armor. This effect can stack up to a maximum of 500 Armor.

Wooden Child

"Within the wood where whispers thrum, a wooden boy has soul undone. In its plight and potent dread, it seeks to don a fleshy spread. He steals the life where flowers grow, within the wood it seethes with woe. Conniving plots to maim and gore; to horde, and gorge of blood and more. Beware his cries and twisted smile, for innocence tis what he'll defile."

~ A Gresit Folk Rhyme

Weird

MR 20

It lies adorned with uncountable arms and ever-shifting maws; a gaping visage lined with several hundred rows of teeth. Its oily black hide reflects only its enemies, as its multitudinous tendrils writhe in a mesmerizing dance.

{12 ft} Huge Horror | Morality: 0
Damage Class: Certain Death - Existential

THP: 5000 **Thick Hide Armor**: 100 **AL**: 8 **AB**: 50 **BRK**: 10

Speed: 70ft ***Space***: {10ft x 30ft}
Weight: 45 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
-10	9	10	1	20	8	100	0

Aptitudes: ***Aether Reserve***: 500
Sight: Blind (120) ft ***Stamina Reserve***: Infinite
Languages: Apocraphyn
Immunities: Incorporeal, Weird
Weakness: Fire, Holy ***Ingredient***: Page 309
Resistance: 10 Physical, 25 Hex

Behaviors

Horror - Intelligent - Long Memory - Undeath

Main Actions

Multitudinous Onslaught: Perform tens of strikes against all nearby creatures, dealing 24 Impact Damage with No Contest. If creatures are wearing Armor, they will instead be knocked back 10ft, sustaining 5 BRK.

Secondary Actions

Onslaught: Perform strikes against all close creatures, dealing 10 Impact Damage with No Contest. If creatures are wearing Armor, they will instead be knocked back 5ft.

Drums of the Dreamer: Stomp the ground with hundreds of arms, creating a cacophonous noise that deafens nearby creatures and deals 20 Bleed Damage with No Contest. This effect lasts for 1 round.

Nightmare: Beseech the mind of a nearby creature and plant horrid visions of the Waking World, granting -5 AL for 1 round. Consume 40 Aether.

Reactions

Maws of the Void: The Weird spends a single round opening 20 maws alongside its body. During the round, if the Weird sustains any damage, it will release {the total damage x 2} as a sonic attack to any creature close to it. This attack strikes with No Contest as Impact Damage. Upon the next round, the mouths will close. Consume 30 Aether.

Passives

Wrinkle: The Weird can teleport 100ft as a free action.

Star Child: Creature gains advantage against Hex Contests

Inky Black Void: Seeing creatures, looking toward the Weird, must save against an SNT Contest {CD 8}; or suffer -1 SNT, and sustain 20 Mind Damage as their brain compresses.

Fear The Old Gods: Creatures who can see the weird are now possessed and must roll a GRT Contest {CD 6} to overcome their mind to attack it.

Fear Eater: Each SNT reduced by Inky Black Void heals the Weird for 100 Health.

Hands of the Infinite: Creatures near the Weird will sustain 20 Slashing Damage with No Contest.

Reflective Surface: The Weird paints its enemies upon its flesh. All creatures upon their flesh will gain 6th Sense. The Weird does not "exist" for non 6th sense creatures; and therefore cannot be targeted by creatures without 6th sense.

Enraged Requirement

Reach 50% THP

Enraged: Full Round Action

Gravity: The Weird shall chant forth maddening scripture; its uncountable hands coalescing on a fixed point; a blackened orb of chaotic energy begins to grow. Each round, all creatures within the area sustain 50 Impact Damage. Creatures have 10 rounds to kill the Weird before it releases Gravity, forcing all creatures within a 100ft radius prone, dealing 250 Impact Damage. Consume 100 Aether.

Enraged: Passive

Multi-Handed: Main and Secondary Actions can be performed during Gravity.

Color Within Space: The Weird wails, in anger, while its flesh strobes with magenta. Creatures now looking at the Weird suustain 30 Mind Damage and have a 1d4 chance of becoming Charmed {Tier II}.

Enraged: Reaction

Despair: Target a single creature and fear it for one round; with No Contest.

Werewolf

{9 ft} Large Beast | Morality: 0
Damage Class: Deadly - Faction o' Four by Five

THP: 350 **Thick Hide Armor**: 45 **AL**: 6 **AB**: 10 **BRK**: 0

Speed: 70ft ***Space***: {5ft x 5ft}
Weight: 230 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
3	25	12	4	5	2	1	0

Aptitudes: ***Aether Reserve***: 0
Sight: Standard, Dark ***Stamina Reserve***: 150
Languages: Universalis
Immunities:
Weakness: Silver, Steel, Fire, Holy
Resistance: 20 Physical, 10 Unholy

Behaviors
Dark Dweller - Intelligent - Nocturnal - Volatile

Main Actions

Primal Gouge: Perform a DEX Contest against a Target creature's AL. Rip and tear at the torso, dealing 10 Slashing Damage +1/BRN Modifier. Consume 5 Stamina.

Fang: Perform a DEX Contest against the Target creature's AL. Unleash a masticating bite target dealing 10 Piercing Damage +2/MR. This attack has a 100% Bypass.

Secondary Actions

Primal Gouge: Perform a DEX Contest against a Target creature's AL. Rip and tear at the torso, dealing 10 Slashing Damage +1/BRN Modifier. Consume 5 Stamina.

Sharpen Claws: Guarentee your next Action.

Reactions

Primal Gouge: Perform a DEX Contest against a Target creature's AL. Rip and tear at the torso, dealing 10 Slashing Damage +1/BRN Modifier. Consume 5 Stamina.

Pack Hunter: Once per combat, summon 1d10 wolves.

Passives

Wolf Blight: Creatures, struck by your claws, are infected with lycanthropy. To cure the curse of lycanthropy, you must bathe in the blood of the creature that infected you; before 10 days time. Additionally, creatures wounded by you cannot heal.

Silver Aversion: Suffer 1d20 Holy Damage/round when near the presence of silver. If cut, pause Cursed Healing Factor for 1 round.

Bloodlust: Gain Bloodlust for the duration of the encounter against any/all bleeding targets. Reduce your AL by 2, and gain +10 AB.

Cursed Healing Factor: Restore 40 THP/round and recover from all ailments each round. Your restored health cannot exceed 100%.

Full Moon: During a full moon, you gain amplified abilities. Multiply Primal Gouge, and Fang, damage by 2; and gain +10 speed, +50 health, and gain 60ft of extra sight.

Enraged Requirement

Reach 50% THP

Enraged: Full Round Action

On All Fours: Double your movement speed, while moving normally; and treat creature AL as 50% lower for the next 2 rounds.

Whella

{9 ft} Large Horror | Morality: 0
Damage Class: Threat - Squadron

THP: 1000 **Thick Hide Armor**: 45 **AL**: 6 **AB**: 10 **BRK**: 0

Speed: 70ft ***Space***: {5ft x 5ft}
Weight: 45 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
4	6	5	2	4	2	10	3

Aptitudes: ***Aether Reserve:*** 0
Sight: Blind (120) ft ***Stamina Reserve***: 150
Languages: Apocraphyn
Immunities: Impact
Weakness: Silver, Steel, Fire, Holy
Resistance: 20 Physical

Behaviors

Town Dweller - Intelligent - Long Memory
Undeath - Trader

Shite Mind: The creature will stare towards a fixed point in space; unmoving, and unresponsive.

Quietly: Creatures, that see the Whella, must not disturb the it with high volumes, or they will incite its ire. If no noise is made, within the horse's presence, it will not attack.

Main Actions

Gaping Slam: The creature stands bipedally before slamming into the ground. Perform a DEX Contest against the AL of a close creature. Failed creatures sustain 20 Piercing Damage, and 10 Impact Damage, as the horse's rib cage impales them.

Bite: Perform a DEX Contest and target a Creature's AL. The creature snaps its jaws at a target creature, dealing 30 Impact Damage.

Secondary Actions

Long Face: Break open your jaw to expel thousands of screams. All creatures around you will begin to laugh for the duration of combat. Creatures affected are unable to speak through laughter. Each time a creature is affected by Long Face, its jaw will begin to unhinge. If a creature is affected 5 times, its face will part, splitting a massive gash across its visage, dealing 100 Physical Damage and 40 Mind Damage. After the encounter, all affected living creatures shall return to normal. Any subsequent times after 5 triggers of Long Face shall cause 50 Physical Damage and 20 Mind Damage.

Passives

Gift Horse: Creatures that feed the Whella an item will receive it back, altered, and buried within its exposed intestines. Each creature may only perform this once. Gifts will only appear after an item has been fed, slipping out of the intestines after.

> ***Weapon***: Weapon becomes immune to the wet condition.
>
> ***Sovereign***: A bloodied rag etched with a maddening symbol. Take 10 Mind Damage.
>
> ***Poison***: Restorative Draught
>
> ***Apparel***: Gains Acid Immunity
>
> ***Personal Valued Item:*** 1 Charmed Die

Second Palpebrae: Creatures must have a score of 10 DIS to see this creature; otherwise, it does not exist. Creatures that strike at this creature are incapable of dealing damage until this requirement is fulfilled.

Wolf

{5 ft} Normal Beast | Morality: 0
Damage Class: Challenging - By Five

THP: 40 **Thick Hide Armor:** 45 **AL**: 5 **AB**: 10 **BRK**: 0

Speed: 60ft ***Space***: {5ft x 5ft}
Weight: 45 Grav ***AL Negation***: 5

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	5	8	6	0	5	0	0

Aptitudes: 10 Agility ***Aether Reserve***: 0
Sight: Standard, Dark ***Stamina Reserve***: 150
Languages:
Immunities:
Weakness: Fire
Resistance: 20 Cold

Behaviors

Horror - Intelligent - Long Memory - Undeath

Pack Tactics: Wolveskeep to a pack of 5 minimum. Their Alpha gains a +2 AB when it is near an ally.

Pack Hunters: The pack surrounds targets at a distance of 100+ ft and howls to communicate tactics. A single wolf may lure a party towards it to create an opening while other wolves run from behind.

Main Actions

Fell: Perform a DEX Contest against a Target Creature's AL. Failing creatures fall prone and become grappled by the wolf. With No Contest, the wolf may now run at half speed while dragging the body. The wolf must lose 10 +5/Rank THP, or fall under the effects of craven to let go of the felled creature.

Jugular: Perform a DEX Contest against a Targets AL. Rip, at the neck, dealing 10 Impact Damage.

Howl: Wolves who hear the Howl gain +5 AB, and +10 speed, for the next 3 rounds. Only one howl effect may be present at a given time. Additional Howls will refresh the buff.

Secondary Actions

Scare: I If you have moved 3 units up to a creature from behind, force the creature to perform a DEX Contest {CD 5}. Failing creatures drop a held item. Roll a 1d2 if two are carried.

Passives

Exploitation: Attacks from wolves, on felled creatures, strike with No Contest; and deal an additional 20 damage. Ferocious: Attacks consider target AL/Reactions 50% lower.

Craven Exploitation: Gain +20 AB if attacking from behind.

Enraged Requirement

A Wolf is Killed

Enraged: Main Actions

Alpha: Once per combat, a wolf may call for the Alpha to assist; summoning an Alpha Wolf. This wolf has an additional 100 health and is not considered craven. The Alpha will assist until death and will treat enemy AL as 50% lower, and 100% if striking from behind.

Wrestle: The Wolf attempts to grapple a held item, to take it; prompting a BRN Contest (CD 5). If the wolf succeeds, it will run off with the item. The wolf must take 10 damage to drop the item.

Alpha Enraged: Reaction

Strength of the Pack: Engage in a stance for 1 round. Any creature which draws near you will have a -4 on their roll to strike you. Charmed Proficiency cannot be used against Strength of the Pack. If an attack against you fails, you shall deal an attack to the attacking creature dealing double your AB in Piercing Damage with 1 unit knockback.

Appendix D: Languages

Known Tongues

Many languages exist within Nexus; and of those, some are only acquired through profound understanding. Knowing a language allows one to understand conversation and or written script; the most common of these languages being Universalis.

Iveran

An Iveran Human tongue that persisted within the lands of Bekkharr, and Shri Vida, before Universalis was integrated. It is a low-spoken language that takes time to annunciate, a calmness that does not shift in tone. It is not uncommon to unleash an array of facial expressions; each motion detailing a deeper form of intention and meaning, while their cadence reflects a culture.

Lanxiin

Lanxiin is a soft-spoken tongue; one which drifts as course as the sea. It is often compared to and misunderstood as song; for when one speaks, there is a subtle rhythm and scailing in tone. The more notable property of this tongue, which is most known, is its "*drift*." Sounds produced are carried upon the wind and travel, often giving the tongue a form of echo that can fill an area. If it is spoken loudly, deafening disturbances are what most describe.

Livan

Within the cold, far-flung regions of the southern hemisphere lies a land known for its brutality; fueled by scarcity of resources, and a hard-working people forged within a crucible of ice. Livan is a language that some call abrupt. Titles, places, tools, and areas of worship are the few things that receive consideration and depth within conversation. The language is designed to preserve the breath yet harken to a wealth of meaning. As such, Livan has become one of the most complex languages to learn upon the Coil, primarily due to its nine tones and 8000-character alphabet. Newcomers to the language often have trouble deciphering between words, such as "*friend*"; the word itself has 19 different meanings, depending on situational nuance and pronunciation.

Lumerian

Lumerian, or "*Deep Speak*," can only be performed and understood by those with high perception and dexterity. It is a language that varies drastically depending on the species; it can only be interpreted. First seen Post Epoch, beside the Lumerian Sea, it deals with a complex pattern of subtle twitches and movements; waves generated and felt, within bodies of water.

Sylvan

It is betwixt laughter and chitters that this language is found. Smelling of dew and sounding of leaves. Should one listen, they shall have the words fill their mind. Sylvan is the tongue of the fey; a language often misunderstood as maddened laughter and cracking trees. Sylvan can manifest in a variety of ways; but shall always be heard. To most who would speak the tongue, they understand that there is an array of phrases; and, beyond that, an alphabet with grammatical structure. However, while one may speak sylvan, it may only be read; for when spoken, their words would evoke feelings and becon these sounds of nature; obscuring any form of speech.

Universalis

When the Age of Man was high, some might recall a wealth of knowledge and the births of tongues. Very few remained upon the coming of Dark; most were lost to antiquity, save for one. Over centuries, the language would rot, its people falling to ignorance, a fact which the Scholarship sought to right; a mission to preserve one of the last remnants of the age of enlightenment—the universal language.

Vernerish

It is not common to hear this tongue, for it requires one to travel within the deadliest lands of Nexus. Within the scarlet fields lies a people stained with blood. It is said that when they were born, it was then that this tongue came naturally; a birthright upon entering The Coil. Its structure, and alphabet, lie as an adulterated form of Universalis; a happening which has puzzled many, though intriguing to some. Should one learn their alphabet, all one must do is map it to our standard language.

Eld

Many languages exist as a result of cultures developing in isolation; their mother tongues rooted deep within their history. All of these individual tongues have their own specific names proscribed by the given culture; from the Whisperers in the wood, to humble Lacerta; though, for any tongue held within obscurity, the layman may simply call it The Eld Tongue; a catch-all term to the strange and unknown. To many northern humans, all languages outside of Universalis would be seen as Eld.

Ancient Tongues

Aklothyean/Aklo

"It is said that the final words you hear, beyond the Yawning Grave, is a whisper; one cold and calming amidst the terror. To hear it requires one to die. Perhaps if one were surrounded by death, it may be possible to decipher what is truly said; those cold words upon Death's Door."

You must survive Death's Door twice to hear the whispers of the damned. Acquiring the ability to speak their tongue will allow you to speak without speaking; to whisper beyond the pale.

Aklothyean Script

Aklothyean Script is not a physical mark but a gaseous residue held as a remnant of a past event. A humming presence that appears to most as a cold location. Interacting with it will force one to perform an SNT Contest {CD 4}. Succeeding will grant the creature a vague vision of past events, potentially even future events, constructed from the intention and will left upon the residue. Failing will result in the loss of 5 Stamina. If the Wayfarer has no stamina, they will lose 2 health.

Enokyean

A lost tongue, forbidden to mortals. To speak it is to convey intention in a way unparalleled to understanding; a manifestation of will, and a deliverance of immediate adjudication. Very few who witness this language live to tell the Tale, but all accounts echo kindred sentiments, *"The sky had been thrown wide, ere the culling of itself, amidst our people. With haste as its virtue, we too knew it was our end."*

Speaking Enokyean will tear the skies, clearing all forms of rain, while ear-shattering bells harken from its gape. All Mortals within a mile, including yourself if mortal, lose a reaction and take 20 Mind Damage.

Enokyean Script

Proper written Enokyean script glows with a near-blinding intensity; one must perform a DIS Contest to decipher the text, with haste, before they sustain damage to their sight. Failing a Contest will result in the Wayfarer becoming blind for 3 rounds.

Apocraphyn

"It comes within a dream; a whisper painted with warm hues of magenta, and darkened values. A canvas stained with sin, and the absence of lies. This be the language of the old tongue; wise and primordial. To speak it is inhuman, so one must let it speak through them. A bellow of noise akin to a cacophony of drums and viscus undulation; embellishments of accent akin to cicada. Its disordered rhythm is understood as true harmony to some, and wretched to most."

All mortals within range of Apocraphyn must perform a SNT Contest {CD 2}; failing will bestow a non-permanent -1 SNT.

Speaking Apocraphyn while casting Hex will grant a +2 Modifier when Contesting an enemy's AL.

Apocryphal Script

A script is defined by its imagery. Each mark denotes its history: each glyph hosting visions of a coastline flogged with brackish black waters. A word esoterically conveyed with one glimpse; and within it, walls adorned with curious letters; *"R. L. Y. E. H. I. A. N".*

You may decipher Apocryphal Script. The language will appear ever-shifting; exuding a perverse feeling that will cascade through your body. Perform an SNT Contest (CD 4) when attempting to read Apocryphal Script. Failure will result in a non-permanent gain of -1 SNT; however, you will still decipher the meaning behind the text. Success will allow your psyche to withstand the text's encroaching madness.

Infernum

A crude Vitaric tongue which hath been spoken since the dawn of the Coil; primordial and malevolent. There be no other tongue which reigns lower within hell. Guttural growls and shrieks plague this tongue alongside its low base. To listening creatures, it would sound as if three different octaves were screaming in waves, all whilst a feint echo attempts to pierce the veil.

Vitaric Script

Text which runs in a circular spiral, jagged and angular within appearance. It takes work to read, even amongst those who learn it. Should you know Infernum, perform a DIS Contest {CD 4}. Alternatively, take an hour to decipher 1 page worth of script.

The Holy See

Few do not know about "The Church," a covenant on such scale, that the weight of its number rivals that of the strongest army. A grouping upon mission to "purify" the Coil with unfettered moil. Its expanse can draw to the beginning of the Epoch, which saw its form swallow the whole of land masses, hosting stations within almost every City and Town, from the far reaches of Tsumar to the heartland of Gresit. Looked upon with destain and reverence, the Holy See is an imposing force that most factions tend to tread with high trepidation; for with one misstep, a sundering of a people would follow upon the masses in a grand display before the Maker. Even should their presence be a single clergy within the holds of a foreign land, they may lay untouchable. The Church still wars for dominance within many nations, and are not genuinely supreme; nonetheless, it has a shred of control within almost all territories.

Purpose and Prosperity

The creed of The Church follows that of the Maker; sermons and teachings spoken to the few who have heard The First Word; their flesh now rotting husks, and their tongues severed. These individuals, who have been placed within their respective ceremonial eggs, would come to be known as Apostles; their corpses leaking guidance to those worthy of its yolk to guide the lambs upon the Coil; words only known to Pontifexes and a chosen rare few who the Maker itself has deigned. To The Church, their purpose is unquestioned preservation by complete eradication of the "filth" upon the Coil.

Segmentation of a People

Upon the First Word, a cascade of ideologies arose, one which parted that which was human and that which wasn't. A distinction that had to be made come the following of the Epoch. Amid its divide came further questions of class and caste, those of which were seen as higher and noble, and those which were viewed as less than dirt; a fire only stoked by the founding Purveyors and the active Magister Hermetica of the Scholarship with philosophical quandies of morality and financial benefit in the wake of a breaking world. The result would birth an understanding within the higher officials of The Church; one corrupted by greed and their view of their people cast into apathy. By their leaders, a systematic warping of The Church birthed betwixt "a choice" and the will of The Maker. Upon Revelation, The First Pontifex had founded a correction to the works of The Maker, one turned towards Humanity, itself, in the preservation of Humanity; a mandate only impeded by the active hand of a Purveyor. The body of The Church, now a rabid dog fit to swallow the world with its dogmatic group of zealots upon its noble cause.

The Act of Heresy

Within the eyes of the Holy See, Heresy is that act of performing a slight against The Maker; however small or large, there is no distinction. This can range from being inhuman, speaking ill of the Maker, committing Dark Moral actions against humanity, discord upon territories within the Holy See, aiding or abetting Rot {Heretics}, not performing proper forms of worship, or even thinking of the act Heresy.

Tolerance

There are few lands which offer sanctuary to those who exist under the thumb of The Church. In most cases, it is by the graces of the Purveyor that they still live and breath; but for others, their life is condemned to Indentured worship. The Maker revels in reverence and supplication; a proving of devotion through sacrifice. Most non-humans, if brought before a Purgator or Inquisitor, will find themselves forcefully conscripted to Penitent Worship; acts set to cleanse their body and mind for the Maker ere their reformation; acts which find them upon Pilgrimages to prove devotion; amid high tithes, often converted into debt. Failure to fulfill Penitent Worship will often find the creature captured and repurposed. Rejects of The Church, if not killed, have 3 potential outcomes:

Penetent Obelisk: Heretics, criminals, and non-humans are fused into an unmoving mass through alchemical rituals; this process is overseen and assisted by a High Vicar within an Asylum. The product of such an act is "a creation only allowed to live by the Grace of The Maker." This amalgam has been altered to feel excessive pain should it cease its speech. Obelisks can be found, sewn and tied to objects, at the bounds near the entrances of Towns held by The Church, mired in perpetual agony as each body alternates its pleas and cries for mercy.

Recitation: Accused heretics are subjected to trials where their faith is tested. Most methods find the heretic being slowly dismembered or tortured, during which they must recite a prayer. Failure to maintain perfect recitation is proof of guilt, of which they and their progeny will be slaughtered before The Maker or further repurposed.

Forced Piety: The creature's body is suffused with a crude network of tubes, needles, and alchemical iconography, which induces hallucinations and a highly suggestive state of mind. They are then processed through years of indoctrination, compelling them to yield divine visions indistinguishable from that of reality. Within this madness, they are set upon the battlefield to die before The Maker within an armor animated with the scripture of High Vicars; an armor that carves at the flesh and is fueled by the blood of mortals. Most who witness these monstrosities lie appalled upon the opening of its chassis; segments of muscle and sinew caked upon its interior walls, with exposed bone clinging on to what few scraps of flesh remain; their few organs draped upon the human framework within the iron.

Once let loose upon the battlefield, this hulking monstrosity shall not fall until the creature has bled its last drop of blood; its rider is kept alive in a half-lucid state, granting the suit motion with each blood-curdling scream and twitch of blissful pain.

The Everyman

For those raised under The Church, most activities may seem normal; a way of life guided by brief moments of structured relearning and worship. Most children are indoctrinated at birth; as were their parents. They look not to Obelisks or Mosaics with fear, but joy; their idealized homestead showcasing the proof of their works and removal of threats. Objects of Faith which bring them closer to The Maker in sound, physical presence, and mind. Their days continue as normal, be they noble or lowborn. However, for those uninitiated within the dogmatic ranks of Humanity, you may find a glaring presence of surreal behavior and horrific punishment:

Spiritual Anchors: Any sign of despair is considered heresy. Citizens are forced to attend joy masses where they must display enthusiasm under threats of punishment. Any who are deemed as "non-jubilant" shall be taken from the crowd and publicly mutilated, or executed, due to their acts as a Spiritual Anchor, claimed as "dragging others into darkness."

Skin Mosaics: The flayed skin of heretics and non-human dissidents is carefully stretched, tanned, sewn together, and painted in holy iconography. These mosaics are mounted to the outer walls of cathedrals. Those of weaker faith are forced to take part in these rituals to reaffirm the threats of their sin.

The Blackened Orchard: Entire villages, towns, or cities accused of heresy are executed by hanging; their bodies are burned and dangling from the branches of trees along central roads, serving as a warning to travelers and neighboring villages. Wandering merchants and seekers often report on stretching swaths of humanity for miles. These roads are often dangerous, as their presence attracts many necrophages.

The Dark Room: If an Inquisitor is present, random individuals might be taken on suspicions that none know the reason for. Many are quick to turn upon each other to avoid the room to which the victim is taken. For hours, screams can be heard emanating from the designated chamber. Should they ever return, their visage shall be unrecognizable; their muddled form segmented and exsanguinated. One could tell of the horrors they had experienced if they only had their tongue.

Dark Rooms are often left within the bounds of church basements; but some have found themselves within the back of smithing rooms.

Bed of Lies: Though many could be convinced that all town and city folk are loyal to The Church, this sentiment would be flawed. Most would live a lie within these locations, in constant fear of one's neighbor and even the birds upon branches. To survive this long, one must lie by nature as quickly as one breath; for the others are always watching. It is common to find such individuals having iron-clad composure, abiding by the rhetoric of The Church in one moment, and breaking down within the silence of night within their moment of reprieve. Seekers are commonly hired to escort/liberate these individuals to non-controlled towns by those who can pay; a deed which, if found, is considered heresy.

Church Hierarchy

Leadership

Pontifex: As ultimate Leaders and authority of the faith, these rulers form a small collective council that interprets the Maker's will and establishes doctrine for the entire Holy See. A Pontifex serves its role by commanding High Cardinals while overseeing all levels of the ecclesiastical system, intending to guide The Church's Expansion and deal with the "Plague of Rot." They are seen as living embodiments of the Maker's righteousness and are greatly revered for their mere presence.

High Cardinal Primate: The highest-ranking cardinal acting as chief administrator and liaison between Pontifex and lower clergy. A High Cardinal Primate controls logistics regarding managing church operations, tithes, and the organization of holy wars. Their duties extend to enforcing Pontifex edicts, the appointment of High Vicars/Vicars, and the central figure for maintaining order amongst all lower branches within the ecclesiastical order.

Regional Authority

High Vicar: A spiritual leader acting as a regional governor of faith to manage territories controlled by the Holy See. These figures oversee the actions of Vicars and Lower Clergy within their assigned region. A High Vicar administers holy rituals, hosts religious courts, and enforces dogma, often by prescribing tasks to those under their watch. Lastly, their focus is on dealing with high heresy and the dispatchment of inquisitors.

Vicar: Vicars are the everyday spiritual leaders of cities, towns, and territories. Should a Vicar be appointed by the Maker itself, they must be sworn in by the High Cardinal Primate with no exception. Vicars interpret the Maker's will for the common people and oversee churches, rituals, and judgments in their jurisdictions. In most areas, they often find themselves as the public face of The Church, as their duties find them performing blessings, healings, and public rites. They are the true moral enforcer and spiritual advisers despite reporting to the High Vicars.

Operational/Enforcement

Divine Adjudicator: Elite warriors of the Holy See with a strong innate connection to the Maker. These holy executioners are highly respected, as their presence often carries the weight of divine authority. Most will find themselves guarding Pontifexes and High Cardinals, while others shall often lead crusades and holy wars.

Inquisitors: Agents of the Holy See tasked with rooting out heresy, corruption, and rebellion within the faith and its followers. Inquisitors operate with near full autonomy, answering only to the High Vicar or High Cardinal, and can be found torturing, executing, recovering sacred artifacts, or reforming dissenters alongside Pergators.

High Knight: Military leaders of the Holy See's armed forces. High Knights can be found guarding holy sites and defending the faith.

Ground Level

Pergator: Pergators are briefly appointed individuals within all established territories within the Holy See. Due to The Church's broad reach, towns may find themselves sparse of official forces. Territories incapable of stationing an Inquisitor, High Vicar, etc., will often appoint a Pergator as a figurehead of rule. Should an inquisitor arrive, they shall relinquish all duties or aid upon request. Pergators often exceed the boundaries of their roles and vary from one to another, often enforcing the duties of Vicars, Inquisitors, and Adjudicators. These actions often involve committing much harsher deeds in an attempt to become promoted within the ranks of the Church.

Clergy: Those of The Church who remain loyal to the integrity of the faith. This can range from scholars who record various forms of history, text, and records to those who provide day-to-day church services under Vicars.

The Scholarship

The Arelyan Scholarship

An order dedicated to the discovery and preservation of knowledge and the advancement of the mind. Their nation-state of Arelya can be found east of The Black Isle and north of Liva. Its capital, Prima, is located within the central western reaches of Providence.

The Observatory

Ere the Epoch, there was said to be a world that flourished before The Age of Dark; before abstraction. It was said to be kingdoms of plenty and the birth of new inventions amid a unified coexistence. Within the nest was The Observatory, a place of knowledge and innovation for the sake of growth; where representatives of the First Scholars would usher humanity towards greater heights as a hand to guide and nurture. A force to show the errors of limited minds and guided correction. This time saw the Scholarship as advisors to Kings and Wisemen and Soothsayer to those steeped within their ignorance. And when the world fell, its bastion remained, with but a single resident, to usher forth humanity.

Sphere of Influence

Proof of their works can be seen throughout the reaches of Nexus, from the established scholars within many towns to the presence of knowledgeable Apothecaries, Sanitoriums, Blacksmiths, fortifications, language, currency, wealth and even resources. Most forget the scarcity of knowledge, where the absence of literacy is commonplace. The average town would be lucky to hold a mass of 100 works of tomes, whereas the Observatory numbers within the ranks of several hundred thousand; knowledge to erect and sunder civilizations on whim. A truth that has made them more powerful and influential than almost any Purveyor.

Innovation and Progression

Knowledge is sacred within Arelya, to a very high extent. The attempt to view works unapproved by forms of the Scholarship, or overseen by certain magisters is liable for high forms of punishment. The act of altering established forms of information is tantamount to the betrayal of those who reside upon the Coil and will guarantee a swift death.

Each work and discovery lies as a stepping stone to greater truths, and progression, and does not tolerate needless hindrances. It can be said that the many who reside within Arelya are working as if they are in a maddened trance; a profound obsession to learn. Asking a representative what fuels them would be likened to asking fire why it burns. A curious trait found amongst these dedicated scholars; ever working towards the progression of the Coil, an ultimate goal unknown even to them.

Grades

Within the Scholarship, "Grades" are assigned to those who specialize within The Collegia Divisa. Most scholars will find themself having a general breadth of knowledge; however, most are fixated upon a particular Collegium, for the work to gain the status of Major is quite extensive.

Once designated the title of Major or Minor, a scholar may adopt themselves within the ranks of Praeceptors; however, most choose to indulge their curiosity, using the theoretical, and enveloping themselves in the practical beside Assurators. To the layperson, a “Homeopathy Scholar” might be found within the bounds of a Town located within an Apothecary, but this title only speaks to their various goals within the Coil. In truth, this representative of the Observatory might be of the Majors within Collegium Vivarium while having obtained the status of Minor within the Collegium Alchemicum and Collegium Mortalis; their personal works ever ongoing.

The Founding of the Observatory

None honestly can say when the Observatory hath arrived upon the Coil; all recollection fails in the pursuit of recognition. There are no records; and if there are, it is located upon the highest floors of The Library, only accessible to Exemplars and the Owl. To this effect, it is by the grace of the Owl, that many even know about the Golden Age of Man; a time long forgotten except for those who claim to remember.

Forbidden Knowledge

Upon the Coil, and beyond it, lie questions that may part doors that may never be again closed. A tainted knowledge set to corrupt those or fill them with a profane sense of purpose. To what ends this knowledge shall lead can only be described as the end of all things beckoning madness and turmoil. Causal and temporal shifts which blur the lines between dreams and nightmares. Knowledge such as this must be eradicated; a hidden task beset to those working as a Scrivin, Aural, or Custodes.

Fratres Profecti

Not all scholars abide by the restrictions and rules of their kindred. Dubbed the “Fratres Profecti,” this is the result of scholars breaking from the ranks of the Observatory, many of which seek to pursue forbidden works and actions. The deeds of these scholars have seen the world torn by the horrors they unleashed and the erecting of cults. Many do not know of the existence of these esoteric groups but might know their works should they encounter oddities ravaging the Coil.

The Exemplar is a force sent to deal with rogue scholars; a task which is often set to others, such as the Lotus, seekers, and other dareing groups.

Scholarship Hierarchy

Leadership

The Owl: A figure that guides the Exemplar; few have heard of them, and even fewer have witnessed them. It is said that they are stationed within the highest holds of the Observatory, an eye ever gazing towards the abyss; their hands fixed to the soil, with a boundless mind; one everlasting, and eternal.

The Exemplar: Also known as "The Steward," The Exemplar is the one who unifies all branches of knowledge under the pursuit of understanding. They are the only ones granted permission to speak to the Owl and are sworn in and dismissed by The Owl upon whim.

Authority

The Curia Arcana: The central council overseeing all fields of study; each "Magister" represents a specific field.

Magister Alchemiae: Master of Alchemy
Magister Naturalis: Master of Natural Philosophy
Magister Astrologiae: Master of Celestial Studies
Magister Machinamentorum: Master of Mechanics
Magister Bestiarium: Master of Beasts
Magister Anatomica: Master of Anatomy
Magister Hermetica: Master of Metaphysical Teorum

Operational/Enforcement

The Collegia Divisa: A guild-like suit of branches of different studies; each Collegium focuses on a specific academic discipline. Each respective domain answers to the Curia Arcana:

Collegium Alchemicum: Alchemy and Transformation

Collegium Metallurgiae: Metallurgy and Refinement

Collegium Vivarium: Fauna, Flora, and Proto-biology

Collegium Mechanica: Mechanics and Artifice

Collegium Mortalis: Anatomy, Pathology, and Engrams

Collegium Firmamentae: Celestial Studies

Collegium Ordinatum: Taxonomy

Praeceptors: Teachers and mentors for the Novices of the Scholarship.

The Lexicae: Archivists, chroniclers, and masters of language who transcribe, index, and guard the Scholarship's vast repository of knowledge, the *Lexicon Arcanum*.

Scrivens: Transcribers/copyists of important text

Custodes Notarum: Custodians of codices, scrolls, and the physical archive.

Auraul: Experts in lost tongues, forgotten alphabets and symbol systems.

Ground Level

Assuratores: Rigorously trained in dangerous environments, Assurators are responsible for observing, classifying, and testing knowledge beyond the bounds of the Observatory. Assurators have been known to work alongside Field Scholars and members of the Lotus.

Field Scholar: Scholars who have been assigned a grade of Major or Minor may choose to accompany an Assurator to aid within their respective field.

Novitiate: Apprentices and learning students.

The Black Lotus

Black Myth

"Few remember the beginning of The Old Moon; a Tale far too old for most upon the Coil. Ere the Maker's call to Man, and bastions set to fortify the remnants of old civilizations; all that lay bare before the bleeding sky were the husks of souls who dared to staunch the dark, feeble as they were. The Old Hunt they called it; the first of many to come. An oath that was sworn before death itself to cull the fields of rot which festered in their wake; a corruption which rose the dead, and sundered causality. It was this time that Man desired monsters of their own; they who could hold the line. They, who could rise from the dark..."

All those upon the Coil have heard of the Lotus, but very few have ever met their members. Often found within the Wilds, these highly skilled killers take it upon themselves to traverse continents for a duty to serve humanity; a creed they have sworn to die for. Like any organization, the Lotus has a hierarchy that supplies the guild with knowledge, training, and purpose. As such, they are quite prominent within certain circles, making most of their feats often seem clandestine. Though in service of humanity, many humans fear them for the superstition surrounding their true nature.

The Culling

Tradition remains bound to all actions within the Lotus, and while most would believe their methods draconian, it is a necessary act to spur forth their members. To the few who know about this process, they would refer to it as a "culling." The term refers to their practices on pilgrimage. Should a Lotus ever come across a village or town that has collapsed, they may deem the populace too far gone. In this case, where the few are certain to die within the span of days, the member will begin a process to seek out five young individuals among the remnants—always five, never more, never less. Normally, the youths are between the ages of 8 and 15. As a mercy, the rest, above or below the age, shall be slaughtered without pain.

A circle will be drawn, and a dagger will be tossed in the center without explanation. "I shall take only five," is the phrase most might hear during The Culling. Should those five emerge, they will be taken to The Black Halls of the Lotus.

Black Halls

The fabled Black Halls of the Lotus; a place of rebirth, or to most, death. This grand structure is created for one purpose: to mold young souls into blades as cold as iron; a practice which would see few survivors. Within the hold of a Black Hall are Asylums, Occult stations, and training facilities; all serving to keep the children alive as they undergo their metamorphosis.

It is here where recruits are put to the scalpel; their flesh inscribed with hundreds of archaic markings; their eyes injected with serums, to augment their sight; their body to be placed under varieties of transmutations; and their mind to be subjected to a series of lobotomies, to cut out aspects of memory and humanity.

Rebirth

Some call it "The Lake.' It is here where over a hundred bodies are placed; a deep pit of those who have gone through the experiments of the Black Halls; nameless faces devoid of any echo of their former selves. Too small to become a Carrion Garden, this mound will fill periodically. The bodies of others smother those who do not wake. Should one stir to motion, they shall be urged to climb out of the pit; their bodies covered in death. It is here where a member of the lotus will look for any signs of weakness; where, if one is found, they are returned to the Halls for added lobotomies.

Those who make it out of the pit, steeled of emotion, will be thrown a knife. A challenge, "to cut the member with the knife within 24 hrs," where they shall be beaten within an inch of their life, and kicked back into the pit, upon failure. After five days, the pit is burned.

From Those Who Came Before

Should one ever survive The Lake, they shall be brought into "The Atrium," and deemed an official member of the Lotus. This is a place that serves as a hub for most Lotus members within the general vicinity of Cities, hosting sections that store copies of their vast wealth of knowledge. Recruits can expect to be rigorously taught about all manner of things related to creatures, survival skills, vivisections, combat prowess, tactics, etc. The goal is to be completely self-sufficient and thrive within The Wild.

The Old Hunt

Members of the lotus graduate when they complete The Old Hunt, which some recruits have dubbed the Blue Flag Trial. This test harkens back to the days of old, when there were those without resources, stripped of all forms of comfort, and yet still burdened with a task that needed to be completed. It is a trial kept to test all skills gained over the years.

At age 15-18, a hunting party of three is sent into the Wild with nothing but their knowledge, each other, and a single torch. They are tasked with retrieving two blue flags within the wood during a Full Moon and returning before dawn. Those who return without flags will be savagely beaten as a warning, and the subsequent failure will result in death. Each flag saves the life of a member of the hunting party. Any member who returns, outnumbering the flags received, will be killed. If all three return and defy the potential death of one of their comrades, they may challenge their Black Hand teacher to combat. A new trial overseen by other Black Hands. To survive this, the adepts must deeply wound the Black Hand or kill the Black Hand; a feat most would see as impossible. The rare few who can achieve this are known as Dark Childs.

Dark Children

Feared even within their own guild, a Dark Child tackle the impossible after their Old Hunt trials—slaying kings, razing Carrion Gardens, and even toppling Scaven Lords; single-handed deeds that pass into legend.

Masks

Many Lotus carry masks, facades, they feel a close bond to; Marks of great kills. These faces are carved from the creature's flesh and adorned with runic markings, matching the ones the member received upon rebirth—old majick, which allows the wearer to take on aspects of the creature slain at a cost. Many Black Hands can be found with some masks latched to their side like trophies; all legendary hunts easily recognized.

Pilgrims

Most members of the Lotus have their tasks, which are often given to them by the guild. These members stay as "Hands." Those who wish to go beyond simple service might undertake a Pilgrimage. These members, which would soon become Black Hands, would journey to each continent to learn of the world before them, and the taint that plagues The Coil. Within each, they are tasked with killing an Archfiend within the Deep Locations of each Nation. During this pilgrimage, they are to refuse no service that could save the lives of Mortals upon the Coil and cleanse all forms of Rot. Should this member come across prospects, they are to serve the greater good and perform “The Culling.” Once returned to their continent of origin, they will have completed the pilgrimage and assume the title of Black Hand.

The Silk Lotus

A calling card of the Lotus. Should one ever be placed, a Lotus member will be honor-bound to retrieve it and complete a task on behalf of the token carrier. Receiving a Silk Lotus would suggest that the owner had given aid to The Guild to such an extent that it requires the debt to be paid.

Scholarship Hierarchy

Leadership

The Light: A multitude of secret individuals who control The Guild.

Operational/Enforcement

Dark Hands: An Elite Class of Black hands which had attained the title of *Dark Child*. These hunters are placed on a much deadlier pilgrimage unknown all, save for the The Light. Dark Hands often deal in matters that concern the fate of The Coil itself.

Black Hands: High-ranking members of the Lotus are esteemed for completing *The Pilgrimage*.

Hands: Everyday monster hunters; often sent to specific Towns and Cities to deal with high-priority targets.

Scholars

Pariahs: Occultists, Asylum Nurses, Scholars, and Alchemists which have been outcasted for their dives into the darker practices of their trade. Pariahs works within the Black Halls and teachers within the Attriums.

Lexicant: Often, this would be a prodegy of the Observatory, from the Assurance Majors; one who has served under all positions of the Lexicae. This figure will act as a liaison between The Lotus and the Scholarship, bridging the knowledge gap; though many works will be kept secret by The Lotus. The Lotus' collective knowledge of works regarding creatures atop the Coil dwarfs that of the Observatory; the Lexicant serves as the Librarian to the grand stores within each Atrium, aside from being a walking encyclopedia.

Recruits

Petals: Youths taken during the Culling.

Adept: Survivors of the Lake.

Dark Childs: Recruits who are destined for legendary accolades.

Oddities Upon The Coil

Stranger Things

There are many stange things which inhabit this Coil; and of those many oddities, some are more present than others. When your Wayfarers traverse this world, they shall happen across the many oddities which line the Coil.

Black Mills

A place steeped in rot and purpose—its air reeking of burnt meat, old oil, and spoiled milk. Every inch of its surface is choked in soot and flaked yellow fat, coating iron walls like rancid snow. Sounds never cease: grinding gears, shrieking metal, the hissing of pressurized steam, and the wet, rhythmic thunk of flesh driven against steel. Dredglings stumble in from distant wastes, dragging carcasses in tow—sacrifices for the ever-hungering engines. Corpses are offered into the churning pits, where heatless flame and whirring blades render them down to marrow, ash, and purpose. Others take up the wheel, ever turning the grinding wheel in anticipation of future processing.

No one claims to have built the Mills. Their blackened bulk is veined with runes, and their presence has gone unchallenged for centuries. Some say they were once alchemical refineries or ossuary fortresses—now, they serve no nameable cause. Yet their doors are always open; Black Bastions scattered across the Coil.

Dredglings

Dredglings are remnants of a time before the Age of Dark—human in origin, though now grotesquely repurposed into something far less. Their bodies, hollow and frail, are split and stitched with crude machinæ: cracked gearworks churning beside glistening organs, exposed sinew strung with brass, and rusted rods guiding spasmed motion. Their eyes are peeled back and pinned open with surgical hooks; their limbs carved away and replaced with grafted tools—chisels, hammers, claws—tailored to the labors expected of them. They shamble, slack-jawed and silent, in a perpetual stupor. Most drift through their days blank of thought or pain, yet some, rarely, tremble with sudden panic; wailing or seizing before collapsing back into silence. No one knows why.

Dredglings cannot die. Countless attempts have been made—burning, drowning, dismemberment, starvation—none have succeeded. Though their origin is debated, their value is not. And so they are used. You'll find them everywhere. In cathedrals, endlessly reciting scripture with split, torn mouths. Impaled with jagged wood in the flesh farms of Fellhollows, where they nurture meat for the cities above. In the bellies of mining crawlers, dragging stone-laden carts up endless spiral shafts. In artist dens, posed as living sculptures, sinewed and grotesque. In noble parlors, sewn into garments and worn like trailing cloaks, their arms stitched into sleeves, their spines dragging along the ground in muffled pain. Dredglings have become a fixture of daily life. Most people no longer look at them. Some don't even see them, though they are present nonetheless.

A Note From the Creator

This game was crafted with many players in mind, but I do accept that it may only serve some. While I maintain that the book's rules should hold weight as a guide, it is, in fact, just a guide. To any Arbiter who wishes to add anything and create new rules, you have all the power to do so. Ignore rules and craft others. Embrace your creativity and spawn new Vocations, Afflictions, and Abilities. You are the conductor of a grand story surrounded by your friends. Let them experience the heightened rush of having a curated playstyle should these guidelines not fulfill expectations.

Beyond that, The Omen System, while built for Horror, can be used with any setting. Spring forth a Tale within the Great Old West; the far reaches of cold galaxies; or a land mired with sentient food and their geopolitical struggles. Engage in a chosen story how you see fit; for this is just a game, and these are, in fact, just guidelines.

From the deepest part of my heart, I appreciate that you have purchased this book. Any form of engagement fills me with profound joy. Be free from restraint, and have fun.

~ Thai Simpson

Credits

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First Edition: 2026
Published by The Realm of the Dead LLC
Printed in [Country of Printing]

ISBN: [Insert ISBN]
Library of Congress Control Number: [If applicable]

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Harvest

WAYFARER NAME

Mastery Rank

Vocation:
Homeland:
Vice:
Race:
Size:
Morality:
Languages:
Weight:
Gender:
Sight:
Age:

Omen
20

ALR	BRN	DEX	DIS
Modifier	Modifier	Modifier	Modifier

GRT	INT	SNT	VIG
Modifier	Modifier	Modifier	Modifier

AL
Armor
Temp. Armor
Hunger
Stamina
Speed
THP
TH
SNT Meter

Daunted Gauge

Injuries

Perm. Injuries

APTITUDES	#	Mod
Agility		
Contrive		
Cure		
Dirty Trick		
Engineering		
Feign		
Identify		
Intimidate		
Perception		
Politics		
Privy		
Rally		
Slight of Hand		
Stealth		
Survival		
Swim		
Tame Beast		
Weapon Proficiency		

WOUND THRESHOLDS	
Light Wounds {GRT CD 2}	75% THP
Moderate Wounds {GRT CD 3}	50% THP
Critical Wounds {GRT CD 4}	25% THP
Fatal Wounds {GRT CD 5}	0% THP

IMMUNITIES

RESISTANCES

WEAKNESSES

Buffs/Debuffs

Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:

Action Item Name | Tier
Weap. Type | Base Dmg. | Addative Dmg. | Dmg. Dice | Range
Reaction | Reaction
Reaction | Reaction

Action Item Name | Tier
Weap. Type | Base Dmg. | Addative Dmg. | Dmg. Dice | Range
Reaction | Reaction
Reaction | Reaction

Action Item Name | Tier
Weap. Type | Base Dmg. | Addative Dmg. | Dmg. Dice | Range
Reaction | Reaction
Reaction | Reaction

Wayfarer Appearance

Origin Bonuses

Racial Effects

Backstory

Phobias:

Psych Tree:

Illnesses:

Currency

Sygnum: 1s
Armylla: 1a = 100s
Corona/Crown: 1c = 100a
Astorian Gilder: 1AG = 10c

Sygnum	Armylla	Crown	Astorian Gilder

Burden Capacity:

Load Reduction:

Load Limit:

Total Burden

Equipped Item Slots

Total Weight

Stored Item Slots

Stat Mods / Ails / Misc

Notes

Hexes

Aether Reserve

Aether Cost Reduction

Intention

- Auditory
- Object
- Gesture
- Spoken

Intention Description

Hex Tiers Unlocked

- Tier I
- Tier II
- Tier III
- Tier IV
- Tier V
- Tier VI
- Tier VII
- Tier VIII
- Tier IX
- Tier X

Hex Trees Unlocked

- Air
- Earth
- Fire
- Water
- Fey
- Holy
- Unholy
- Weird

Mods / Buffs / Effects

I

Hex Name	Page

II

Hex Name	Page

III

Hex Name	Page

IV

Hex Name	Page

V

Hex Name	Page

VI

Hex Name	Page

VII

Hex Name	Page

VIII

Hex Name	Page

IX

Hex Name	Page

Bounty Rules

What Is This?

Harvest is built to give both Wayfarer and Arbiter the tools to craft a Tale of their own; yet there are times when a table wishes instead to walk a story already carved — to learn the shape of the world, to sit with its themes, or simply to spare the hours prep demands and run a narrative already whole.

A Tale is built of Acts: long, continuous threads of story climbing toward some final reckoning, themselves crafted from smaller tales that give a Wayfarer cause to act, and room to grow. Bounties are those smaller tales — brief self-contained missions playable with characters built for the encounter. Bounties are also there for any existing Party that wishes to insert them into their Tale or Act. Bounties are built to bend to whichever table sits down to run them, so that at a fitting moment, they may be met and answered, simply by walking up to a "questing board" and accepting the call.

How Do We Run It?

The Arbiter will read over the general layout of the Bounty. They will be given an overview of the Mission with the Bounty's description, Simple Details about NPCs and events, Map Layouts, and even Outcomes. It is important that the Arbiter is the only one to review the Bounty, as to maintain a suprise for all people in play.

Preparation Phase

Before a Bounty begins, the party enters the Preparation Phase. Here, the Arbiter advises the party to spend any Sovereign they carry within any Places of Trade {Page 229 - 245}, should starting currency have been provided, while also growing familiar with their Wayfarer Sheets. It is after this Phase that the party enters the Interaction Phase.

Interaction Phase

The Arbiter will often present special NPCs — some willing to accompany the Wayfarers, others offering information that proves useful if pressed. During this phase, the Arbiter introduces any and all noted NPCs within proximity of the party, whether played out in "Theater of the Mind" or atop a set location on the Grid. As the Wayfarers meet these NPCs, it falls to them whether to bring any along on their journey. Once the party is ready, they move into the Travel Phase.

Travel Phase

The Arbiter may fast-travel the party directly to the Bounty's starting location; or, should the Bounty be integrated within an existing Act, it may instead be placed within the world, left for the party to seek out on foot, by carriage, or by other means.

The Bounty

Once the Bounty has begun, the Arbiter shall address rooms as they appear, allowing the party to traverse freely. Every room carries a list of noted encounters, shown through colors and icons on the map, alongside room-specific notes of importance. Arbiters may find it useful to keep their own bullet points of what to call out in each room as it's reached.

Many rooms come with a summary that the Arbiter may read aloud to the players, to ease the mental load of running it live. Narrative text *"will appear like this"* beneath each room's header; some rooms offer only a summary of what lies within.

As the party reaches certain sections of the map, they may stumble into events, traps, and special actions — these are called out directly within each room's Interactables and Events.

Beyond all this, the goal of any Bounty remains the same: to make it out alive, stronger, richer, or wiser.

The Bounty End

The Bounty ends with the conclusion of its final encounter, resulting either in success, escape, or the collective deaths of the party. Those who survive, and complete the original task, are rewarded by the Bounty's listed payout; alongside any items, materials, and Sovereign found within the Bounty's location.

Flee the Horror

Wayfarer's can choose to survive, at the cost of failing the Bounty, by leaving the Old Mensburge Cult House. If the Players enter the Convergence, they can only reach the Old Mensburge Cult House by leaving through the center painting in Room 22 (At the risk of breaking their mind.)

Challenge Difficulty

Bounties are often scaled to a stated Mastery Rank. Playing smart can trivialize an encounter as surely as playing rash can spell a party's undoing. Some Bounties — "***Worms o' the Withering Table***" among them — can escalate drastically in Challenge Difficulty if mishandled, where particular choices may drive the party toward an almost Certain Death encounter. It falls to the Arbiter's discretion whether to let this consequence set the stage for future encounters, or to bring in higher-ranked Wayfarers should the threat prove too great to stand against.

Bounty

Worms o' the Withering Table

{Playtime: 3-7 Hours}

The Fellhollow Town of Old Menseburgh has cultivated a faith that has, at last, turned even its own Purveyor's eye from it. There has been a silence that has spoken louder than any confession regarding an investigation. Word has finally reached the Holy See and the Lotus both, over these last moons, mad tongues asserting that this "worship" draws near some manner of end, and neither party wishes to learn what that ending looks like.

Isolated within the town's outer reach stands their fetid domicile, atop a patch of red grass, wrought and adorned as shrine to something grim and grisly. Its facade lies caked, thick with the blood and offal of livestock, dried in layers upon layers, fed for years and never once cleaned. Its clergy is garbed in sullied white as they dance from dawn till dusk before it. They do not speak nor rest, and any who may die is brought within.

Reports tell of fresh corpses and living beasts alike carried into the dwelling, offered before a bowl of stew, it and its confines immune to rot and decay. The bowl sits upon a long table coated with meat gone black and soft with decay. Passersby speak of flies, thousands strong, arranging themselves each hour into symbols no honest tongue can describe, and each hour, it is said, the symbols "feel almost whole."

This farce must end, whether it is mass hysteria that must be broken, or something considerably darker that must be stopped.

Meet with the members of the cult and their leader, and compel them to cease their madness, by any means you deem fit.

Reward

Sovreign: *6 Crown*

Guild Reputation: *+5*

Old Menseburgh Cult House

Room 1

"A collective moan is heard from within; varied octives of bliss assaulting your ears which drown out the creaking of floorboards and shifting masses from just beyond the door. Old paintings decorate the walls and stale air wafts in all directions. An uncanny chill is present.

Place The Players here to start the Delve.

Room 2

Place 10 NPCs in this room; all facing room 3; every 3 seconds in unison, they kowtow before releasing a discordonant moan. None of these NPCs will respont to player interaction. If any NPC ends up dead, one of the worshipers shall drag their corpse to room 3, before resuming their worship.

NPC Dialogue - Claudia/Hegseth: She remarks on the eyes and gestures of the people in worship, and compares it to a trance; uncertain if they are completley aware of their actions. If Hegseth is present, he shall remark that it seems to be posession; presumably from something within room 3.

Room 3

"The room is coated with a thick red mist which looms like a low fog beneath the kneecaps. Within its obscuring tint are hundreds of flies and piled corpses; animal and mortal alike. Some corpses have Full Plate Armor of eld, dating back upwards of 80 years from lands long since vanished from maps. Across the expanse seems to be a clearing withint he carrion, a small object resting on a small podium; a bowl of sorts."

Hazards

Foul Presence: *Players entering the room will encounter a SNT Contest {CD 5} for each new Hazard line they move through while in room 3. Failure shall result in the player becoming Possesed for 1d2 rounds; compelled to slaughter a worshiper of room 2 each round.*

> ***NPC Actions -*** *Each NPC has a 1d2 chance of a being considered a Worshiper during Foul Presence.*
>
> ***Occultist/Corwyn Action -*** *If the Occultist/Corwyn is with the party, he shall pause them before entering the room. After 1d2 rounds of study, he shall offer to ward them, but he will requier the blood of the willing. He will need a collective of 80 THP given willingly from the party. This action will grant the party +5 Modifiers against SNT Contests for the day. Corwyn May also perfrom a Miasma Ward at the front door to cleanse the air.*
>
> ***Claudia/Ysolde Action -*** *Claudia/Ysolde will attempt to vocally talk sense into the party, should anyone succumb; this action has a 1d4 chance of breaking Posession with Claudia, and a 1d2 chance with Ysolde. If Claudia becomes possessed, and kills a worshiper, her mind will break, and she will gain Hysteria for the duration of the bounty after realizing her actions.*

The Bowl: *A bowl of stew sits clean and untouched. If players come close to the bowl, they shall be whisked to the Menseburgh Convergence, appearing within room (1d10 + 10); their body ejected from a random wall.*

> ***6th Sense -*** *Creature's with 6th Sense detect an illusion. The bowl is a Black Void sucking in all that is close.*

Room 4, 8

Hallways which seems to get more and more unstable as the party moves closer towards room 8. and room 9.

Room 5, 7, 6

"It cannot be defined what these rooms are meant for; perhaps it is rest; on the account of sleeping bodies atop of dishoveled tarps and stacks of hay; and yet one might be mistaken; as each corner is stacked high with mounds of fecal matter, rotting meat and stagnant pools of fluid. While the occupants do not seem distressed, these squwallers are better served as cells of some Underwell, than the room of any resident."

Sleeping NPCs line the floors of these rooms; the scant few that are awake can be found writing strange symbols in blood; others whispering obsurdities as they bash their head against objects and their mouths into refuse.

Locked Doors

Door 5 and 6: *The door has a Lock Durability of 10. Any Worshiper from Room 2 will have a key. The door's lock requires an Engineering DEX Contest {CD 3} to picklock.*

Room 9

"An abandoned room; it is almost empty, save for empty bookshelves lining the walls.

Player DIS Contest {CD 4} - Corwyn/Thessaly: *Will notice the abundance of bookshelves, rare for a place outside of the Noble District. This place must have been reporposed by the cult well after all things of value were stolen. Perhaps this place was once a Noble Inn or Library near the birth of Menseburgh. Explains why this place has been unseen for so long; it has been long forgotton as the Town has practically build atop and around it.*

Hazards

Player Perception DIS Contest {CD 4} - Moren: *Will notice the hazards atop of each floor board; knowing the floor shall collapse if they step further in room 9. Each square will collapse, plummeting the creature 10ft; requiering a DEX Contest {CD 3} to escape.*

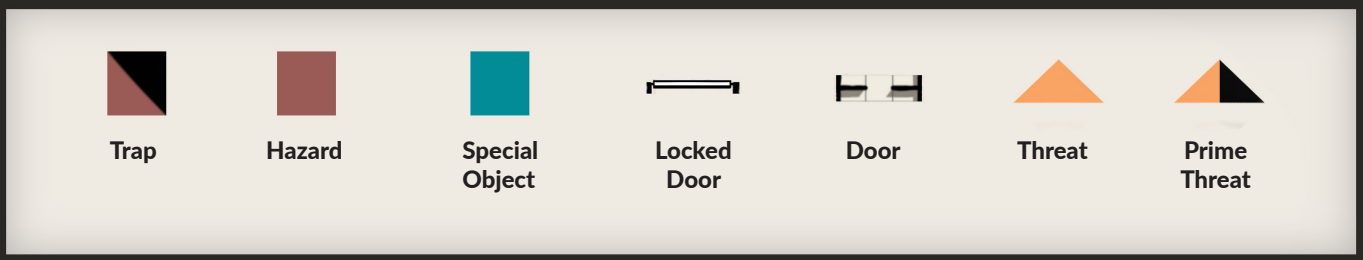
Room 10

"The Floor sinks inot the ground; bowing downwards within elevation; its base lined with mycelium and wet mold. Light pierces feintly through the walls here from the torches ouside,"

The Room is empty beyond a couple of empty bookshelves, counters, and tables.

Juniper Thorburry Rotberger III: *A red rat shall follow the party for the duration of the Bounty if they enter this room. This creature will require a Tame Beast ALR or DIS Contest {CD 8} to guarantee allegiance for the duration of the Bounty.*

Menseburgh Convergence



Menseburgh Convergence

Reality begins to warp, and the interior of the house shall grow and distort into amalgamous forms of flesh and living wood. Eyes and maws adorn almost every wall.

All Creatures entering within this place for the first time must make a SNT Contest {CD 6} and a GRT Contest {CD 8}, gaining +1d6 DL upon failure.

All Rooms within the Menseburgh Convergence are illuminated by bioluminescent lights alongside the walls, granting each room Normal Light unless stated otherwise.

Room 11

"The edge of this room is elevated like a cliffside; a short drop of 5ft leading to a reflecting pool of red water; its depths hosting strange humanoid life, ever drifting within its circular current. Malformed arms breach from its surface towards any creature near this room's edge."

Hazards

Blood Bath: *If a creature falls within the depths, their body shall be engulfed by a mound of sloughed flesh and uncanny limbs. Forced underwater with No Contest, requiring a BRN Contest {CD 8} to break free. If they struggle, they shall suffer Asphyxiation each round until they die. If they willingly submit at any point during these rounds, they shall black out and appear within room {1d10 + 10} with full THP, but shall suffer a SNT Contest {CD 8} upon surfacing; their body ejected from a wall.*

Room 12

"The walls seem thinner here; not unlike a membrane. Fluids and dark forms drift slowly outside of its bounds.

Red Key: *Affixed to the wall is the corpse of a follower, half of its body almost pulled through the membrane of the wall. Within their pocket is a Red Key.*

Hazards

The Visitor: *There is a 1d20 chance the Visiting Rot Herald will show up as a silhouetted figure on the other side of the wall. It will hold its hand to the wall as its cold eyes pierce into the room. Players who meet its gaze have a 1d2 chance of suffering a GRT Contest {CD 10}; failure grants a Phobia of "The Visitor" for the duration of the Bounty. The figure, if spawned, will remain until the creature/party leaves the room.*

If a player attempts to get close to The Visitor, their body shall be partially ripped into the wall with No Contest, sustaining Instant Death as their contorted body withers into a husk on the other side of the wall.

Room 13

This hallway can be compared to a mouth, or an esophagus. When moving through here, creatures must enter prone near the mouth of 13, as the roof and floor compress.

Hazards

Acidic Sphincter: *Crawling through the Sphincter will deal 1d20 Acid Damage. If entering 14 through 13, this smell will alert the Threat stalking 14.*

Room 14

The room is pure white and coated with pore-like black dots millimeters apart. These openings buzz with strange movement. Within the center of the room are 4 pillars with larger holes carved into them, and 4 chests within the center of the room, one close to each pillar.

Threats

Shade of the Visitor: *Summon a Nightmare to lurk within Room 14 when a player enters. This figure will appear as a gaunt silhouette with wings riddled with holes. It shall persist for 1d8 rounds within the Menseburgh Convergence before vanishing from reality.*

Hazards

Acidic Sphincter: *Crawling through the Sphincter will deal 1d20 Acid Damage. If entering 14 through 13, this smell will alert the Threat stalking 14.*

Pitch Black: *The Room is Pitch Black.*

Sticky Adhesive: *The wall by the door of 21 and 14 is very sticky; creatures attempting to walk on it will require a BRN Contest {CD 5} to remove their limb.*

Hive Pillars: *If any attack is made close to the pillars, there is a 1d2 chance it will be struck; releasing malformed insects, dealing 4d20 Bypass Damage to the attacking creature.*

Traps

Mimic Chest: *3 pillars will host a Hungry Chest, which shall use Surprise upon any close creature interacting with it. These chests require a Perception DIS Contest {CD 6} to detect. Have the players pre-roll these results as they enter the room, to not alarm them during chest interaction.*

Special Object

Dead Mimic Chest - *Within the mouth of the dead Mimic Chest is a Blue Key, 1d10 Crown, and 1 container of Eisenwax Powder {Page 234}.*

Room 15

"Every surface of this room is coated in breaching crimson faces hosting every variety of human expression. In the top left corner of the room, a massive face hosts a hyperextended jaw with flowing black fluids that drown the faces beneath it in strange black ichor."

Special Object

Black Scrying Pearl - *A strange object catches the light within the black — a dense black orb. Held with bare flesh, this object will force a SNT Contest, but will inform the holder how close The Ritual is to completion within Room 20.*

Room 16

A room filled with bloodied chairs, all positioned in different directions.

Special Object

Tiny Hole: *If Juniper, the Red Mouse, has been brought with the party, it will sniff the air and race into the tiny hole. After 1d6 rounds, it will exit into Room 19 and unlock the door between Rooms 19 and 20 that required the Blue Key. Juniper will next be found in Room 20, eating the Stew.*

Room 17

An impossibly large room with ever-shifting forms. The ground is piled with the unfortunate souls who found themselves within this room.

Threats

Giant Red Rats: Summon 1d4 Plague Rats.

Hazards

Pitch Black: The room is Pitch Black.

Room 18

A room filled with random worshipers; most seem to laugh with bliss, unknowing of any other creature around them.

Special Object

Permeable Membrane: *Within the top left corner of the room is a thin veil of flesh that will transport any creature to the far left of Room 23.*

Transforming Pools: *At the base of this room is a clear pool of water. Stepping within it will grant a Passive called Graceful Decay, granting +10 Disease Resistance for the duration of the day.*

Room 19

A hallway that grants horrific visions of a creature from beyond the walls as you move through it.

Locked Doors

19/21: *The door between 19 and 21 has a Durability of 200 and has a 1d10 chance of spawning the Nightmare from Room 14 for 4 rounds if struck. Rounds will stack. This door can be opened with the Red Key.*

19/20: *The door between 19 and 20 has a Durability of 300 and has a 1d6 chance of spawning the Nightmare from Room 14 for 4 rounds if struck. Rounds will stack. This door can be opened with the Blue Key.*

Room 20

Within this room is an ever-shifting reality betwixt living flesh and wood. As time progresses, this becomes more and more apparent. Across the end of the hall is a long table piled with corpses and a clean bowl of stew. Each round, the Cult Leader can be found sacrificing an animal atop the table.

> ***NPC Action - Juniper:*** *If the Red Rat has entered the room, it shall have drunk a portion of the stew. Summon Rotted Blight Rat Juniper. This creature has a 1d2 chance of becoming hostile towards the party, or allied.*
>
> ***NPC Action - Worthless:*** *If the beggar is present, he shall make a mad dash towards the bowl to drink its contents. Summon a hostile Worthless, Mad Blightspawn.*

Traps

Alarm: *If the doors are not opened properly, all threats will be alerted and gain a surprise round. The Cult Leader will order 3 of his followers to kill themselves atop the altar to escalate the ritual; apply the Bowl's sacrifice reduction for each (-2 Ritual Rounds per follower, -6 total).*

Threat

Mad Followers: *Summon 6 Mad Followers. If they are struck with anything which removes possession, they shall return to their normal state of mind and become a non-threat.*

Prime Threat

Father Bellright: *Place the Cult Leader by the long table and bowl. If the party convinces him they are a threat, he shall drink the bowl, gaining 5 more stacks of Unnatural Vitality.*

Hazards

The Ritual: *When the players enter Room 20, they will have a number of rounds remaining equal to 20. If any worshipers have died within the Convergence or Cult House, reduce this by -2. If a player/players have been killed by The Visitor or a Nightmare, reduce this by -5/player.*

If a player has the Black Scrying Pearl, they will know exactly how many rounds remain before the Ritual completes.

Special Objects

The Long Table: *The Long Table has a Durability of 60. If destroyed, followers will be unable to sacrifice themselves upon it.*

The Bowl: *Place this object on the center of The Long Table. If any fresh dead meat is brought atop the table before it, reduce Ritual rounds by -2/sacrifice. If the sacrifice is a Wayfarer, reduce the counter by -(2 + 1d6). The Counter shall natural fall by -1 per passing round. The leader may perfrom Self Sacrifice to accelerate the timer by -1 as well.*

If the counter reaches 0, The Ritual Completes; summon a Visiting Rot Herald slipping into existence from the void. At this moment, the bounty becomes Certain Death; failing to kill the Rot Herald will lead to calamity as it flees into the Mortal Coil.

Destroying The Bowl will prevent the Visiting Rot Herald from being summoned, and shall destabilize the Convergence, returning all foreign creatures within it back to the Cult House in Room 2.

The Bowl has a Durability of 200. Killing the Cult Leader, Father Bellright, will pause the Ritual for 1d4 rounds before it continues. If the Occultist or Thessaly is present, they can spend a Full Round Action to weaken the object, dealing one instance of 100 BRK.

Hallways

Room 21

An elongated path which hosts many doors leading to different rooms. Two Worshipers stand outside of 19, as if to guard the way to 19.

Hazards

Mad Followers: *Summon 2 Mad Followers. If they are struck with anything which removes possession, they shall return to their normal state of mind and become a non-threat.*

Room 22

The hallway narrows into an empty, wet crevasse with almost nothing to be seen, save for 3 portraits.

Hazards

Left Painting: *The painting depicts a black reach with strains of blackish red. The longer one stares within it, the more they find themselves enraptured. For 1d4 rounds, the enraptured creature will be considered Hysterical if left near the painting.*

Center Painting: *As if looking through the window of the Cult House, you can see the outer Town of Menseburgh. Periodically its depiction begins to alter back and forth between decayed and preserved. Players staring at this painting shall suffer a SNT Contest {CD 5}. When interacting with this painting, players may step into it; teleporting them within room (1d10) or the Old Menseburge Cult House. Leaving the Convergence without destroying The Ritual Bowl will have a 1d2 chance to cause Hysteria, to any leaving creature.*

Right Painting: *A man with worms protruding from his eyes is depicted with his hands holding up a bowl; followers upon the ground near his feet. All figures seem almost enraptured by the object. All but the bowl seem to have degraded within the painting. Within the dark recesses around the man seems to be something. Players attempting to look will trigger a DIS Contest {CD 8}; failure shall find them ripped into the painting by an unknown force and ejected within room {10 + 1d6}.*

Room 23

Hazards

Hands in the Wall: *This area is considered Rugged Terrain. If you end your turn within the red, you shall have portions of your flesh attempt to meld to the reaching hands, suffering 1d20 Life Siphon Damage.*

Special Object

Permeable Membrane: *At the end of the room is a thin veil of flesh that will transport any creature to the far top left corner of Room 18.*

Arbiter's Summery

Read this, to yourself, in full before running the Bounty. Nothing here should reach the table directly and shall be provided through interaction. Within these notes will comprise the story's overview and charachter motivations that you can work from when slowly unraveling the story.

Full Story Overview

Long ago, many wars were waged across these lands. Mass death, left long enough to fester, breeds abominations and Convergences of its own accord — chief among them the Carrion Garden, a living forest that harbors death, rebirth, and pestilence in equal measure. One such war fell upon a village that harbored a Vvitch, one who had made union with the Fey in exchange for safety, sustenance, and pleasure. Through her knowledge and her intimacy with the Noosphere, she crafted a bowl lined with enchanted script — an unbound relic that, given offering, would blur the line between realms and open deep communion with the Feywild; potent enough, in the wrong hands, to summon forth Archfiends and Convergences both. Her aim was never conquest. Only harmony. Her people prospered, for a time, before the Great Purge came and put them to the sword.

The bowl was among the few things the fire did not claim. Left upon that battlefield, it supped upon the dead, and in that long feeding grew corrupted — bound instead to the Realm of Decay, and to all the strange hungers that dwell there.

It would be long after that a wandering merchant, a man whose eyes held more avarice than sense, happened upon it. He carried the bowl, ate from it, and in time fell wholly into its obsession. It never ran empty; each dawn it filled again on its own. The more he drank, the stronger he felt, and the bowl kept him young in exchange for one request, whispered ever inward: meat. He obliged, gathering flesh of every kind, spending his fortune to keep the bowl content. In time, others noticed he did not age, and rarely starved, and for a recluse, seemed strangely purposeful — he had found faith. Followers came. But every offering laid before the bowl seeded rot and ruin in its wake, and as fear of their works grew among the wary, the man sought a place where they might worship undisturbed — where the voice within the bowl could promise them peace, and immortality, in a world too full of horror to offer either freely.

As their faith grew, so did their offerings. Years fell away, and at last the bowl's true purpose came clear. The cult's devotion had, all along, been calling to something hidden deep within the Noosphere's veil — a Herald of the Mother of Worms, a Visitor seeking passage into this reality. To the cult, they labored to birth a god who would deliver them from suffering. The creature they call to feels no such kinship. It is indifferent to their faith, and hungry regardless of it.

The rift has since grown beyond the Cult House's walls to contain, warping the very shape of the building from within. The party must enter the Convergence and silence the source of the corruption, before the wound tears fully open upon the Coil — and something far older than faith answers the call.

Abridged Overview

A relic, made by a Vvitch, corrupted by mass death. A merchant found it, meaning to sell it, before falling instead beneath its sway. In his worship, it kept him alive — and from that worship grew a death cult fixed on immortality, one that may yet birth a Visitor born of a primordial force of rot and decay.

NPCs

When in play, NPCs can serve as tools to feed the story to your players, serve as complications, or serve as companions. These descriptions serve as loose notes for you to work from when improvising with Roleplay.

Mad Cultists

Many cultists are insane, but you may also have some that are able to form somewhat coherant thoughts free from or in-line with possession from the bowls corruption. They will often talk of a "Great Coming" and their savior who will save them from death through their worship and sacrifices. That, very close, the hour is upon them.

Father Bellright

The Mad Cult leader. Youthful face outside of his face which holds bandages over his eyes to cover the worms in his eyes. He moves and speaks eradically, but if somehow met on equal terms or not frightned, he may ask the party to join in their works to liberate the world. If the party makes him feel comfortable, he will talk about how he came across the bowl and his discovery of the benefits it gave; attempting to sell the party on the same ambitions and hopes from the whispers in his mind.

Take-able NPCs

Hegseth, the Occultist

Genuinely curious, genuinely useful, and genuinely self-interested. He'll pay the party in Sovereign for the privilege of safety while he ventures to study the supposed object of corruption. On occassion, he will muse about rumors he has heard about the Origin of the bowl; many of which are tall tales and lies. He can be seen studying his surroundings. Upon meeting with the bowl, he will recognize the symbols as Vvitch Enchantments which will allow him to tell the party about the bowls functional pourpose; and recalling the one story he heard about a powerful Vvitch who might have crafted such an item before she and her village was killed for dealings with Archfey and vvitchcraft. If the occultist finds the bowl, he will know for sure that destroying it will end the nightmare.

Claudia, the Seeker Healer

The moral center of the roster; obsessed with self sacrifice and the potential good in others. She joins specifically to keep the party from simply slaughtering their way through, as to preserve the townsfolk and the hunting party.

Pyrcivel, the Seeker Merc

Pesimistic and loudmouthed. Here for Sovereign, nothing more. He can be hired if the party needs another offensive option; but the price is up to them. Should Father Bellright offer him more Sov than the party did (30 Crown), he switches sides with No Contest — a live betrayal threat if the party brings him and never bothers to overpay or earn his loyalty.

Worthless, the Beggar

A starving opportunist that has long forgot his name. Now, using the one which most have given him. He looks to coast on the party's effort for a meal and a payday. He has almost nothing to offer and just prays that someone will see value in him.

Lost Players

If the players appear lost and have not recruited any helpful NPCs or playable characters, allow the Cult to experience brief moments of lucidity.

If the party is within Rooms 1–10, use these moments to subtly direct them toward Room 3 and its portal, revealing the information in a manner appropriate to the Cult and the surrounding circumstances.

If the party has progressed into Rooms 11–20 or beyond, have Hegseth or Thesselay provide increasingly esoteric pieces of lore, guiding the players toward areas of interest without directly revealing the path before them.

Whenever possible, use these moments of lucidity to nudge the players toward unexplored areas, important locations, or relevant discoveries rather than simply telling them where to go. The guidance should feel like a natural part of the Cult's fractured consciousness and the strange knowledge it possesses. Perhaps even a guide, an NPC which uses this moment of lucidity to bring the party to the Convergence, and the doors of Room 20.

Juniper Thorburry Rotberger III

A rat once belonging to one of the Cult's members, Juniper has spent an inordinate amount of time within the Cult House, feeding upon its fluids, flesh, and refuse. Prolonged exposure has transformed the creature, staining its fur with a strange, unnatural red hue.

Many of Juniper's kin have become trapped within the Convergence, their minds and bodies claimed by the house's influence. Juniper, however, possesses an intelligence far beyond that of an ordinary rat. It has recognized the danger and refuses to venture beyond Room 10 unless the party seeks it out and proves themselves capable of resisting the taint that consumed the other rats—and its former owner.

Throughout the Cult House are numerous holes, burrows, and trench-like mazes carved by Juniper. Many of these passages connect otherwise distant rooms, allowing the rat to move through the house with remarkable ease.

Hegseth, The Occultist

Hegseth of Rothmire

{5ft} Normal Mortal | Morality: 0
Damage Class: Challenge - By Five ***MR 5***

THP: 70 **Armor**: 0 **AL**: 2 **AB**: 15 **BRK**: 2

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
2	1	2	8	2	10	6	6

Aptitudes: +2 mod in all ***Aether Reserve***: 200
Sight: 6th Sense ***Stamina Reserve***: 45
Languages: Universalis
Immunities:
Weakness:
Resistance:10 Hex

Severable Parts
Arm (2): 30 THP
Leg (2): 30 THP

Behavior
Community - Intelligent - *Traveler*

Main Actions

Occultic Knowledge: Cleanse one Ailment on a target creature. Consume 30 Aether Reserve.

Ward: Hold forth an esoteric Glyph carved into your hand; Reduce all Non Physical Damage by 50% and prevent any non corporeal creature from entering within 30ft of you.

Refraction Ward: Take 50% of the damage recieved and echo it to a nearby enemy with an additional + 15 AB.

Passives

Guarded Mind: Gain Double Advantage when avoiding SNT Contests.

Claudia Shoemaker, The Healer

Claudia Shoemaker

{5ft} Normal Mortal | Morality: 10
Damage Class: Challenge - By Five ***MR 5***

THP: 70 **Armor**: 0 **AL**: 2 **AB**: 15 **BRK**: 2

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
6	0	6	10	2	6	2	8

Aptitudes: Cure +10 ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 45
Languages: Universalis
Immunities:
Weakness: Unholy
Resistance:

Severable Parts
Arm (2): 30 THP
Leg (2): 30 THP

Behavior
Community - Intelligent - *Traveler*

Main Actions

Aid: Once per Combat, target one close creature and grant them (1d20 +10 + 15 AB) Temporary Health.

Stitch: Stop a creature's bleeding.

Major Antidote: Clense Posion and reduce its effects by 50% for the duration of the Day.

Passives

Hippocratic Oath: This Seeker will refuse and abstain from all forms of violence and bear no weapons to represent their creed (Unless alluded to by a Quirk). While in combat, they gain an additional +10% restoration on regenerative skills and abilities.

Bedside Manner: Your allies do not receive disadvantages during Death Knell.

Claudia's Fear: If Claudia is forced to kill by any means, her mind shall break; granting her Hysteria for the duration of the Bounty.

Pyrcivel, The Merc

Pyrcivel

{5ft} Normal Mortal | Morality: -4
Damage Class: Challenge - By Five ***MR 5***

THP: 70 **Armor**: 12 **AL**: 3 **AB**: 15 **BRK**: 4

Speed: 35ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 2

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
4	5	10	10	8	3	6	2

Aptitudes: Weapon Prof +10 ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 140
Languages: Universalis
Immunities:
Weakness:
Resistance:

Severable Parts

Arm (2): 30 THP
Leg (2): 30 THP

Behavior

Community - Intelligent - *Traveler* - *Sociopath* - Armed

Law of Crown: Mercenaries follow the highest bidder. Should someone offer more Sovereign, exceeding the amount you offered, the mercenary will switch sides with No Contest; unless their Quirk prevents them from doing so.

Main Actions

Iron Short Sword: Perform a DEX Contest against the Target creature's AL Modifier. Release a cut dealing with 6 + 15 AB Slashing Damage. Additionally, gain +1 Adrenalin/hit. Consume 12 Stamina.

Secondary Actions

Iron Short Sword: Perform a DEX Contest against the Target creature's AL Modifier. Release a cut dealing with 6 + 15 AB Slashing Damage. Additionally, gain +1 Adrenalin/hit. Consume 12 Stamina.

Reactions

Brutal Exploit: If an enemy was dealt damage by you this round, force it to bleed for +10 Bleed Damage/attack.

Passive

Pyrcivel's Knack: If a creature exists in a close room, Pyrcivel will know; and has a 1d2 chance of guessing the amount with accuracy.

Worthless, The Begger

{5ft} Normal Mortal | Morality: -4
Damage Class: Challenge - By Five

THP: 20 **Armor**: 0 **AL**: 2 **AB**: 0 **BRK**: 0

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
2	4	5	8	8	3	6	2

Aptitudes: Weapon Prof +10 ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 120
Languages: Universalis
Immunities:
Weakness:
Resistance:

Severable Parts

Arm (2): 5 THP
Leg (2): 5 THP

Behavior

Community - Intelligent - *Traveler* - *Sociopath* - Armed

Law of Crown: Mercenaries follow the highest bidder. Should someone offer more Sovereign, exceeding the amount you offered, the mercenary will switch sides with No Contest; unless their Quirk prevents them from doing so.

Main Actions

Rosey Palmer: Perform a DEX Contest against the Target creature's AL Modifier. Release a feeble punch, dealing 1 Damage Consume 12 Stamina.

Secondary Actions

Pamela Handerson: Perform a DEX Contest against the Target creature's AL Modifier. Release a even more feeble punch, having a 1d2 chance of dealing 1 Damage Consume 12 Stamina.

Passive

Worthless?: Worthless has a 1d20 Chance of landing a devistating strike on any attack he gives; granting stagger for 1d4 rounds on a Non-Prime Threat.

Mad Follower

{6ft} Normal Undead | Morality: 0
Damage Class: Trivial - By Two

THP: 50 **Thick Hide**: 10 **AL**: 2 **AB**: 5 **BRK**: 2

Speed: 15ft ***Space***: {5ft x 5ft}
Weight: 130 Grav ***AL Negation***: 1

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	10	2	0	0	0	0	0

Aptitudes: ***Aether Reserve***: 0
Sight: Blind (80ft) ***Stamina Reserve***: Infinite
Languages:
Immunities: *Exhaustion, Stagger, Sleep, Torpor*
Weakness: Physical, Holy, Fire
Resistance: 20 Disease, 20 Poison, 20 Physical

Severable Parts
Arm (2): 6 THP
Leg (2): 6 THP

Behaviors
Community - Intelligent - Sociopath

Full Round Actions

Bite: Perform a BRN Contest against a close target creature's AL. Failing creatures sustain 20 + 15 AB Impact Damage and gain Withering Frenzy.

Main Actions

Swipe: Perform a DEX Contest against a close target creature's AL. Failing creatures sustain 6 + 15 AB Slashing Damage.

Secondary Actions

Swipe: Perform a DEX Contest against a close target creature's AL. Failing creatures sustain 6 + 15 AB Slashing Damage.

Passives

Infection: Sustaining damage from a Follower, has a 1d4 chance of posession, turning the creature into a Mad Follower.

Possessed: *If they are struck with anything which removes possession, they shall return to their normal state of mind and become a non-threat.*

The Visiting Nightmare

{5ft} Normal Horror/Ghast | Morality: -10
Damage Class: Certain Death - Epoch

THP: 75 **Armor** : 0 **AL**: 3 **AB**: 15 **BRK**: 2

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 0 Grav ***AL Negation***: 4

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	0	5	3	8	2	0	1

Aptitudes: 5 Stealth ***Aether Reserve***: 200
Sight: Standard, Dark ***Stamina Reserve***: Infinite
Languages: Universalis
Immunities: Incorporeal
Weakness: Holy, Cold Iron, Steel, Salted Blades
Resistance: 20 Fire

Behaviors
Horror - Undeath - Dark Dweller - Nocturnal

Main Actions

Pestilent Mind Tear: Rush up to a creature and shift your form into its greatest fear, dealing 10 +15 AB Mind damage/phobia the creature has.

Secondary Actions

Hypnagogic Jerk: deal 1d20 knockback to a creature within a the Convergence Room.

Creature Passives

Shadow Invisibility: The creature is invisible while in Dim, Dark, and Pitch-Black light levels.

Incorporeal-ish: Pass through solid objects with No Contest.

Virulent Nightmare: Taking damage from a Nightmare withers you, aging you by 1d2 years..

Trauma Infliction: Reaching Death's Door when around the Visiting Nightmare, grants you 1 Phobia.

Father Bellright, Cult Leader

Pyrcivel

{5ft} Normal Mortal | Morality: -4
Damage Class: Challenge - By Five ***MR 5***

THP: 70 **Armor**: 12 **AL**: 3 **AB**: 15 **BRK**: 4

Speed: 35ft ***Space***: {5ft x 5ft}
Weight: 90-120 Grav ***AL Negation***: 2

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
4	5	10	10	8	3	6	2

Aptitudes: Weapon Prof +10 ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 140
Languages: Universalis
Immunities:
Weakness:
Resistance:

Severable Parts

Arm (2): 30 THP
Leg (2): 30 THP

Behavior

Community - Intelligent - *Pious - Sociopath*

Feast of Worms: You stand by a long table caked with Rot. Around this table will always be available livestock.

Main Actions

Sacrifice: Walk over to an animal and brutaly kill it upon the altar. If this action cannot be done, order a Mad Follower to sacrifice themselves upon the Long Table, dropping their THP to 0 at the end of the round. If this action cannot be done, Sacrifice yourself atop the Longtable, Dropping your THP to 0.

Passive

Unnatural Vitality: Begin the Combat with 1 stack of Unnatural Vitality, ressurecting you back to 20 THP upon the next round upon reaching 0.

Self Secrifice: Sacrificing yourself atop the Long Table will reduce The Ritual timer by -1.

Worms: From the eyes and open wounds of this creature will sprout shifting worms which shall bite at the air. When Struck, all close creatures must perfrom a DEX Contest {CD 5} to avoid the strike. Failure results in 5 BRK and 11 Piercing Damage.

Rotted Blight Rat Juniper

{5ft} Normal Mortal | Morality: -4
Damage Class: Challenge - By Five

THP: 100 **Thick Hide**: 20 **AL**: 2 **AB**: 20 **BRK**: 10

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 190-220 Grav ***AL Negation***: 3

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
2	8	7	3	8	3	6	2

Aptitudes: Weapon Prof +10 ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 120
Languages: Universalis
Immunities:
Weakness:
Resistance:

Severable Parts

Arm (2): 40 THP
Leg (2): 40 THP

Behavior

Co

Main Actions

Putrid Bite: Perform a BRN Contest against the Target creature's AL Modifier. Release a brutal bite dealing 20 Disease Damage and 5 Piercing Damage.

Secondary Actions

Putrid Bite: Perform a BRN Contest against the Target creature's AL Modifier. Release a brutal bite dealing 20 Disease Damage and 5 Piercing Damage.

Passive

Worms: From the eyes and open wounds of this creature will sprout shifting worms which shall bite at the air. When Struck, all close creatures must perfrom a DEX Contest {CD 5} to avoid the strike. Failure results in 5 BRK and 11 Piercing Damage.

Visiting Rot Herald

Your eyes drape across its figure. It is hard to make out midst its muddled form draped with sloughing flesh and blackened pores. Its organs lie exposed yet veiled behind translucent flesh, nestled like an embryo; a child of fetid rot and refuse. Each step rips off thin segments of flesh, leaving behind blackened footprints reeking of offal.

Visiting Rot Herald

{8ft} Large Mortal/Pestulent | Morality: -8
Damage Class: Certain Death - Epoch

THP: 4500 **Armor** : 0 **AL**: 7 **AB**: 15
BRK: 10

Speed: 100ft ***Space***: {5ft x 5ft}
Weight: 150 Grav ***AL Negation***: 7

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
8	8	15	4	6	6	4	40

Aptitudes: ***Aether Reserve***: 0
Sight: Normal, Dark ***Stamina Reserve***: 100
Languages: Unknown
Immunities: Holy, Disease, Poison, Illness
Weakness:
Resistance: 20 Unholy

Severable Parts
Wings: 100 THP - (5/round)

Behaviors
Clergy - Intelligent - Traveler - Territorial

Frenzied Terror: Attacks the closest person

Passives

Frenzied Health: You will restore 100 of Health upon killing a Mortal.

Unholy Abomination: If healed, this creature takes 1d20 Unholy Damage and receives no healing.

Unholy Calling: Every time you lose 100 THP, gain +1 SNT, and gain +1 AL Negation and + 1 Damage Resist.

Rotting Wings: Each round, your wings decay, losing 5 Health/wing; upon its destruction, you become enraged. If the creature attempts to fly, it decreases the THP by an additional 5.

Fly: You can convert 50% of your movement to flight during a round, decaying your wings by +5 Health.

Enraged Requirement

Creature's Wings are Severed

Main Actions

Blighted Blade of Myth: Perform a DEX Contest against the Target creature's AL. Rip and tear at a target's torso, dealing 26 Slashing/Piercing Damage and an additional 5 BRK and +5 Holy Damage. Consume 20 Stamina.

Call of the Breech: Writhe upon the ground in fury as you part your wings. Your body emits a luminance before turning to a foul black. From your wings, release a 10x10 rectangle spray of rot, granting 1 stage of necrosis and 20 Unholy Damage. Creatures already coated will sustain 20 Unholy Damage and no additional stage of necrosis.

Call of the Breech: Attempt to heal yourself at your form's detriment, forming blackened pustules upon your hide. The blackened pores expand upon your form, filling with an ebon ooze that seeps upon the floor. Cover all nearby Units with this fluid, inflicting any foreign creature with 1 stack of Rot for each round they stand close to this fluid; 2 if ontop of the fluid. Stacks are removed after combat. Creatures sustain +5 Unholy Damage from all sources for each stack they have.

Secondary Actions

Rapture: (3) times/encounter, plunge your blade into the earth before launching it towards the heavens, forming an Unholy Pillar of Light (10x10). The pillar moves 60ft/round and follows the closest party member for 5 rounds. Should the beam land on a party member, it shall remove all buffs.

Wallowing Terror: Unleash a flurry of blows matching the cadence of your cries, releasing forth shock waves. Creatures within 20ft of you are knocked prone with No Contest. Consume 20 Stamina.

Reactions

Festering Gape: Any Creature striking this creature must surpass a DEX Contest {CD 4}; should they fail, the Visitor will tear open its ribcage to consume the foe before it, entrapping them. Any Creatures trapped inside will become wet and sustain 6 Poison Damage/round. Creatures must surpass a BRN {4} to break free, or creatures from the outside must deal at least 150 damage to open the mouth.

Barrier of Light: Raise forth your hand, summoning a block of Pale Light, which grants 200 Damage resist for that round. Any damage sustained removes integers from this total and weakens the wall of light.

Enraged Main Action

Hungering Pestilence: Lumber close to a target creature and violently vomit from your gape a fetid rot that blights the target creature with an unknown illness, prompting a DEX Contest {CD 6}. Creatures afflicted with the illness sustain 5 Unholy Damage/round as they rot from the inside out.

Enraged Passives

Blight Omen: Your form has been ruptured, spreading a vile effluvium akin to plague within its wake; nearby creatures shall rot within your presence and sustain 5 Unholy Damage and 5 Poison/round.

Worthless, Mad Blightspawn

{5ft} Normal Pestylent/Mortal | Morality: -10
Damage Class: Challenging - By Ten

THP: 75 **Armor** : 0 **AL**: 3 **AB**: 15 **BRK**: 2

Speed: 30ft ***Space***: {5ft x 5ft}
Weight: 0 Grav ***AL Negation***: 4

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
0	0	5	3	8	2	0	1

Aptitudes: 5 Stealth ***Aether Reserve***: 200
Sight: Standard, Dark ***Stamina Reserve***: Infinite
Languages: Universalis
Immunities:
Weakness: Holy, Cold Iron, Steel, Salted Blades
Resistance: 20 Fire

Behaviors

H

Main Actions

Rosey Palmer: Perform a DEX Contest against the Target creature's AL Modifier. Release a potent punch, dealing 50 Damage Consume 12 Stamina.

Secondary Actions

Pamela Handerson: Perform a DEX Contest against the Target creature's AL Modifier. Release a even more powerful punch, having a 1d2 chance of dealing +100 Damage.

Creature Passives

Worth It: If Pamela Handerson strikes, it will explode with such force that it obliterates every muscle within the body of Worthless, granting him Instant Death.

Worms: From the eyes and open wounds of this creature will sprout shifting worms which shall bite at the air. When Struck, all close creatures must perfrom a DEX Contest {CD 5} to avoid the strike. Failure results in 5 BRK and 11 Piercing Damage.

Hungry Chest

{4 ft} Normal Homunculi | Morality: -6
Damage Class: Challenging - By Ten

THP: 200 **Metal Armor**: 100 **AL**: 2 **AB**: 0 **BRK**: 0

Speed: 30ft ***Space***: {Xft x Xft}
Weight: 290 Grav ***AL Negation***: 0

ALR	BRN	DEX	DIS	GRT	INT	SNT	VIG
8	8	8	6	10	3	10	0

Aptitudes: 10 Stealth ***Aether Reserve***: 0
Sight: Standard ***Stamina Reserve***: 200
Languages: Creature
Immunities: Holy
Weakness: Aetherium, Fire, Unholy
Resistance: 10 Physical

Behaviors

Carnivorous - Awakening - Intelligent

Moral Support: Gain a +1 AL Negation/nearby ally.

Main Actions

Surprise: Target a close creature and perform a BRN Contest against their AL to shove them in your mouth. If you are in stable form, gain No Contest. Creatures failing against surprise are considered grappled. Consume 20 Stamina.

Secondary Actions

Stable Form: Contort your body into the form of any Normal-Huge object; nullifying Unstable Body. Consume 1 Stamina/Hr. You are unable to move during this form. While in this form, treat your disguise as Invisibility. Performing any action breaks your Stable Form.

Lock: Slam your top closed, locking a surprised creature inside you. Your mouth requires a BRN Contest {CD 6} to pry open. Creatures trapped this way are considered staggered but may attempt to force your mouth open from the inside by performing a BRN Contest {CD 8}. While inside, they take damage from Unstable Body. You may only lock 1 creature; +1/size above Normal.

Tongue: Perform a DEX Contest against a close target creature's AL. Slough off segments of flesh as you drag your tongue across their body—deal 10 Life Siphon and Consume 20 Stamina.

Passives

Mouth of Tongues: Gain the language of a creature you consume.

Unstable Body: Your body suffers 5 Bypass Damage/round when not stable. Creatures that touch you, in this form sustain 1d20 Life Siphon.

Harvest

Corwyn Pellpetter
WAYFARER NAME

5
Mastery Rank

Vocation: Plague Doctor
Race: Human
Languages: Universalis
Sight: Standard

Homeland: Gresit
Size: 5' 11"
Weight: 190
Age: 22

Vice: Library
Morality: 0
Gender: M

Omen
20

ALR	BRN	DEX	DIS
1	5	0	7
Modifier	Modifier +2	Modifier	Modifier +3

GRT	INT	SNT	VIG
5	6	0	6
Modifier +2	Modifier +3	Modifier	Modifier +3

AL	Armor	Temp. Armor
2	0	0

Hunger	Stamina	Speed
20	100	30

THP	TH	SNT Meter
75	0	/5

Daunted Gauge
/25

Injuries
○ ○ ○

Perm. Injuries
○ ○ ○

APTITUDES	#	Mod
Agility	0	+0
Contrive	0	+0
Cure	10	+2
Dirty Trick	0	+0
Engineering	0	+0
Feign	0	+0
Identify	0	+0
Intimidate	8	+1
Perception	4	+0
Politics	0	+0
Privy	0	+0
Rally	0	+0
Slight of Hand	0	+0
Stealth	0	+0
Survival	0	+0
Swim	0	+0
Tame Beast	0	+0
Weapon Proficiency	10	+2

WOUND THRESHOLDS	
Light Wounds {GRT CD 2}	75% THP 56
Moderate Wounds {GRT CD 3}	50% THP 37
Critical Wounds {GRT CD 4}	25% THP 18
Fatal Wounds {GRT CD 5}	0% THP 0

IMMUNITIES
Vomiting, (***Mask***: Disease, Poison, Air-Based-Sensory)

RESISTANCES
20 Disease, +7 Physical

WEAKNESSES

Buffs/Debuffs

Long Barrel: Each pistol gains +1 Damage Dice if fired from 30+ feet from a target.

Virtue: *Hardened*	Effect: *+1 Physical Resistance/GRT point to a max of (5 + 1/Rank).*
Virtue: *Literacy*	Effect: *Read scripts of your known languages.*
Virtue: *Lucky*	Effect: *Force an event to be a Critical Success.*
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:

Action Item Name	Pistol {Main}	Tier	I
Weap. Type: Arm	Base Dmg.: 8	Addative Dmg.: +0	Dmg. Dice: 2	Range: 40ft

Reaction	Reaction
Listen Page: 35	Uncanny Mobility Page: 35
Reaction	**Reaction**
High Noon Page: 35	Two in the Chambers Page: 35

Action Item Name	Pistol {Secondary}	Tier	I
Weap. Type: Arm	Base Dmg.: 8	Addative Dmg.: +0	Dmg. Dice: 2	Range: 40ft

Reaction	Reaction
Listen Page: 35	Uncanny Mobility Page: 35
Reaction	**Reaction**
High Noon Page: 35	Two in the Chambers Page: 35

Action Item Name		Tier	
Weap. Type	Base Dmg.	Addative Dmg.	Dmg. Dice	Range

Reaction	Reaction
Reaction	**Reaction**

Wayfarer Appearance

{Fill Later}

Origin Bonuses

Night Soil Collector: +1 Modifier vs. human enemies at close range. {Other bonuses applied}

Racial Effects

Broad Origins: (Applied)
Greshin Lineage + Greshin Lineage II — (Applied)
Resilient: (Applied)

Community: +1 Mod (max +3) near allied Wayfarers

Adaptive: +1 Mod Trailfinding unfamiliar locations

Diplomatic: +2 Mod on diplomatic ALR Contests

Adaptive Immunity: +1 Mod vs. Disease/Poison rolls

Adaptive Will: +2 Mod on GRT Contests after failing 3 in 20 rounds, lasts 1d6 rounds

Backstory

Corwyn used to empty chamber pots for a living, until the sickness came through his district and the trained physics fled it. He stayed — out of stubbornness more than courage — and taught himself medicine from whatever books he could steal or borrow along the way. He believes competence matters more than pedigree, and he's spent years proving it to people who assumed otherwise. He treats anyone who needs it, cult members included, which is less mercy than professional pride. He wants to be good at something no one can take from him — and the road to the Cult House may well be the proper test of everything he's taught himself, a mark of merit that could finally earn him standing within his field.

Phobias: ***Rats***

Psych Tree:

Illnesses:

Currency

Sygnum: 1s
Armylla: 1a = 100s
Corona/Crown: 1c = 100a
Astorian Gilder: 1AG = 10c

Sygnum	Armylla	Crown	Astorian Gilder
00	00	19	00

Burden Capacity:	100
Load Reduction:	10
Load Limit:	-30
Total Burden	0

Equipped Item Slots

00	*Wayfarer's Pistols*	0
00		0
00		0
00		0
00		0
00		0
00		0
00		0
00		0
00		0

Total Weight

Stored Item Slots

Geshle Green (x20)	0

Stat Mods / Ails / Misc

Cure: +10 Healing on every Healing Hex/Curative

Charmed Prof - (Dual Pistol Arm): You strike with No Contest. Gain all reactions from Pistol on ***{Page 35}***; and gain the *Main Full Round Action: Reload*.

Notes

Vocation Skills Gained: *Staunch, Medicine Bag, Theriac Mask, Ptumorian Toxicron Agent, Miasma Ward. Visit* ***Page {155}.***

Main Arm Dual: You may use a Main and Secondary Action to fire each Pistol.

Posion Amplification: Geshle Green is a Posion on page {206}. When applied, it can be Modified by your *Ptumorian Toxicron Agent* multiplying its Poison Damage by x3. Additionally, your Amplification and posions can target your allies weapons; pairing well for synergies.

Medicine Bag: Utilize some of your Crown to stock up of restorative Flasks; 1 Crown/Elixir.

Library Vice: Gain 1d6 Secret Works. These pages can be consumed at any point, compelling the Arbiter to give you facts and deep knowledge of anything you wish to know about within the Tale.

Hexes

Aether Reserve

150

Aether Cost Reduction

7

Intention

- Auditory
- Object
- Gesture
- Spoken

Intention Description

Hex Tiers Unlocked

- Tier I
- Tier II
- Tier III
- Tier IV
- Tier V
- Tier VI
- Tier VII
- Tier VIII
- Tier IX
- Tier X

Hex Trees Unlocked

- Air
- Earth
- Fire
- Water
- Fey
- Holy
- Unholy
- Weird

Mods / Buffs / Effects

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Hex Name	Page

VIII

Hex Name	Page

IX

Hex Name	Page

Harvest

Sister Ysolde Farrow

WAYFARER NAME

5

Mastery Rank

Vocation: Vicar | Homeland: Gresit | Vice: Church

Race: Deva | Size: 6' 7" | Morality: 10

Languages: Universalis | Weight: 250 | Gender: F

Sight: Standard | Age: 65

Omen

20

ALR	BRN	DEX	DIS
11	-2	2	6
Modifier +5	Modifier -1	Modifier +1	Modifier +3

GRT	INT	SNT	VIG
2	3	3	0
Modifier +1	Modifier +1	Modifier +1	Modifier

AL	Armor	Temp. Armor
3	0	0

Hunger	Stamina	Speed
20	45	35

THP	TH	SNT Meter
45	0	/5

Daunted Gauge /25

Injuries

Perm. Injuries

APTITUDES	#	Mod
Agility	0	+0
Contrive	0	+0
Cure	5	+1
Dirty Trick	0	+0
Engineering	0	+0
Feign	0	+0
Identify	0	+0
Intimidate	0	+0
Perception	1	+0
Politics	9	+1
Privy	5	+1
Rally	5	+1
Slight of Hand	0	+0
Stealth	0	+0
Survival	0	+0
Swim	0	+0
Tame Beast	0	+0
Weapon Proficiency	5	+1

WOUND THRESHOLDS	
Light Wounds {GRT CD 2}	75% THP 33
Moderate Wounds {GRT CD 3}	50% THP 22
Critical Wounds {GRT CD 4}	25% THP 11
Fatal Wounds {GRT CD 5}	0% THP 0

IMMUNITIES

Posion, Disease

RESISTANCES

WEAKNESSES

Unholy

Buffs/Debuffs

Light Morality: -2 ALR when talking with Dark creatures, and +2 ALR when talking with Light. Gain Unholy Weakness

Sycophant: +5 Politics when being peaceful.

Virtue: *Literacy*	Effect: *Read scripts of your known languages.*
Virtue: *Affata Scriptis I*	Effect: *{Upgraded to Affata Scriptus II}*
Virtue: *Affata Scriptus II*	Effect: *Manuscripts -50% Aether Cost; Read as a Secondary and/or a Main Action*
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:

Action Item Name	Censer	Tier	I
Weap. Type	O-H	Base Dmg.	6
Addative Dmg.	+0	Dmg. Dice	2
Range	5ft		

Reaction	Reaction
Reaction	Reaction

Action Item Name		Tier	
Weap. Type		Base Dmg.	
Addative Dmg.		Dmg. Dice	
Range			

Reaction	Reaction
Reaction	Reaction

Action Item Name		Tier	
Weap. Type		Base Dmg.	
Addative Dmg.		Dmg. Dice	
Range			

Reaction	Reaction
Reaction	Reaction

Wayfarer Appearance

0

Origin Bonuses

Heir Benevolent Origin - {Bonuses Applied}

Racial Effects

Ivory Tower: Disadvantage on her next action if vocally insulted; outside combat, +1 Mod on speech-based convincing rolls from sheer confidence
White Sheep: Restore 1 Health per feared creature within 100ft (5 Health/feared Mortal specifically)
Taintless Body: Immune to poison and disease from consumable sources
Just: (Applied)
Holy Creation: Weakness to Unholy; holding an Unholy-imbued or cursed item deals 5 Unholy Damage/round to her
Second Chance: Once per day, regain 60 Health upon reaching 0 THP, no injuries accrued
Descent: +40 Fall Resistance, +10 Impact Resistance, immune to Terminal Velocity

Backstory

Ysolde was born an heir, often criticized for a lack of ambition she wore willingly, having learned enough from her family's failures to want a smaller, quieter kind of life. She stole away in the night, renouncing her father's land in exchange for a mission of peace. The Church took her in swiftly, and she found she was better suited to saving people than ruling them — though she has never been blind to the hypocrisies within the Maker's own dogma.

As heresy and paganic faith fester now within the town of Menseburgh, her first task is to bring peace in any mease she deems fit. Ysolde believes the townsfolk are victims, not villains — and she needs the party to believe it too. Should she be wrong, it won't just cost the mission. It will crack the worldview she's built her whole calling upon, and send her down the same darker path that has claimed so many before her in this profession.

Phobias: ***Dead Allies***

Psych Tree:

Illnesses:

Currency

Sygnum: 1s
Armylla: 1a = 100s
Corona/Crown: 1c = 100a
Astorian Gilder: 1AG = 10c

Sygnum	Armylla	Crown	Astorian Gilder
00	00	20	00

Burden Capacity:	80
Load Reduction:	-5
Load Limit:	0
Total Burden	0

Equipped Item Slots

1	*Glory {One Handed Censer}*	2
00		0
00		0
00		0
00		0
00		0
00		0
00		0
00		0
00		0

Total Weight

2 Grav

Stored Item Slots

0	0

Stat Mods / Ails / Misc

Cure: +5 Healing on every Healing Hex/Curative

Vocation Skills Gained: Holy Pact, Benediction, Martyr's Lament, Penance (MR1), Mender (MR3). Visit {Page: 158}.

Notes

Clean and Spotless: Gain advantages against Illnesses along side your immunities.

Church Tithe: You may pay a tithe at the church to gain a Charmed Dice before the Bounty.

Holy Pact Manuscript: Ysolde posesses a potent Manuscript with a single Passage:

> ***{Immaculate} — Hallowed Manuscript of Fortunate Graces***:
>
> ***Passage 1:*** Speak the Hallowed rite over a single target, calling down a burst of pure light. Deal 120 Holy Damage to the target creature. Consume 20 Aether. {Due to *Affata Scriptus II*, This Passage may be used (read) as a Main and Secondary Action for 40 Aether (13 Aether after all Reductions); dealing 240 Holy Damage.}

The Hex Arm: As a Free Action and Secondary Action, you may teleport up to 40ft. This ability has a limit of 20 times a day before forcing a SNT Contest {CD 9}, while also taking 10 Mind Damage/teleport exceeding 20.

Smart Healing: Devout Lamb abilities are powerful, but build Penance; locking off and eliminating your Aether Reserve. Your Censer, when blessed with *Imbued Censer*, can convert portions of your Impact Damage to healing; allowing you to steadily sustain the party over long periods without high risk {~8 Ally Healing/Strike}.

Hexes

Aether Reserve

170

Aether Cost Reduction

6

Intention

- Auditory
- Object
- Gesture
- Spoken

Intention Description

Hex Tiers Unlocked

- Tier I
- Tier II
- Tier III
- Tier IV
- Tier V
- Tier VI
- Tier VII
- Tier VIII
- Tier IX
- Tier X

Hex Trees Unlocked

- Air
- Earth
- Fire
- Water
- Fey
- Holy
- Unholy
- Weird

Mods / Buffs / Effects

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Harvest

Thessaly Vane

WAYFARER NAME

5

Mastery Rank

Vocation: Vvitch
Race: Human
Languages: Universalis
Sight: Standard, Fey

Homeland: Delphine
Size: 5' 2"
Weight: 160
Age: 19

Vice: Library
Morality: +4
Gender: F

Omen
20

ALR	BRN	DEX	DIS
11	1	0	4
Modifier +5	Modifier	Modifier	Modifier +2

GRT	INT	SNT	VIG
1	2	5	0
Modifier	Modifier +1	Modifier +2	Modifier

AL	Armor	Temp. Armor
2	0	0

Hunger	Stamina	Speed
20	45	30

THP	TH	SNT Meter
45	0	/5

Daunted Gauge /25

Injuries

Perm. Injuries

APTITUDES	#	Mod
Agility	0	+0
Contrive	0	+0
Cure	0	+0
Dirty Trick	0	+0
Engineering	0	+0
Feign	0	+0
Identify	7	+1
Intimidate	8	+1
Perception	4	+0
Politics	0	+0
Privy	5	+1
Rally	0	+0
Slight of Hand	0	+0
Stealth	0	+0
Survival	5	+1
Swim	0	+0
Tame Beast	5	+1
Weapon Proficiency	5	+1

WOUND THRESHOLDS	
Light Wounds {GRT CD 2}	75% THP 33
Moderate Wounds {GRT CD 3}	50% THP 22
Critical Wounds {GRT CD 4}	25% THP 11
Fatal Wounds {GRT CD 5}	0% THP 0

IMMUNITIES
0

RESISTANCES
5 Unholy, +2 Physical

WEAKNESSES
0

Buffs/Debuffs

Fey Sight: Gain Fey Sight
Literacy: Gain Literacy

Virtue: *Hex Master*	Effect: *After Casting a Main Action Hex, you may cast another Hex under Tier V.*
Virtue: *Hex Scholar I*	Effect: *Unlock a new Hex Tree; Gain +20 Aether Reserve.*
Virtue: *Hex Scholar II*	Effect: *Unlock a Hex From known Trees; Gain +20 Aether Reserve.*
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:

Action Item Name	Blade of Woe	Tier	I
Weap. Type	O-H	Base Dmg.	6
Addative Dmg.	+0	Dmg. Dice	2
Range	5ft		

Reaction	Reaction
Reaction	Reaction

Action Item Name		Tier	
Weap. Type		Base Dmg.	
Addative Dmg.		Dmg. Dice	
Range			

Reaction	Reaction
Reaction	Reaction

Action Item Name		Tier	
Weap. Type		Base Dmg.	
Addative Dmg.		Dmg. Dice	
Range			

Reaction	Reaction
Reaction	Reaction

Wayfarer Appearance

Origin Bonuses

Occultist/Paganic/Sylphic Path: (Applied)

Racial Effects

Broad Origins: (Applied)
Greshin Lineage + Greshin Lineage II — (Applied)
Resilient: (Applied)

Community: +1 Mod (max +3) near allied Wayfarers

Adaptive: +1 Mod Trailfinding unfamiliar locations

Diplomatic: +2 Mod on diplomatic ALR Contests

Adaptive Immunity: +1 Mod vs. Disease/Poison rolls

Adaptive Will: +2 Mod on GRT Contests after failing 3 in 20 rounds, lasts 1d6 rounds

Backstory

Hunted her whole life for something never within her control; when her town faced ruin, she bargained with Paganic forces for power enough to save it, a dark pact that marked her forever as Vvitch. Her people lived because of it. They turned on her for it all the same. It was the Seeker's Guild that offered her respite from the mobs that followed — and something closer to family than she'd known since before the bargain. Now she wanders from place to place in search of purpose, and each new Bounty is a small rebellion against the nihilism that would otherwise claim her.

Phobias:

Psych Tree:

Illnesses:

Currency

Sygnum: 1s
Armylla: 1a = 100s
Corona/Crown: 1c = 100a
Astorian Gilder: 1AG = 10c

Sygnum	*Armylla*	*Crown*	*Astorian Gilder*
00	00	20	00

Burden Capacity:	100
Load Reduction:	0
Load Limit:	-10
Total Burden	0

Equipped Item Slots

00		0
00		0
00		0
00		0
00		0
00		0
00		0
00		0
00		0
00		0

Total Weight

00

Stored Item Slots

0	0

Stat Mods / Ails / Misc

0

Notes

Vocation Skills Gained: Focus, Glamour, Black Majick I & II, Effigy, Campfire Brew, +2 Learned hexes. (Visit your Hex Sheet to view all held Hexes and Visit ***{Page: 140}*** to see abilities.

Whispering Skull: A Spectral Skull floats around Thessalay and may be used to commune with the dead to learn secrets.1 RWH. It has 30 THP, 10 Speed, and 9 AL. The skill is an object and can rest on or be carried by Thessaly. Thessaly uses her skull as a Focus with her {Object} Intention when casting hex. You may cast from your skull as an origin point. If the Focus is destroyed, Thessaly cannot cast any hexes until it is restored. {20 Aether/Reconstruction}

Majick Casting Rules: Visit ***{Page: 344-345}*** for any rules on Hex Casting.

The Hex Arm: As a Free Action and Secondary Action, you may teleport up to 40ft. This ability has a limit of 20 times a day before forcing a SNT Contest {CD 9}, while also taking 10 Mind Damage/teleport exceeding 20.

Hexes

Aether Reserve

200

Aether Cost Reduction

4

Intention

- [ ] Auditory
- [x] Object
- [ ] Gesture
- [ ] Spoken

Intention Description

When the skull senses the will of Thessaly, It shall erupt into echoing laughter before breathing forth the desired Hex.

Hex Tiers Unlocked

- [x] Tier I
- [x] Tier II
- [x] Tier III
- [ ] Tier IV
- [ ] Tier V
- [ ] Tier VI
- [ ] Tier VII
- [ ] Tier VIII
- [ ] Tier IX
- [ ] Tier X

Hex Trees Unlocked

- [ ] Air
- [ ] Earth
- [x] Fire
- [ ] Water
- [x] Fey
- [ ] Holy
- [x] Unholy
- [ ] Weird

Mods / Buffs / Effects

Hex Master: You can cast up to 2 Hexes/round.

I

Hex Name	Page
Glamour {Fey Hex}	*360*
Writhe {Unholy Hex}	*367*
Flame Affinity {Fire Hex}	*354*

II

Hex Name	Page
Mass Glamour {Fey Hex}	*362*
Mirrored {Fey Hex}	*362*

III

Hex Name	Page
Bevvitch {Unholy Hex}	*360*
Grand Fireball {Fire Hex}	*356*

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Hex Name	Page

Harvest

Moren Bellwater

WAYFARER NAME

5

Mastery Rank

Vocation: Nightshade
Race: Human
Languages: Universalis
Sight: Standard

Homeland: Gresit
Size: 5' 10"
Weight: 180
Age: 25

Vice: Brothel
Morality: +1
Gender: F

Omen
20

ALR	BRN	DEX	DIS
3	3	10	2
Modifier +1	Modifier +1	Modifier +5	Modifier +1

GRT	INT	SNT	VIG
3	5	0	10
Modifier +1	Modifier +2	Modifier	Modifier +5

AL	Armor	Temp. Armor
7	0	0

Hunger	Stamina	Speed
20	160	55

THP	TH	SNT Meter
95	0	/5

Daunted Gauge /25

Injuries

Perm. Injuries

APTITUDES	#	Mod
Agility	10	+2
Contrive	0	+0
Cure	0	+0
Dirty Trick	0	+0
Engineering	0	+0
Feign	0	+0
Identify	5	+1
Intimidate	8	+1
Perception	4	0
Politics	0	+0
Privy	0	+0
Rally	0	+0
Slight of Hand	10	+2
Stealth	10	+2
Survival	0	+0
Swim	0	+0
Tame Beast	0	+0
Weapon Proficiency	5	+1

WOUND THRESHOLDS	
Light Wounds {GRT CD 2}	75% THP 71
Moderate Wounds {GRT CD 3}	50% THP 47
Critical Wounds {GRT CD 4}	25% THP 23
Fatal Wounds {GRT CD 5}	0% THP 0

IMMUNITIES
0

RESISTANCES
+2 Physical

WEAKNESSES
0

Buffs/Debuffs

Second Strike: Your second attack strikes each round with No Contest.

One Handed: Gain +1 Adrenaline/hit.

Virtue: *Joint Weapon*	Effect: *Use One Handed Weapons as Main and/or Secondary Actions.*
Virtue: *Viper*	Effect: *Poisons applied to your Weapon deal double damage.*
Virtue: *Poetic Justice*	Effect: *Deal double damage to enemies who attacked your allies last turn.*
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:
Virtue:	Effect:

Action Item Name	Crestfellow	Tier	I
Weap. Type	O-H	Base Dmg.	6
Addative Dmg.		Dmg. Dice	2
Range	5		

Reaction	Reaction
Counter Catch Sting Page: 188	Joint Parry Page: 188
Reaction	**Reaction**
Counterstrike Page: 188	Parry Page: 188

Action Item Name	Midnight	Tier	I
Weap. Type	O-H	Base Dmg.	6
Addative Dmg.		Dmg. Dice	2
Range	5		

Reaction	Reaction
Counter Catch Sting Page: 188	Joint Parry Page: 188
Reaction	**Reaction**
Counterstrike Page: 188	Parry Page: 188

Action Item Name	Pistol {Secondary}	Tier	I
Weap. Type	Arm	Base Dmg.	4
Addative Dmg.	+0	Dmg. Dice	2
Range	40ft		

Reaction	Reaction
Reaction	**Reaction**

Wayfarer Appearance

0

Origin Bonuses

Other Custom Origin - {Applied}

Racial Effects

Broad Origins: (Applied)
Greshin Lineage + Greshin Lineage II — (Applied)
Resilient: (Applied)

Community: +1 Mod (max +3) near allied Wayfarers

Adaptive: +1 Mod Trailfinding unfamiliar locations

Diplomatic: +2 Mod on diplomatic ALR Contests

Adaptive Immunity: +1 Mod vs. Disease/Poison rolls

Adaptive Will: +2 Mod on GRT Contests after failing 3 in 20 rounds, lasts 1d6 rounds

Backstory

Moren does not share her past — not out of secrecy, but for lack of memory to share. Time spent in the hold of less savory organizations, pitted against certain death within the Deep Wilds, steeled her mind against horrors most were never meant to witness. Some skills survived that steeling. Her past did not, locked away as her mind regressed, leaving little behind but the white hair that plagues her to this day. She travels now to uncover what she's lost — herself, and the shape of who she was before — and each horror the road throws at her seems to hand a fragment back, skills surfacing that feel less like learning and more like remembering.

Phobias:

Psych Tree:

Illnesses:

Currency

Sygnum: 1s
Armylla: 1a = 100s
Corona/Crown: 1c = 100a
Astorian Gilder: 1AG = 10c

Sygnum	*Armylla*	*Crown*	*Astorian Gilder*
00	00	00	00

Burden Capacity:	110
Load Reduction:	5
Load Limit:	-20
Total Burden	0

Equipped Item Slots

1	*Crestfellow {O-H Dagger}*	1
1	*Midnight {O-H Dagger}*	1
00	*00*	0
00	*00*	0
00	*00*	0
00	*00*	0
00	*00*	0
00	*00*	0
00	*00*	0
00	*00*	0

Total Weight

2 Grav

Stored Item Slots

Geshle Green (x20)	0

Stat Mods / Ails / Misc

Vocation Skills Gained: Lethal Repertoire; Lethal Precision (+2 Base Damage on One-Handed weapons, generates Adrenaline on successive hits), and 3 Lethal Art picks (MR 2, 3, 5).

Notes

Lethal Art {Assassin's Mark}: Mark a Target as a secondary action; granting +10 Adrenaline/hit.

Lethal Art {Attack Surge}: Sacrifice 50 Adrenaline and 40 Speed; Gain +1 Main Action. This may happen a max of (5) times/round.

Lethal Art {Critical Focus}: Consume 10 Adrenaline; Guarentee a Critical on your following Main Action.

Hexes

Aether Reserve

100

Aether Cost Reduction

2

Intention

- Auditory
- Object
- Gesture
- Spoken

Intention Description

Hex Tiers Unlocked

- Tier I
- Tier II
- Tier III
- Tier IV
- Tier V
- Tier VI
- Tier VII
- Tier VIII
- Tier IX
- Tier X

Hex Trees Unlocked

- Air
- Earth
- Fire
- Water
- Fey
- Holy
- Unholy
- Weird

Mods / Buffs / Effects

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Hex Name	Page

Cants

Many forms of languages and cultures hold a mass of words often used within closed circles. This, of course, varies from race to race, but some terms are too common atop the Coil to belong to anyone. These words and phrases are known as "cants"; slang of the modern era.

Many cants already exist at the front of the book; the most common words and phrases under the Terminology section; some of them will also exist here.

The Common Cant of the Coil

Ash Eaten: *Scarred by flame; a fool who stands too close to danger.*

A Dead Horse: *Someone who brings down the mood.*

A Table Loaf: *An object that is easy to steal; or something left unguarded.*

Bell Crook: *A brown-noser for the Church.*

Bent: *Lame, crippled, injured, or morally compromised.*

Bracker: *A liar, especially one who lies for gain.*

Bring the Dawn: *A complaint at one's current situation; a wish for the conclusion of a stressful event.*

By All: *A yelled celebration of the moment; when awestruck by something amazing.*

Choller: *Anger held for too long; a grudge.*

Coil: *The World.*

Coppertail: *A highly derogatory term for courtesans; A person who does "favors," often in exchange for cheap metals/sov.*

Culloch: *Something useless; something worth discarding.*

Desspit: *A horrid person worthy of contempt; often a traitor.*

Down the Middle: *A person who can be swayed or bribed.*

Eaten by the Fell: *Died in the Wilds.*

Emberly: *Warm; also a brazenly flirtatious individual.*

Fellborne: *Born of The Wild.*

Frolickk: *A brief romance.*

Grimling: *A pessimist*

Have Merkened the Wyrd: *Sensed something supernatural.*

Hearth-still in Fell Weather: *Content despite hard times.*

Honeyed: *A person who has been charmed and beguiled, often by fancied words, lies, simple tricks, or favors.*

ill: *Bad or unfortunate; often referring to events or news.*

Ittery: *Restless; troubled especially by recurring thoughts.*

Jibb: *A very light mocking; teasing.*

Mak-kunts: *A common insult to those who serve the Maker.*

Mirth is in your Glass: *Look upon the bright side of things, particularly when events appear to be moving in your favor.*

Mislaid: *Someone whose life has turned out wrong; a person who has lost the path they were meant to walk.*

Muckwit: *A fool; one slow of thought or understanding.*

Oak and Ash: *Someone or something reliable beyond all doubt.*

Perch: *A messenger bird.*

Prattlen: *Idle gossip; meaningless talk.*

Quilth: *Whispered rumors, often concerning private or sensitive matters.*

Serr (male)/Serra (female): *A brief name given to a stranger before their true name, title, or moniker is known; often spoken in passing to acknowledge the presence of another.*

Serren: *A friend, often one held particularly close.*

Serrata: *An informal term for a friend.*

Sourmilk: *A highly derogatory term for an older maiden who has never married or conceived; also used to describe plans or endeavors which have fallen apart.*

Sov: *Currency*

Sweet: *Loving or affectionate; often describing one who humbles themselves to make a modest and unassuming impression. Also used for those who have shared a long-standing relationship with another.*

Take the Salt: *Accept the burden.*

Tavernkeeper: *A derogatory term for a male who has "seen much beauty walk past his doors, but has never had the grace of touching it." A man without a maiden.*

Tergiver: *One who avoids direct conversation and often lies by omission; a person believed to be deceitful.*

That's all Wheat n' Water: *The "rebuttle stated", while nice, does not address the real issues, nore will it mend the poor outcome; A Sarcastic response to someone making light of a situation.*

The King's Wife: *A raunchy phrase for an object, person, place, or event which exceeds all expectation in a thoroughly pleasing manner.*

The Pale: *That which lies beyond normality; the Veil.*

Thrice Struck: *A curse spoken against a moment or occurrence; often uttered in shock upon witnessing something beyond comprehension.*

Uni: *Universalis; the Common Tongue.*

Unworn: *New to hardship; naive.*

Vvithe: *A small mercy.*

Victr: *A sizable vessel that contains something.*

The Wild: *The lands beyond any enclosed settlement, town, or city.*

Worth the Candle: *Something worth the trouble despite its cost.*

Yellowmark: *A stain of cowardice; a mark of disgrace or ill reputation.*