



TERRACORE
BASIC EDITION

GERARD EARL BALSLEY IV

Dedication

In Loving Memory of Harley the Dog.

My beloved ratty goblin-like Australian-terrier who I could never get a clear photo of on account of his restless shaky hobbling wandering.

Mauled to death after 16 years of life towards the end of this book's long production.

An incredibly resilient creature, he lived through the loss of an eye to infection, cataracts, deafness, and the loss of teeth.

He was frightened of cats but would be sure to look powerful by barking his killer instincts out at trucks, animals crossing the yard, or sometimes nothing at all.

Credits

Writing, Editing, Layout, Art, and Illustration were done by **Gerard Earl Balsley IV**.

Thank you to my wonderful Play-testers and Feedback-Givers who include *(but are not limited to)*:

Zacharuski, Katuna, Evelyn Vincent, Milkwater, Lazermaster, Notepad Anon, Lux, ExileMage#2011, and many more.

Thank you Matthew Coleville of MCDM who first inspired me to run this world back in 2016, without him I would have never begun this journey.

And a Final thank you to Dan De Fazio, or Professor Dungeon Master of Dungeon Craft for looking at the game in its early state and giving endless guidance on running the game.

Copyright Info

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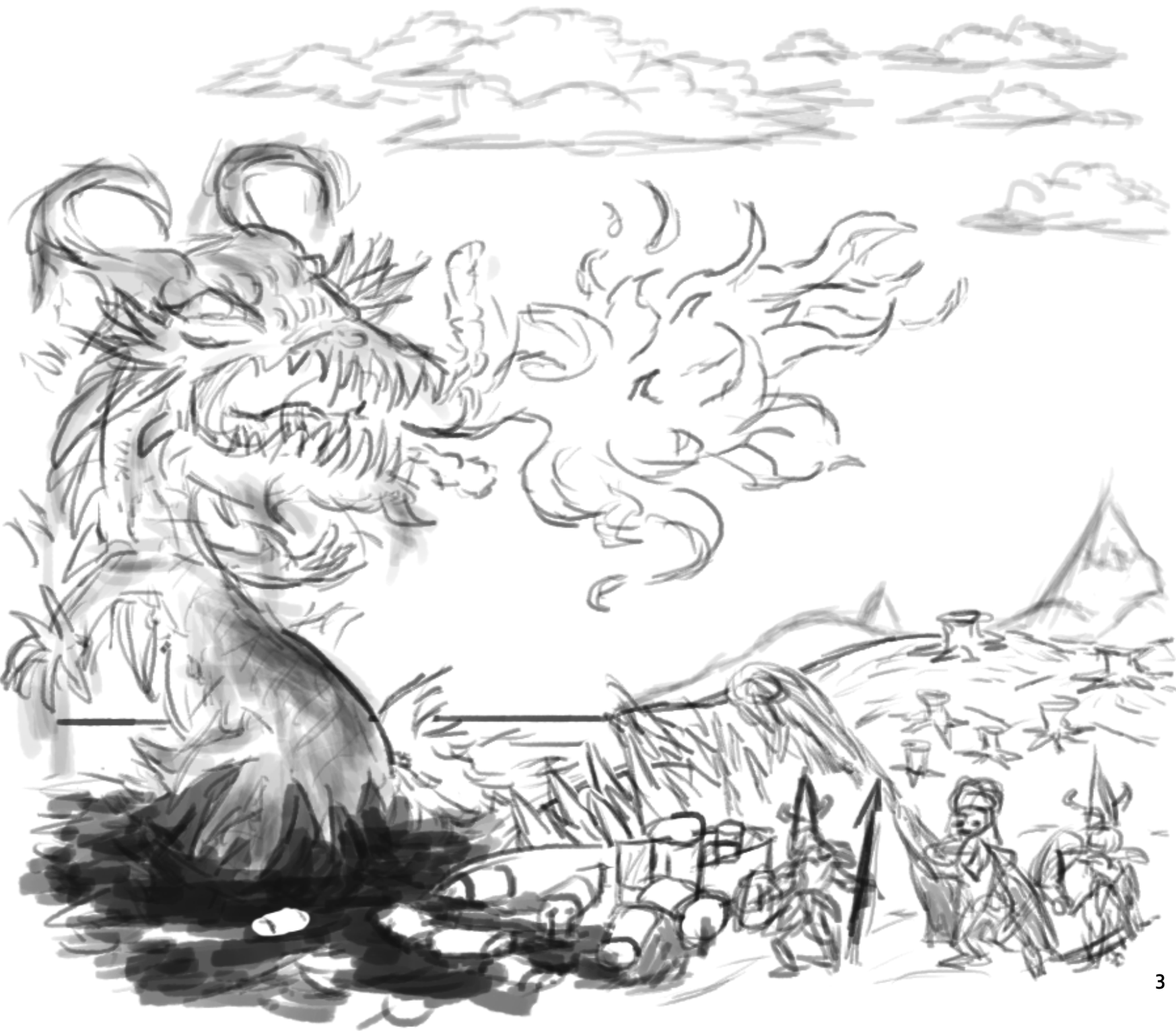
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Introduction

Terracore, the game of great power and even greater consequences, is a robust and yet easy-to-learn action combat role playing game developed by me, **Gerard Earl Balsley the Fourth**.

This book describes the **Basic Edition of the Rules** while the **Complete Edition is still in Development**.

If you would like to stay updated to the development of the **Complete Edition of the Rules** you can follow me on [Discord](#), which is a great place to learn more about the game, get updates, and find players for your very own game.

Alternatively you can follow me on [Twitter](#) where I'll be posting updates to the games development.

Lastly, you can subscribe to our [Youtube Channel](#) where I'll be posting videos about the game and editing demonstrations of the rules.



What do you Need to Play?

All that is needed to play is a **Set of Dice**, including a 4, 6, 8, 10, 12, and 20 sided dice, **Equivalent Random Number Generator** (I recommend Discord's Dice Maiden), a **Game-Master**, and at least one **Player-Character**.

Game Masters should prepare a set of notes for their next session, regardless if it is a **Home-Brewed** or a **Pre-Written Adventure**, and keep them organized for longer games.

For this, I use [Google Docs](#) but have recently taken to [Obsidian](#). But you may find your game preparation easier to keep in a **Spreadsheet**, a **Journal**, a **Binder**.

If you are playing in Person then I recommend using Notebook-Paper, Sketch-Pads, Pens, Pencils, and Erasers for note-keeping, sketching, and scratch.

For keeping the board in person there are a number of solutions :

- ❖ Paper table cloth and index cards representing terrain and creatures
- ❖ Chess board and it's pieces for players with play blocks for terrain, walls, and furniture
- ❖ Interlocking dry erase tiles and marker drawing terrain with cut out stands for creatures
- ❖ Resin, styrofoam, or wood sculpted and painted terrain with resin, metal, or plastic miniatures



If you are playing Online, then I recommend using a Discord Server, their text channels for note keeping, role play, character sheets, and scheduling and their voice channels to speak over.

For keeping the board online there are a number of solutions :

- ❖ One of the many, many Virtual Table Tops that presented anything from flat maps, to 2d dioramas with lighting and darkness, to even fully 3D physics simulated boards.
- ❖ Or my alternative, a strange one but effective nonetheless, A Discord Live-Stream of Photoshop using layers to represent hand-drawn miniature figures and terrain.

Whether you are playing in-person or online I recommend playing music from either a speaker or a music streaming bot. Youtube has however targeted such music-bots whilst providing no alternative so some searching will be required.

With-that you are ready to play the game and delve into the Grim-Dark, Post-Science-Fantasy World of Terracore.

The Basics

The game is played with one narrating rules referee called a **Game-Master** (or **GM**) and at least one other **Player** who embodies and assumes the role of a **Player-Character** (or **PCs**)

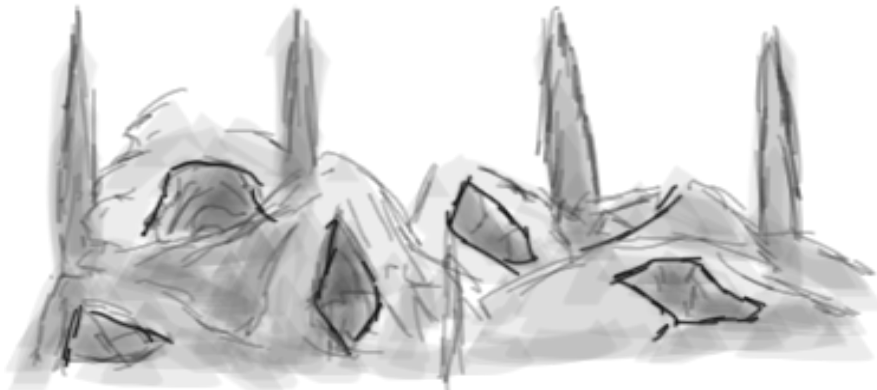
The **GM** builds a world, populates it, sets up dangerous challenges, and collaborates with their **Players** to create narrative hooks that press their **PCs** into perilous adventure through their own motives!

The central gameplay loop of Terracore is the **Description** of a Situation, the **Announcement** of the Actions by players, the **Negotiation** of Difficulty, and finally **The Roll of Resolution**.

Description begins and the **Game-Master** sets the scene, highlighting important key details in their description, as neutrally as possible.

Announcement follows as **Players** decide what they're **Characters** will be doing. This may involve further questions for the **Game-Master**, but ends with a final decision.

Negotiation comes after, and it's decided how if at all difficult a challenge is. If a task is trivially easy, no roll is required, on the flip side, if a task is impossible no roll is made. However, if a task is possible but not automatic then it's given a **Difficulty Number**. The result is most times modified with a statistical bonus agreed upon by the GM and Player.



Finally, **The Roll of Resolution**, where the story is changed. The **20-sided-die** is rolled, the number is seen, the modifiers are added, and finally the result is revealed.

If the **Final Roll** is equal to or greater than the **Target-Number**, the **PC's** actions are a Success.

If the **Final Roll** is less than the **Target-Number** the **PC's** actions are a Failure.

Either way, the situation evolves and the story goes on.

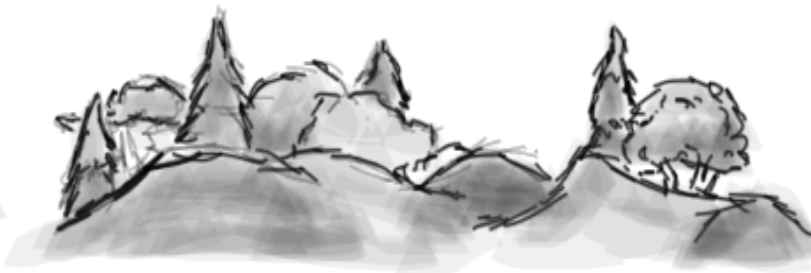
If the **20-sided-die** lands on a **1**, or if the **Final Roll** is below **1** then the PC character has a **Critical Failure** or **Fumble**.

The **GM** then rolls a **6-sided-die** and decides how bad the fumble is.

- ♣ On 1s the worst possible thing that could happen
- ♣ On 2s and 3s something awful happens
- ♣ On 4s, 5s, and 6s something minor happens

If the **Final Roll** is **5** or more above the **Target-Number** then the **PC** achieves a **Solid-Hit** or **Solid-Success** and gains some additional benefit in addition to their success.

If the **20-sided-die** lands on a **20**, or if the **Final Roll** is 10 or more above the **Target-Number** then the **PC** achieves a **Critical-Success** and the maximally spectacular thing happens in that moment to the benefit of the **PC**.



Using this Book

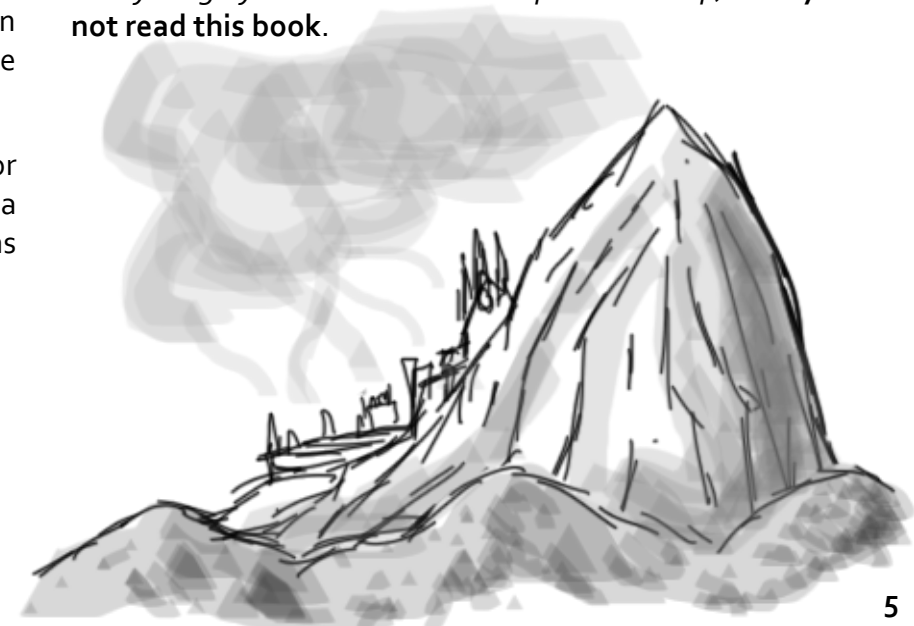
This book has been intentionally put onto legal paper and formatted in landscape as to be cumbersome in table use.

I loathe rule-book flipping during game play. I only break my focus from the game once I have begun playing for an emergency or to take a few minutes of break.

I hope that in your playing of Terracore you keep rule book flipping to an acceptable minimum and maintain dramatic tension at any cost even if it means butchering these rules.

If your game is not tense, dramatic, building friendship, and creating stories worth remembering for all time because at some point you had to flip through this book in the middle of the game then I have completely failed in my goal.

I ask that no matter what happens during the game (with the exception of preparing a character for the first time, reviewing character options when picking a class or subclass, or copying an ability roughly to character sheets upon a level up) that you do not read this book.



Creating a Player-Character

PCs are generated by players for their use in play, they are made up of **statistics**, which define them in **Gameplay** and **aspects** (such as a **motive, fears, loves, hates, and flaws**) which define them in **Roleplaying**.

For the best results work with your GM to find a concept that works for both of you. Doing so allows them to make adventures for your character and allows your character to fit in better with the tone of their game world.

Collaborating with other players can give your PCs deep connections to others and build out great story potential. Aristotle Poetics's states, "the best tragedies are written about a few families". fighting alongside either your literal family or adopted family can greatly increase the tension in a game.

The first step in creating a PC depends on the tone and general lethality of a GM's Game.

Tailoring a PC is best for low-lethality games that focus highly on dramatic storytelling. To tailor a PC one first creates a character, their bonds, fears, motives, loves, hates, and flaws before creating stats to fit their vision.

Rolling the Bones is best for highly-lethal games that place high importance on game stats and dangerous gameplay. To Roll the bones one first generates stats and discovers who their character is according to the numbers.

Both methods are valid, it is more about the attitude one takes into their character then the method, for best results, talk to your GM.

Weaving a Character's Narrative

All characters regardless of setting, genre, or even fictional status are driven by one thing above all else; their Motive. Why does your character continue their very dangerous work of adventuring? What drives them? What is the thing they want more than anything! Here are d20 character motives, just examples to inspire you.

1. Accused of a crime I didn't commit! Seeking clearance!
2. Accused of a crime I did commit. Seeking freedom.
3. Fallen wildly in love with a noble, I must win them!
4. Bastard in a poor family, I must make a name!
5. Father was an angel, mom said so, I must find them!
6. The True God spoke to me in a dream, I share the word!
7. The oracle foresaw I would be king, I'll look for my crown.
8. I have mouths to feed, I have to get paid for my family.
9. I'm a man of my word and I have a pact to keep.
10. I seek the truth of an ancient family secret.
11. Withering from an unknown plague, I need a cure!
12. Last of my people, but I might not be, I look for them.
13. I'm dodging the draft, can't fight for the lord's war.
14. Escaped from prison, wardens on me; I ain't going back!
15. Monsters took everything, I've vowed their genocide!
16. Devil tricked me into a pact, now I'm their slave.
17. I seek forbidden knowledge at any cost!
18. I've been called back, for one last job, one last quest.
19. I'm fulfilling the duty of my noble house.
20. I've blown in from another sphere, I have to go home.

Besides a pure motive, characters have loves, hates, fears, and connections. One strong item in each could easily make a character much more characterful.





Characters can love

People; romantically, brotherly, or as an idol. They can love a group; their family, an order or club, a group of idols. They can love an abstract idea; their country, their home, justice, liberty, goodness, and virtue. It doesn't need a reason. Who or What does your character love? Here's a D20 Table of Ideas.

- 1. My Mother, who raised me childbirth alone
- 2. My Father, who passed down his sword to me
- 3. My older brother, despite our fierce rivalry
- 4. My younger brother, who looks to me as a moral guide
- 5. My older sister, whose keeps her faith in times of trial
- 6. My younger sister, her innocence and goodwill is boundless
- 7. My spouse, who've I've vowed to protect at all costs
- 8. My child, who I am now the sole parent of
- 9. My family, I could never raise my blade to them
- 10. My mentor, who took me in as a child and raised me
- 11. My pupil, who has no other family, they are my successor
- 12. The object of my affection, despite it being unrequited
- 13. My secret lover, despite my current partner
- 14. The forbidden love, who comes from a enemy house
- 15. A beloved pet, my sole companion in my life
- 16. The hero who I idolize, their the best at my profession
- 17. My gang, the only place I belong in
- 18. My order, to whom I swore a oath, and will die by
- 19. My nation, no matter what it does
- 20.The Moral Virtue I uphold, and all of my Alignment

Characters can hate

People; seek revenge as a vendetta, for moral reasons, or just a plain grudge. They can hate a group out of prejudice, because of what they believe, just because they're different. They can hate abstract ideas; slavery, faith, love, money, greed. It doesn't need to be justified. Who or what does your character hate? Here's a D20 Table of Ideas.

- 1. Father, who cast be over the rocks for weakness as a child
- 2. Mother, who manipulated me into her schemes of evil
- 3. Older brother who fears me, and seeks to snuff me out
- 4. Younger brother who seeks to overshadow me
- 5. Sister, who has betrayed our family after uncovering truth
- 6. Rival, who took the one I loved and left me a grave wound
- 7. Someone close, who fell to a strix, and rose again unalive
- 8. My twin, enemy since they tried to absorb me in the womb
- 9. Demon, who damned me with their pact and my vow
- 10. Slaver, who held me captive, but could never own me
- 11. Chaos Cult, who leveled home, in search of the secrets
- 12. Witch Hunt, that martyred family, drove me to magic
- 13. War Lord, in service to dark powers, my true parent
- 14. Lover, stole my heart, wounds me, but I can not hurt them
- 15. Authority, hunts me and seeks my capture without end
- 16. Myself, my own nature brings me nothing but pain
- 17. Uppity barbarians, who deny progress and imperial rule
- 18. Oppressive empire, which tramples my nation and people
- 19. The enemies of faith, those who don't follow must die
- 20. Nobody, for I am filled with compassion for all beings

Characters can Fear

They can fear the great big things; death, danger, sickness, natural disasters. Be afraid of little personal things; being seen as weak, rejection, isolation. They can be afraid of things irrationally; paranoid of others, or of treasure chests, still corridors, clowns, spiders. What keeps your character up at night? Here's a D20 Table of Ideas.

- 1. Family curse, it looms over my bloodline; it took my parents
- 2. Death, I see myself in human corpses
- 3. Authority, I'm forever on the run from the law
- 4. Sickness, ravages my body, slow but without a cure
- 5. Animals, they smell my fear and attack me on sight
- 6. Traps, I'll never open a unfamiliar thing without a 10ft pole
- 7. Other's Glory, If I'm not the best, I'm nobody, I must soar
- 8. Something I created, it stalks me seeking revenge
- 9. Undead, respect the dead, bury them with everything
- 10. Time's passage, I keep a toy as If I never grew up
- 11. Commitment, I can never make a vow, or promise
- 12. Change, why must they? Let's keep things easy
- 13. Consequences, I fear the vengeance of others for my sins
- 14. Myself, unrelatable to anyone, they all fear me too
- 15. Vermin, bone chilling, crippled by fear seeing them
- 16. Eternity, the gods paralyze me with fear, I can't pray
- 17. Losing my mask, without it I am nobody, It's who I am
- 18. Being alone, without company 'It' emerges and hunts
- 19. Discovery, My secret being found out, I'll take to my grave
- 20. Nothing, call me a fool, I never back from a challenge



Building a Character's Statistics

The most important part of a PCs Stats are their 7 **Ability Scores**. Ability scores are numbers, typically running, between 0 and 20 with a mean of 10.

The 7 Ability Scores and what they measure are as follows:

Agility - Speed and Movement Ability.

Balance - Spiritual Harmony & Magical Power.

Charm - Social Skill & Force of Personality.

Dexterity - Fine Motor-Skill & Subtlety of Movement.

Endurance - General Health & Resistance to Illness and Death.

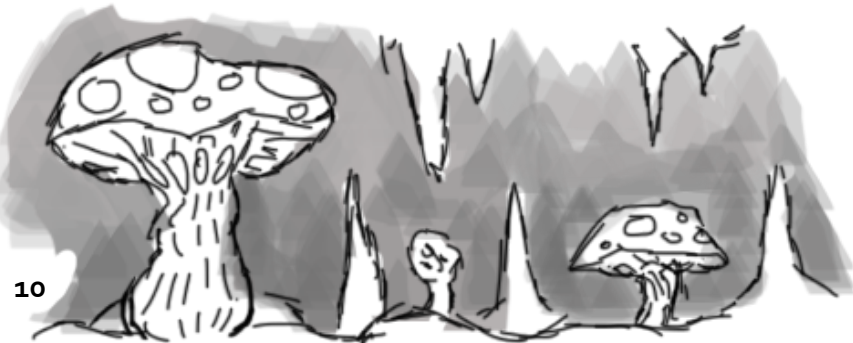
Intelligence - Broad Knowledge & Cognitive Function.

Strength - Physical Power & Tolerance of Work.

Ability scores are both used by themselves to define certain traits (*such as literacy, carrying capacity, and hit-dice*) as well as generate a second number called **bonus** (or penalty if it's negative) that is added to certain die rolls.

To find the bonus of an ability score take your score's difference from 10 and you have the bonus. As an example, a score of 18 has a difference of 8 from 10 giving a bonus of +8 for rolls using that ability score. A score of 4 has a difference of 6 from 10 giving a penalty of -6 for rolls using that ability score.

There are 3 broad methods of creating Ability Scores each with their own results and modifications. The method of generating ability scores is up to your GM.



Creating Ability Scores

Method 1 : Rolling

Creating the most diverse and varied of PCs Stats, rolling is typically done with 3 6-sided dice that create a bell curve from the lowest number 3 and the highest number 18 with an average of about 10. Players may put the outcomes of the dice rolls where they want or take the results in the order that they receive them.

Modification A : Heroic Stats

For more heroic characters with better stats, 4 6-sided dice are rolled and the best 3 are taken, while still using the same potential range, the mean has gone from 10 to 13.5 creating more heroic characters.

Modification B : Racial Bonuses

While the lands of Terra consist of only humans and human-adjacent creatures (typically called Subhumans or Mutants insetting), most fantasy worlds do not.

Some game systems give flat numeric bonuses to stats based off of the race of a PC. While a +3 or a -1 to the outcome of a die roll is good enough, it does force PCs into a position following a stereotype.

I propose instead to give your races different bell curves for different ability scores, for example, Satyrus could use 4d6 keep the highest 3 for their Charm and Balance while using a 3d6 for everything else.

This would give a fantasy world general truths while still presenting outliers and exceptional individuals who excel or fail where others of their kind differ. This is not only more dynamic it is also more dramatic. Playing against stereotypes and standing out can be an interesting fantasy to play out.

Method 2 : Point Buy

Players are given 77 points to distribute freely across their 7 ability scores. This is the slowest method of character creation, but produces equality among the PCs.

As Long as no ability score is below 0, and no more than 77 points are used to create them, it is a valid character.

Modification C : Pool Size

For more or less heroic characters, adjust the allotted points up or down to suit the table.

Modification D : Alternative Point Use

To encourage players to play with lower stats, offer them better starting equipment for purposely leaving available points on the table.

Method 3: Standard Arrays

Using 77 Points, in a fixed array both ensures equality amongst PCs while also forcing tough decisions. This is the fastest method for creating PCs.

The Standard Array is as follows : 4, 7, 10, 11, 12, 15, 18.

Modification E : Array Matrix

For a greater variety 4 different arrays that distribute the same amount of points differently can be made and one can be selected by the roll of a 4 sided die.

Modification F : Shifting Totals

For either a more or less heroic group of PCs, the total number of points can be changed from 77 up or down to suit your mood.

Health and Hit Die

PCs have an abstract representation of their remaining vigor, and general heroism called 'Health' all characters start off with 4 points of health when starting at level 0.

When a PC's Health reaches 0 they fall over, landing prone and begin to bleed-out. They will die at the end of the round.

PCs who are bleeding out are the last to act in a round after they drop, on their turn they may only faintly muster a few words and make an Endurance check to stop the bleeding and get back up.

If successful a knocked out PC recovers, stumbles upwards and can move again with only 1 point of health left.

If unsuccessful, the PC dies.

If the dying PC is attacked during the round of bleeding they instantly fail the check and perish.

If an ally uses their turn to aid the dying PC then the bleeding PC gets advantage on the check.

Dead characters, not just PCs, leave their body as a soul and wander the sphere as a ghost until they are reaped on the next sunset or sunrise (*whichever is further*)

After being reaped, characters are taken to the proper cosmic body for Final Judgment, a final roll where souls can make an argument for their appropriate destiny.

Judgment Roll	1-10	11-19	20
Result	Laid to Rest	Revival Deal	Revival

Important : Handle Passing, Negotiations, and Final Judgment after combat has finished for ensuring flow.

PCs also have a **Hit Die**, this is a die decided by a PC's Endurance Score. The Hit Die is vital in both recovering Health and in determining maximum Health upon level ups.

END Score	0-4	5-9	10-14	15-19	20+
Hit Die	D4	D6	D8	D10	D12

When a PC rests at a camp and consumes a ration and drinks water or stops at a settlement and pays for a room to sleep in, they get to roll their hit die, and recover that much Health.

Quality Rations while camping, or stays at a very nice room while in a settlement then they roll their hit die twice and recover that much Health.

Healing items may be consumed as an action, they are very expensive and have a 1 in 20 chance of inducing heart-failure (or dropping a PCs health instantly to 0, risking their death) however if they are consumed successfully, they restore a hit die of health.

Upon reaching first, second, and third level, PC's increase their maximum health by the biggest number on their Hit Die. (*4 for a D4, 6 for a D6, 8 for a D8, etc, etc.*) Afterwards, their health has plateaued and will not go up naturally again.

If a PC's Endurance raises, so do their Hit-die. However, it will be up to the GM whether or not this raises their maximum Health as well.



Camping

When adventurers turn in for the day and set up camp they get one free action.

You can fortify your position, talk to a hostage, gather materials, brew a new potion, study the guide book to the region, repair a piece of equipment.

There is only 1 limit on what you can do, as a player you and your GM have to agree on the following metrics.

1. The Best Thing that can Possibly Happen
- 2.The Worst Possible thing that can Happen
3. What stat should be used for the roll

Once you agree on those 3 things, the roll is made and the action is resolved. Maybe everything went exactly how you wanted it to, maybe some complications have gotten in the way, perhaps the unthinkable has happened.

This system quickly resolves conflicts and skips ahead to the interesting consequence.

Feel free to use it after a bit of roleplaying to jump to the end of a long conversation in a social encounter. (*If that's what your table would prefer to do*)

After that it's time to go to sleep. Those that want to rest will have to get a full night's rest, but if anything attacks not only will they not be healed but they'll be unarmored and unarmed to fight whatever comes. Alternatively someone can stay up and keep watch throughout the night and protect the others while they sleep.

Starting Equipment

Whatever a PC did before setting out it should be reflected in their starting equipment. PCs get a set of clothing, whatever they would have worn in day to day life, a weapon/tool that does a d6 of damage, and lastly, 2d4 Silver * Intelligence Bonus.

If this results in a negative amount of money then it is debt, owned by someone who will want to collect, and if you're unlucky, it could come with interest. Could this debt be why you left your previous life?

Who you were before your unusual life choice is an important factor in shaping character, it may tie into motive, it could be the source of interesting questions: do you miss your old life? If so, what exactly? What's the thing you can't have because of your adventure? And if so, what makes you so glad to be gone? Or is this a duty you must take regardless?

Here are 20 Ideas for a past life, their meager clothes, and lastly their weapon, on a table to help inspire you.

#	Former Life	Clothes	(1d6) Weapon
1	Escaped Slave	Ragged Pants	Shackles & Chain
2	Stumbling Leper	Soiled Bandage	Walking Stick
3	Witch Spawn	Tattooed Skin	Dirk
4	Wild Man	Animal Skins	Sharp Branch
5	Mad Man	Tattered Rags	Sharp Claws
6	Forsaken Knight	Lashed Skin	Shackles & Chain
7	Road Clown	Loud Clothes	Mallet
8	Humble Peasant	Workman's Rags	Pitch Fork
9	Filthy Peasant	Dirty Rags	Shovel
10	Hunched Peasant	Sooted Rags	Mining Pick
11	Stout Craftsmen	Leather Apron	Hammer
12	Grim Craftsmen	Blooded Apron	Cleaver
13	Jolly Craftsmen	Powered Apron	Roller
14	Shifty Thief	Deep Hood	Dagger
15	Devout Monk	Itchy Burlap	Holy Tome
16	Portly Keeper	Seasoned Apron	Frosty Mug
17	Poetic Scribe	Simple Robes	Collect of Work
18	Merchant	Colorful Robes	Petty Club
19	Court Dwarf	Jesters Silks	Rod of Bells
20	Noble's Last Son	Fine Silks	Display Sword

Gods and Ethos

The last question to ask a new character is if they are religious, and if so, what gods do they worship? Is it the one from their hometown, the idol of their former life's work, the being they signed a pact to?

Whoever they choose shapes their **Alignment**, a moral frame that they work under. Every Alignment (even Godless ones) have deeds they consider good and bad, and in following a faith or philosophy one's **Ethos** is shaped by their actions.

A Players Ethos Score goes up or down according to their actions, with 0 being a neutral score, negative scores being bad, and positive scores being good. Each step either up or down (to a maximum of 6 either way) the karamatic ladder of ethos becomes logarithmically harder to achieve.

As Ethos climbs or sinks in one direction the attitudes of friendly and hostile creatures shifts towards you, allies may consider you good company, or enemies may fear you.

In appealing to your nature you can add your Positive Ethos to Charm Rolls, or when making threats you can add a Negative Ethos to your Charm Roll, and Ethos is always added to prayers.

When a character reaches the negative end of the ethos meter they become wicked and are too horrible to cure their moral blight. When a character reaches the positive end they become saintly and pure, attracting followers of zeal to them.



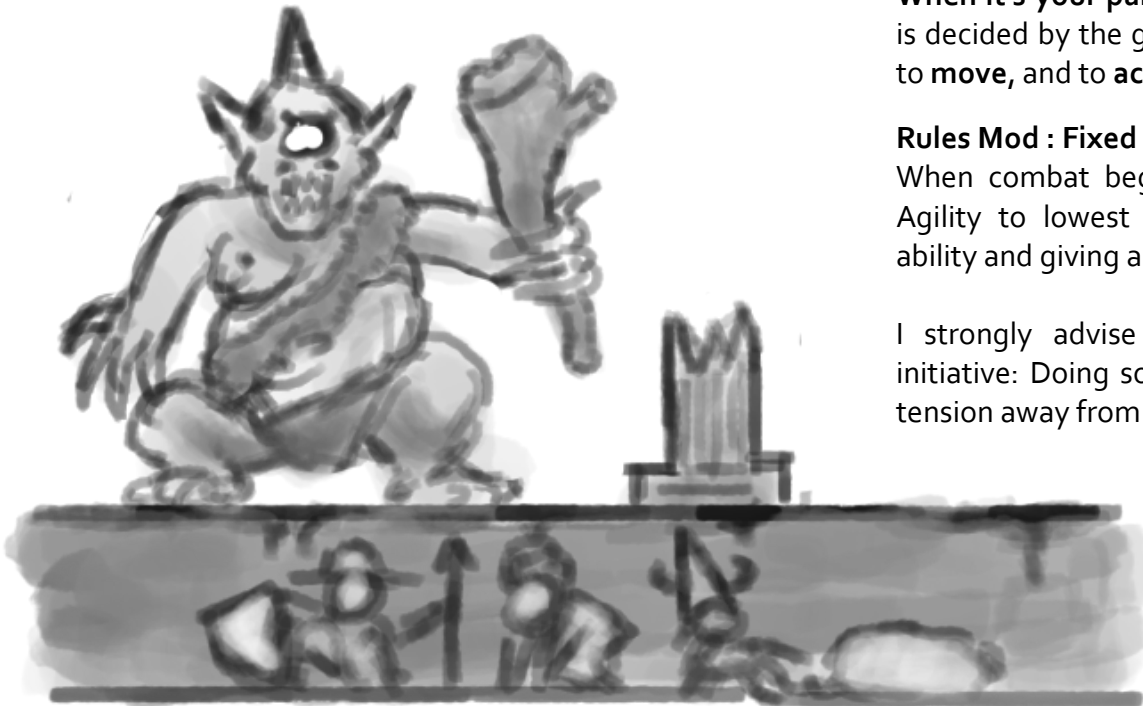
Playing the Game

The main focus of Terracore is dangerous heroic adventure; venturing into the untamed wilds, delving into dungeons, slaying fearsome foes, looting treasures great, and seeing horrors old and forgotten.

Investigation, Conversation, Preparation, and Exploration are all vital to the game. But when that fails it's time to draw blades and solve problems.

Combat makes up a large pillar of Terracore, depending on the table it may be more or less important overall but the system was designed for heroes to fight monsters with razor thin odds and all or nothing stakes.

The second biggest pillar of Terracore is avoiding combat, whether through negotiations, stealth, or good old fashioned running away.



Combat

When two or more parties get into a fight the first step is deciding **initiative**, or team order.

The only exception to this is surprise attacks, when one team gets the drop on another, the surprising team automatically wins initiative and the surprised team is unable to act.

When a round begins each party rolls a d20, the team with the highest roll gets to go first. After every member of the first team has taken their turn the team with the second highest roll then goes, and so on, until each member of the final team has acted, ending the round.

When a round ends, another begins until the end of the fight and initiative is rerolled for each team, potentially shifting team order and swinging the pitch of battle.

When it's your party's time to act, turn order within the team is decided by the group, each member gets one turn per round to **move**, and to **act**.

Rules Mod : Fixed Individual Initiative

When combat begins all members fight in order of highest Agility to lowest Agility, putting extra importance on their ability and giving a simple list of combatants in turn order.

I strongly advise against making each individual roll for initiative: Doing so takes time, breaks flow, and removes vital tension away from the game.

Your Turn

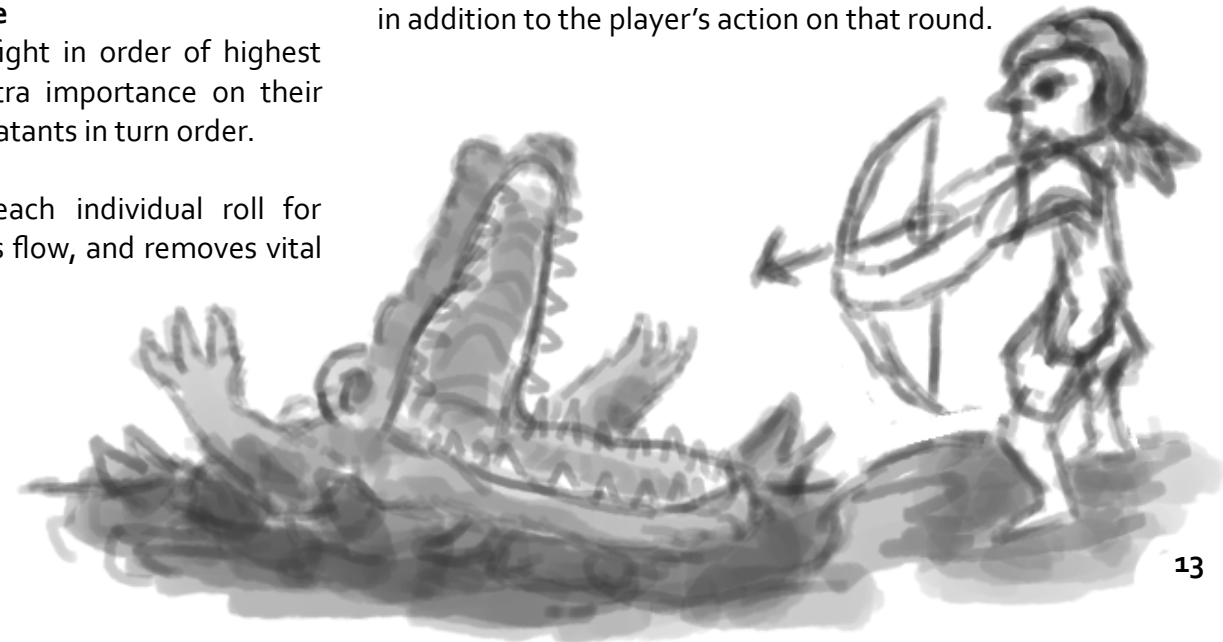
On a character's turn they may move and take an action.

With your movement you can move across the board if you are using one, if you are not this is purely narrative repositioning. Check the **Movement Section** for more information.

With your action you can **dash, attack, use an ability, make a prayer, cast a spell**, use an item, throw something, simply just waiting, etc, etc.

Free-Actions are optional things that can be done during a turn before taking your action: issuing a command, kick open a door, slam it shut, knock furniture over, drop something you're holding, pick something up, etc, etc.

Preparing an Action can be done during a player's turn. It forfeits that round's action, moving it to the next round on a **Trigger-Condition**. If the condition is met, such as if a creature passes through a door, or if someone tries to move, etc. Then the **Prepared-Action** can be done as a **Free-Action** that turns in addition to the player's action on that round.



Making an Attack

Player characters can make an attack using a weapon on their turn as an action during combat.

This requires two rolls.

The first of the two rolls is the Attack Roll. A d20 is rolled; weapon-to-hit-bonus, the player character's Dexterity and weapon skill bonus as well as any additional modifiers are also then added to the roll.

The target may be modified by one more number, the target's **Armor** or (ARM) value which will raise the target up and down.

If the fight is against creatures of the same type then there is no need to track this, simply work it into the encounter's difficulty number. But if you include 2 or more types of enemies, find a baseline and add ARM to that.

If the roll and its modifiers equals or exceeds The Target then the attack is successful and damage is rolled.

The second of the two rolls is the Damage roll. The amount of damage and its type is decided by the weapon. Player characters add their Strength bonus to the damage roll.

On a critical success, the attack does max damage plus an extra 1d12 damage.

On a **critical failure**, the game master decides what happens to you and your weapon. Anything from the weapon breaking, getting stuck, dropping from your hands, hitting an ally, and more are all fair game.

Weapons can require the use of either both hands or just one. Creatures with only one hand, of course, can only use one handed weapons, unless otherwise specified.

Weapons deal Mundane Damage unless they are enchanted then in that case they deal **Magic Damage** which can be further specified into dealing Elemental Damage Types Flames, Frost, Acid, Earth, Thunder, and Wind types of damage.

Tracking different kinds of damage with weapons allow for both a wider variety of weapons as well as creature weakness, resistances, and immunities to types of damage.

If a creature is weak to a type of damage they take double the damage from an attack dealing that type of damage.

If a creature is resistant to a type of damage they take half the damage from an attack dealing that type of damage.

If a creature is immune to a type of damage they take no damage from an attack dealing that type of damage.

Weaknesses and resistances can only be applied once to an attack.

If both a weakness and resistance are applied in an attack they cancel each other out and deal regular damage.

If a weakness or resistance and an immunity are applied in an attack the immunity trumps both, and no damage is taken.

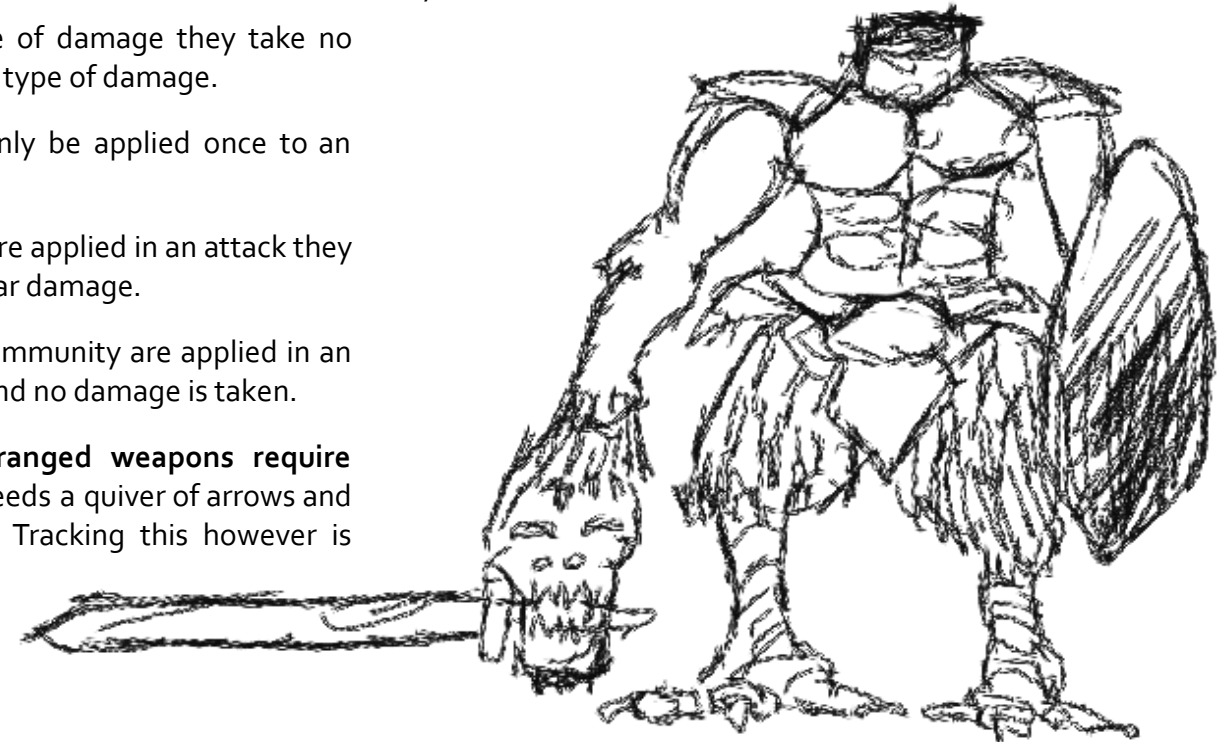
It is commonly expected that ranged weapons require ammunition. For instance a bow needs a quiver of arrows and rifles need a magazine of bullets. Tracking this however is often tedious and unimportant.

For this reason, assume that a common ranged weapon used by a skilled and well seasoned character always has enough ammunition.

Furthermore, all weapons have their assumed equipment for maintenance and use. Swords come with their sheathes, bows come with their quivers, pistols come with their holsters. Unless the maintenance equipment is special or dramatically useful in some way it is not worth mentioning.

Unless the ammunition is special, for instance magical arrows, or the weapon is rare, like the last surviving rifle after an industrial collapse, do not count how many pieces of ammo are left.

If ammo is counted, it is for a dramatic reason and running out is to be expected or a constantly looming threat. For instance, a rare revolver with the last six bullets of use to it sitting in its cylinder chamber. Each one counts.



Types of Weapons

There are four types of weapon: **Hand**, **Melee**, **Pole**, and **Ranged**.

Hand Weapons make attacks in Personal Range, in addition to the damage they do they may perform a Move which can affect the target creature.

Here are some of the moves Wrestlers in the land of Terra utilize.

Body Slam, you throw your entire body against an opponent. The target must make an Endurance Check against your Strength score or fall prone.

Head Butt, you slam your skull into the skull of an opponent (if said opponent has intelligence). The target must make an Endurance Check against your Endurance Score or become stunned.

Wrangling Hold, you grapple your opponent and attempt to stop them from moving. The target must Check Strength or Dexterity to break/slip free from your grip. If they fail they are Held by you.

Lift, you grab onto your opponent, lower yourself, and then begin to lift them up above your head. The target must Check Strength or Dexterity to break/slip free from your grip. If they fail they are lifted into the air and are unable to move. You may freely move them, however each round you continue to hold onto them you must Check Strength or drop them prone onto the ground.

Melee Weapons can only be used against creatures in **Personal Range**.

Pole weapons can only be used against creatures who are in **Nearby Range**, or can be thrown as an action at a creature in Nearby or Far range. However after being thrown, the Pole weapon must be collected again.

Ranged Weapons can only be used against creatures who are in **Personal, Nearby, or Far Range**.



Weapon Passives and Actions

Certain weapons have Passive and Action Abilities which make them more unique. Here are some examples. If the ability offers a choice of effects the effects may be selected by the player using them, likewise for enemies on the GM's behalf.

This list is not exhaustive but should kick start you on creating your own interesting uses of weapons.

Knives - Hideable - As a Passive, they can be hidden on a person, not even being found on a pat down.

Knives - Assassin's Back-Stab - As an Action, if an attack is made on an unsuspecting victim and is a critical hit the attack instantly kills the target.

Sword - Sweeping Strike - As an Action, the user winds up and makes a spinning sweep against all creatures personal range. They make an attack against each creature in range and then must make an Endurance Check or fall prone from the spin.

Axs - Delimb - As a Passive, on a solid hit, Axs automatically inflict a wound against their target.

Spear - Throw - As an Action, the user may throw the spear at a creature in Nearby or Far range, however after being thrown the weapon must be collected again.

Hammer - Power Throw - As a Passive, on a solid hit, a Hammer may either force a creature to move or fall prone. On a critical hit both may happen.



Using Abilities

Player characters on their turn may have access to a special action called an ability. An ability can be an innate physical feature, granted by a held piece of equipment or may be contextually done.

Abilities Open Doors and expand possibilities, the rule of cool is still in effect and anything that a Player can think of (with GM's Discretion) is still on the table to be done with a roll.

Game Masters, when considering a new ability. Ask if this ability actually expands options and opens up new possibilities or is it redundant?

New Abilities shouldn't give permission to do something a character could have already done if they just thought about it and asked to do it.

Abilities are Marked, with as 'a Passive', 'a Action', or as a 'Free-Action'. Indicating if the ability has a background effect applied to all actions, requires an action to use during a turn, or if it can be used during a turn in addition to other actions.

Abilities, unless otherwise stated, are linked to the physical form. And can only be done with that form. For example, could we expect a tardigrade to still maintain biological stasis if for some reason it was transformed into a duck? Last I checked there are no ducks (alive) who have casually been left in the vacuum of space and been brought back in just fine.

Home Brewing Abilities

It would be literally impossible for me to cover every possible ability. There are so many edge cases, so many things that one could want to do that would be physically impossible unless otherwise stated.

Got an idea for an ability that you don't see here? Make it yourself. I will give as many examples as I can in this book but for your table and for your character you may want to consider working something out with the other players and the GM to fit your vision of the game.

The First Step is the idea, what do you want to do? In a broad sense what purpose does exist for and how does it function narrowly?

The Second Step is the Function, what boons does it give to you and what banes does it leave enemies with?

The Third Step is the Draw Back, what does it cost? Does it have a short or long term drawback?

The Fourth Step is stripping it down, whatever you wrote is most likely too long. Can you fit into less words and still get the meaning across?

The Final Step is Pitching It, bring your ability out to the GM and show the other players, what do they think? Did they like it? Does it need some more work? What changes does the GM want to make to it? Will you accept those?

These five steps will help you, the game master, and other players get the most out of your game and achieve your shared vision for what your version of the game should be.

Abilities as Rewards

New abilities are great rewards for players, especially when they're tied to a perilous mission outside of the critical path.

Simply hand out an index card or send the player a message with two halves.

The top half, GOAL; under it, the mission you want them to do. It can be anything. Connect with an NPC, visit a location important to your character, get something somewhere, kill a monster, uncover a secret. You can add qualifiers, time limits, victory and failure conditions.

The bottom half, REWARD; under it, what the player(s) get for fulfilling the Goal. It could be an ability. Perhaps even a homebrewed one! But with goal oriented rewards it could be anything at all. Silver, vital knowledge, a Magic Spell, an enchanted item, the weakness of a fierce foe.

With the GOAL and REWARD so clearly labeled you can spur PC's into action and give them unique rewards custom built for their characters and for your style of game.



Casting Spells

Player characters on their turn may cast a spell if they have the desired spell in their mind or if they have it within the mind of a magical item.

Most spells require a Balance roll to successfully cast. Unless otherwise stated or labeled as '**Automatically**' it will take a roll to cast.

On a critical failure, the spell activates but goes wrong, a six-sided die is then rolled, on a 1, the Worst Fumble happens, on a 2-3 the Worse Fumble happens, on 4-6 the Bad Fumble happens.

If the spell was within the mind of The Caster then it leaves their mind on a critical failure and is forgotten.

On a failed cast, nothing happens, the casting is impotent and all magic simply fizzles, unable to quite make the connection it needs.

On a success, the spell goes off as intended.

On a **Solid-Success** then the spell goes off at **High Power**, gaining additional effects from its casting.

On a critical success, the spell goes off at **Max Power!** Gaining more effects still, this is truly the most perfect ideal casting of a spell.

The spell list can be found here.

Requirements to Casting

To cast a spell from one's self, one needs only a soul to hold the invocation in and the ability to understand it. If a Caster's level meets or exceeds the level of a spell then they can learn it from either the whisperings of another Caster, a stone slate, a sheet of ashen paper, the tattoos of a mummified witch, or any other **runic inscription** of the spell.

Alternatively, if a magical item's soul knows a spell then it can be activated and commanded to cast a spell it knows, even if it would be otherwise impossible for the User to cast.

Some spells require body parts to be channeled through. If said body part is missing, then the nearest thing to it may be used instead. On GMs discretion.

Spells are divided into families, General Family Spells are the only incantations simple enough for all types of casters to learn. All others require specific training to comprehend.

Learning a new spell

If a potential Caster can learn a spell from a source then they may begin study of this source. It will take 1d6 days of constant focus per spell level to fully learn a new spell, if The Caster is interrupted for a full day then all progress will be lost in learning.

After they are successful, The Caster may: cast the spell freely, transcribe it down personally, transcribe it perfectly, or transfer the spell to a magical item.

Transcription

Casters may transfer spells they know into a medium, such as a spell book or onto their skin, through personal short-hand that only they could or would ever know how to understand. This takes 1 hour per spell level to accomplish.

Casters may also rewrite spells they know in a runic inscription of any medium for others to learn from, this takes 1d6 days per spell level to accomplish.

Refreshing a Spell

If a Caster forgets a spell, or if it plucked from their soul via critical failure during a casting then they may relearn it by either studying a source that has it again, or by reading their personal short-hand transcription of it. Relearning a spell through shorthand takes one turn per spell level to accomplish.

Making a Magic Item

If a Caster wanted to teach a mundane item how to cast spells they will need to first make that item magic by enchanting it and giving it either a stolen or artificial soul.

An enchanted item may then be taught spells by a Caster, it will take 1d6 days per spell level to accomplish.

Spell Burn

For the price of a hit point given before the casting a Caster can push themselves and cast a spell at a guaranteed minimum of high power, for 1 more, they cast at max power. That is if they successfully cast the spell.

However, if a critical failure occurs then the spell burn shall contribute to the power level of the failure.

Making a Prayer

Player Characters, all of them, even the ones that aren't **Zealots**, may make a prayer to a god, patron, saint, or being (deity from here on out) of their choice as an action.

A prayer simply asks something of a deity. To give Strength, to protect, to smite, etc. This is borrowed power, whoever lends it can only do so much within their ability, *as seen in the **Strength of Gods** section*. Furthermore, deities expect a return on investment, they do not want to see their resources squandered, most deities will not listen to prayers from unaligned creatures, however if your interests are similar they can make an exception.

PC's can pray to any deity with their action, but will not get a response unless both they and the deity share similar interests or the deity sees an opportunity.

Regardless, it takes a Balance check to reach a deity, a PC's ethos is added if the deity has the same or similar alignment, if they are opposite then the bonus is inverted.

On a critical failure, the deity not only doesn't help but also becomes angry at the prayer and either outright attacks them through a **medium**, curses them with a **bane**, or ignores them until the **Sabbath**.

On a failure, the deity has either ignored the prayer, or the prayer has been lost through the vast static of the cosmos.

On a success, the deity decides to answer by either granting a **boon**, shifting the environment, or by thwarting your enemies with a **bane**.

On a critical success, the deity may send an **aspect** or **avatar** to assist until they are needed elsewhere.

Being careful what you wish for

Deities, Gods, Goddess, and Patrons, can be very difficult to work with and obtuse. This is Less out of malice and more out of misunderstanding. Supreme beings do not think of the world in the same way a lowly mortal creature does: leveling a building, the enemies inside, and all those prisoners you wanted to save is not a problem if they have fulfilled your request of '*killing your enemies*'.

Wording is very important in a prayer, deities don't have the time to carefully review each situation and will more or less just do something at face value with the exception of something that would do them direct harm.

Morality

Terracore is a dramatic game, it's about making hard decisions and riding out the consequences of your actions. Ethos is personally connected to a PC and is shaped by the **Moral Judgements** of their **Alignment**.

PCs should be mindful of their character's belief or Alignment, they can act against it, but it should be a laborious decision to do so. GMs in turn should decide whether to increment or decrement the ethos of PC quite liberally, was this character acting out of malice or thinking selfishly? Or did they do what they thought was right? Did they act virtuously in faith or cynically think about the reward and benefits of their choices?

But the GM should never force the issue to a group of uninterested players. Read your table and be honest to everyone in the game about how you feel about the system and the moral challenges in the game.

A list of Deity's can be found here.



Example Prayers

While each deity has their own wheel house, there are a few universally practiced prayers.

Generate Cover - Target 15

The Zealot summons a chest wall big enough to lay prone behind. From behind the wall, creatures have advantage for dodging Pole and Ranged attacks made against creatures behind cover.

If a critical hit lands against a creature hiding behind cover then the effects of the critical hit are negated and the cover is destroyed.

Pray for Another- Target 15

The Zealot gives a prayer on another's behalf. Thus lifting the creature's spirits and giving the Zealot and all allies advantage on Charm rolls with them until the next Sabbath.

Protect Area - Target 20

The Zealot blesses a room, camp site, or small area from Evil. Until left the area is inaccessible by Undead, Chaotic Beings, or Attacks. All within the area are calmed and unable to come to blows.

Lesser Holy Armor- Target 20

The Zealot gives an ally they can touch holy armor. They gain a +2 to their armor. This armor lasts till the end of the battle.

Imbue Smiting- Target 25

The Zealot places their hand upon a creature and gives them the ability the power of the Gods to smite their enemies. This gives them an Extra 1d12 of Damage per attack. This effect lifts once a battle is over.

Render Tangible - Target 25

The Zealot makes an Incorporeal creature material so that it may be attacked. On the Zealot's will it may be undone.

Turn Foe - Target 25

The Zealot chants prayers and holds a holy symbol towards a creature of an opposing alignment and forces them away, preventing attacks towards them or all creatures nearby.

See the Unseen- Target 25

The Zealot asks for their Deity to look over their surroundings to help them find something, then to the Zealot's vision alone the item is highlighted in a burning halo with footprints showing them the path towards the item and hand prints show necessary actions to uncover it.

Purify Carrion- Target 25

The Zealot places their hands upon a corpse and purifies it of diseases and evil allowing for it to be safely eaten.

Hollow Ground, Sanctify Burial- Target 25

The Zealot buries or cremates the body of an undead or night creature freeing or banishing it from the mundane realm. If the body was improperly disposed of then it is blessed and freed regardless.

Recovery- Target 30

Once per battle, per creature, the Zealot may lay their hands upon a creature and restore some of their Health. The target rolls their hit die, adds their Ethos, and recovers that much.

Greater Holy Armor- Target 30

The Zealot gives an ally they can touch holy armor. They gain a +4 to their armor. This armor lasts till the end of the battle. It may not be given to enemies of the deity.

Induce Catastrophe - Target 30

The Zealot with no other options causes a catastrophe which will most likely kill them and everyone around them in a final act of defiance. This ability will not work unless the zealot is in dire straits.

Hold Enemy, The Transducer - Target 35

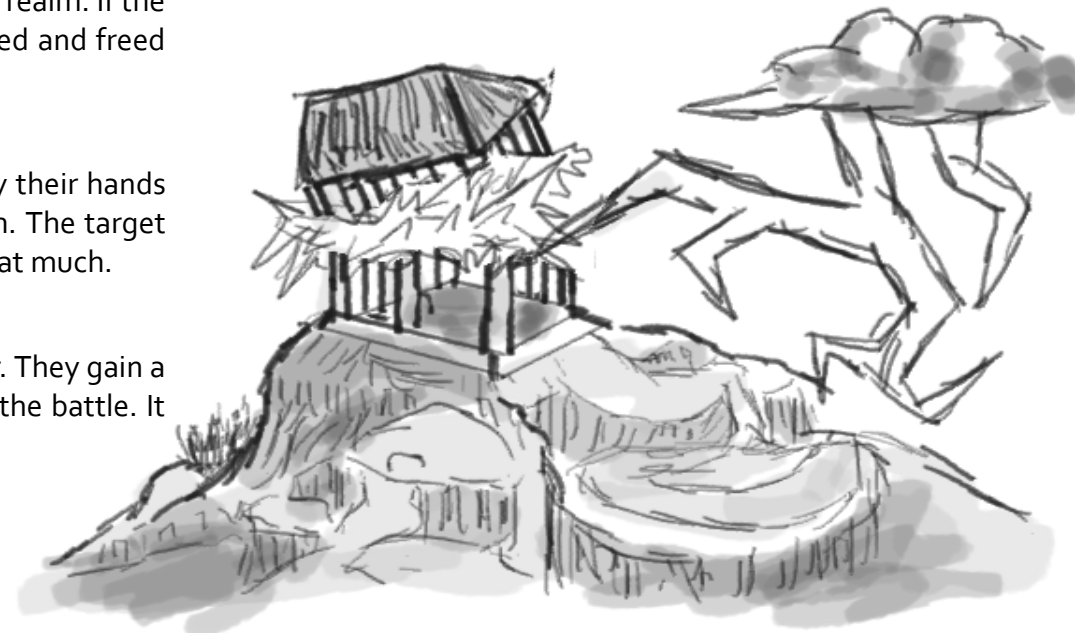
The Zealot throws a hand out towards a creature in sight and locks their feet in place preventing them from moving, targets are unable to move and all attacks against them have advantage.

Butterfingers - Target 40

The Zealot rubs their hands together and throws both towards a creature in sight. The creature critically fails their next action automatically.

Prevent Catastrophe - Target 40

The Zealot cowers in fear in the midst of a catastrophe, their deity sends an avatar to prevent harm from befalling them long enough so they may escape.



The Strength of Gods

Deities are constructs of faith, built and maintained by devotion and belief in them. They are weak without faith and with no believers at all, they cease to exist. As their congregation grows and faith in them increases, so does their **Power Level**.

Shrines, Temples, Churches, Mosques, Ziggurats, Holy Sites, Cathedrals, and all other Sanctums of Faith are the beacons from which a deity can project from. Around these is a **ring of influence (RoI)**, within prayers can be heard by the deity and without they can't. The **RoI** size is affected by the **Deity's Power Level**.

The abilities of a deity, the magnitude of their being, is also affected by their **Power Level**, the greater their level the more they can do for their faithful prayers.

Deities also have **choirs of mediums**, the mediums available to the deity change depending on their power level. More powerful and complex beings are harder to call forth.

Deity's have 4 Power Levels, each increasing in scope, magnitude, and requirements to fulfill. They are, **Saint**, **Guardian**, **Archon**, and **Supreme Being**.

Saint

The first form of a deity, just barely beginning to grow their divine presence. PC's with a +6 Ethos can become Saints.

To attain and keep Sainthood: the deity must keep at least 4 deeply faithful apostles, at least 10 other people must believe recognize their divinity, and they must keep their ethos at a +6.

Saints can either be independent or can serve under a more powerful deity, however, they may not increase their own power level unless they are independent.

- ❖ Saints can change the hearts of those willing to change
- ❖ Affect the mood of creatures in their presence with aura
- ❖ Give +6 to followers during check while in their presence
- ❖ Defy death by appearing as a unreapable spirit in death
- ❖ Other life changing but ultimately personal miracles

Guardian

The second form of a deity, truly now transcending their mortal form and becoming a full deity to their community.

To attain and keep the status of Guardian Deity: one must have at least the majority of a small town believe in them, have a church, shrine, or small sanctum of faith dedicated to them so they have a **RoI (Ring of Influence)** and have their divinity channeled through storytelling. *(oral or scripture)*

- ❖ Guardians can defend their followers from attacks/raids
- ❖ Change the landscape and weather in their **RoI**
- ❖ Contact their followers in dreams and prayers
- ❖ Give boons to their followers within their **RoI**
- ❖ Summon lesser mediums in their **RoI**
- ❖ And other community changing miracles

Archon

The third form of a deity, finally now reaching the powers of creation, these beings are gods in any traditional sense of the word.

To become an Archon, a deity must: Be worshiped by at least the plurality of a large city, channel their power through a cathedral, temple, or otherwise large sanctum of faith, be worshiped by the majority of several small towns around the large city with churches in each, have their divinity channeled and spread through written scripture, and have at least one saint sever under them.

- ❖ Archons can begin constructing a **Realm** or plane of faith.
- ❖ Give enemies within their **RoI** Banes.
- ❖ Summon greater mediums in their **RoI**.
- ❖ Send lesser mediums out of their ring of influence as agents.
- ❖ See all things happening within their ring of influence.
- ❖ And other nationwide, history changing miracles.

Supreme Beings

The fourth and final form of a deity, finally at their limit, a ruler of reality, bender of the cosmos, shaper of fate.

To become a Supreme Being a deity must: Be worshiped by a plurality of a sphere or planet, have a large sanctum of faith as well, and a constructed Realm from which to rule.

- ❖ Supreme Beings can hear across their entire sphere.
- ❖ Conduct the objects in their heavens to their will.
- ❖ Summon all mediums to freely move across their sphere.
- ❖ They can, but mostly won't, grant wishes to their followers.
- ❖ They can begin to probe into other spheres and invade.
- ❖ And other planet shaping, fate changing, miracles.

Movement

This section assumes the use of a **board** with a **square**, **hexagonal**, or **octagonal grid**. If you are playing in the theater of the mind sophisticated movement rules are not needed as they will confuse more than help.

At the beginning of each turn a creature gains an action and movement. **With their movement** they may move from one area to any adjacent.

As an Action, a creature may move again. This is called a **Dash**, and carries no penalty.

As an Action, a creature may move again in a **Bolt**. A Bolt is done with an **Agility Check**, For every 10 points achieved in that roll a creature may move an additional square. 10 and below is 1 tile of movement, 11 to 20 is 2 tiles movement, 21 to 30 is 3 tiles, and so on.

After Bolting, creatures take on the **Slowed Effect**. This takes away their turn's free movement and prevents Bolting again. This effect lasts until recovered from with a successful Endurance Check at the beginning of a player's turn.

Rules Mod : 1-Turn Bolting Recovery

Alternatively, recover from the Slowed Effect can take a single turn for all creatures allowing Bolting every other turn for all creatures without exception.

Effects can modify or prevent movement. Fear and Flame damage sends a creature into a random direction D8 clockwise for squares, D6 clockwise for hexs.

Frost and Thunder Elemental Damage, being grappled, stunning, petrification, can all prevent movement.

Range

There are 3 effective ranges of distance for combat, these are **Personal**, **Nearby**, and **Far**.

Creatures sharing the same tile are in **Personal Range**.

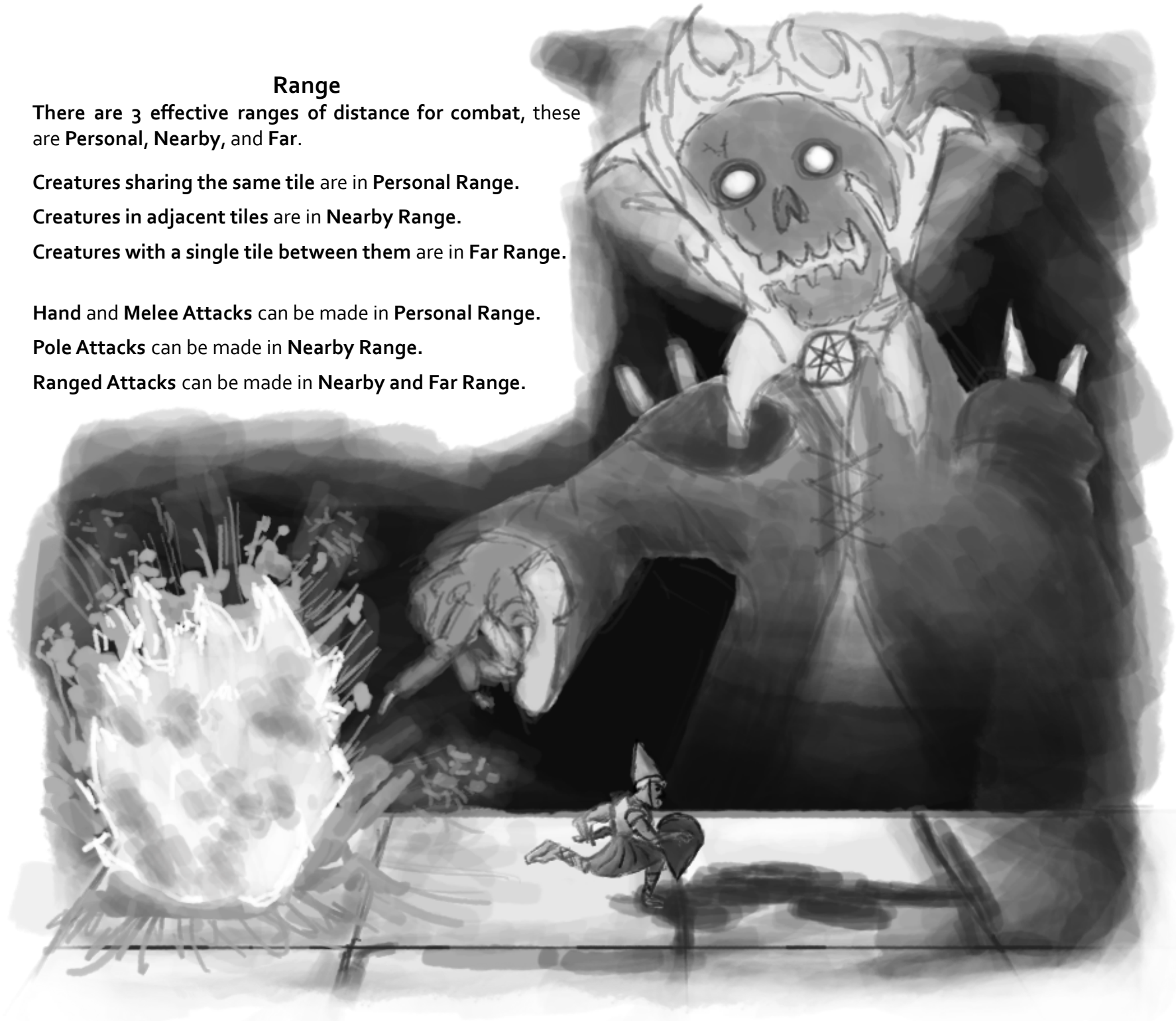
Creatures in adjacent tiles are in **Nearby Range**.

Creatures with a single tile between them are in **Far Range**.

Hand and Melee Attacks can be made in **Personal Range**.

Pole Attacks can be made in **Nearby Range**.

Ranged Attacks can be made in **Nearby and Far Range**.



Dodging Attacks

Enemies on their turn receive a number of **Actions (ACT)** and a movement, with their actions they can perform an **attack** (*with a weapon*) or an **ability** (*innately*), Enemies end their turn by using, or forfeiting, all remaining actions.

When an enemy attacks a PC on their turn the attack must be dodged by the PC. Dodging is an **Agility check**.

The difficulty of The Target is the sum of the rooms Target number plus the enemies **"To-Hit-Bonus"** or **THB**, The Target number may change if the enemy is using an ability, if so the new **THB** will be listed. Abilities that are listed as **automatic** can not be dodged.

PC's get to roll against this Target, adding both their **Agility bonus** and their **armor bonus** to the roll.

On a critical failure, the PC is hit, taking damage, and in addition is severely wounded by the blow, the GM can either decide what happens or roll on a **wound table** depending on the type of damage.

On a Failure, the PC is simply hit, and takes the damage from the attack or ability as stated.

On a Success, the PC dodges the attack and takes no damage.

On a critical Success, the PC dodges and can make a **counter attack** on the enemy if they want.

Group Attacks

When several weak enemies are attacking a single PC a GM could make separate attacks on the PC. However, this would take a longer time and without interesting abilities or effects from an attack it would prove unfruitful.

When several enemies are simply attacking with weapons, add a flat bonus of +1 to the THB of the strongest enemy in the group who will be making the attack.

If the attack is successful add a +1 to damage for each additional attacking enemy.

The effects are easier to track and can make a swarm of otherwise negligible enemies are harder and more dramatically thrilling to fight.

Changing Targets

Enemies can use their actions as they see fit, if they start attacking someone with one action, the next has no obligation to attack them again.

Reaction Abilities

Some enemies can react to actions taken by the PCs, these happen automatically if all the conditions of the ability are met.

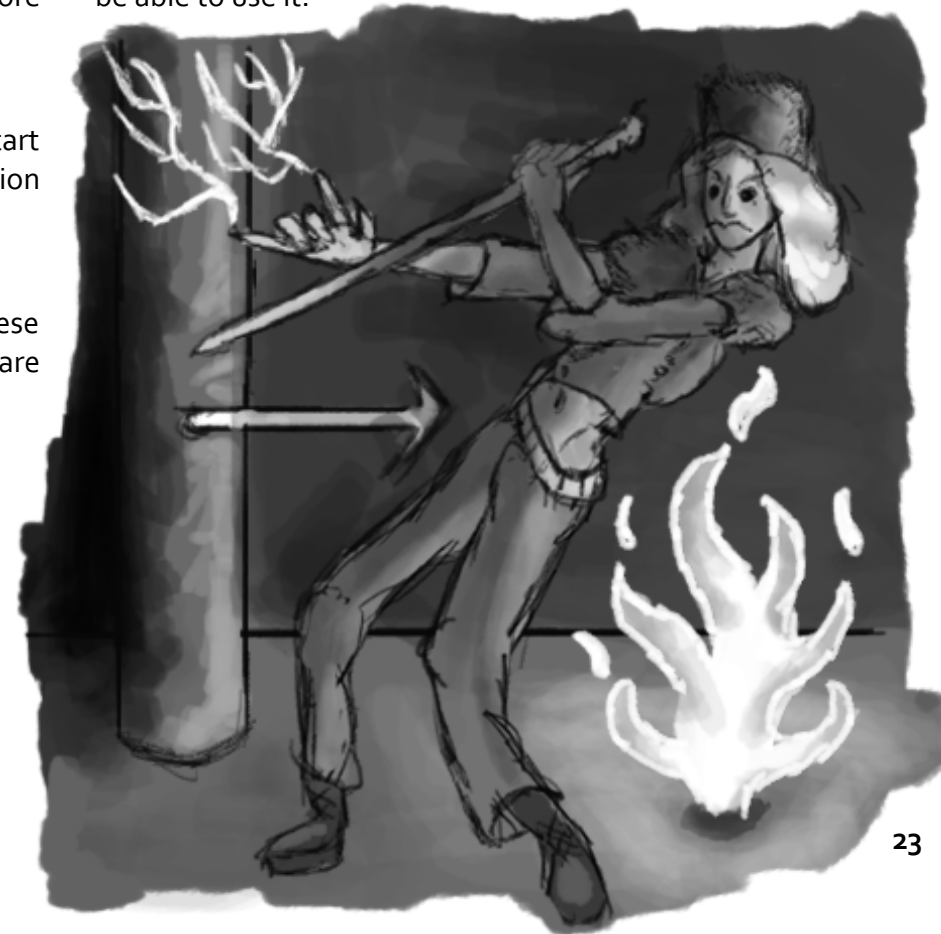
Non-Player Facing Combat

If you would GM roll for the enemies while they attack PCs you could make a roll instead.

The Target for hitting a PC is their Agility score plus their Armor bonus.

The GM adds the **THB** of an enemy to their roll while testing against the PCs.

This is not recommended, as it takes the tension away from the Players and makes the GM roll yet even more dice. However, if this is the style a GM and Players are more comfortable with then there is no reason why they shouldn't be able to use it.



All about Armor

Armor comes in 5 types. Armor, Shields, Cloaks, Helmets, and Jewelry. While Armor, Cloaks, and Helmets occupy an exclusive slot, meaning you can only wear one of each, you may freely carry a shield in each one of your hands. You can wear any combination of Jewelry as long as they don't contradict one another's effects.

Armor

Contrary to popular belief, it does not instantly reduce all mobility of its wearer to that of a molasses trapped snail. Infact, most armor wearers train around the bulk of their suits to ensure mobility and protection.

To every suit of armor there is both a **armor bonus** and a **required Strength** to effectively use it.

Lacking the Strength to use a suit means the wearer takes disadvantage on Agility and Dexterity checks.

There are 4 classifications of Armor.

Type	Light	Medium	Heavy	Power
STR req	5	10	15	20
Armor	+2	+4	+6	+8

Shields

Shields give bonus defense, but require a free hand to hold. In addition to their added bonus to armor, they can absorb the full damage taken in a round any time during the round, losing in turn a point of armor. When the shield's armor reaches 0, the shield breaks. There are 3 types of shields.

Type	Buckler	Heater	Tower
Armor	+1	+2	+4

Cloaks

Cloaks provide no extra armor, instead giving the wearer resistances and special abilities. Cloaks are worn over armor, they have no requirements to wear them but only one can be worn at any given time. Here are some examples.

Leather War Cape

Thick leather cape made from luxurious horse hide, Gives the wearer resistance to Ranged Damage.

Shebian Dazzle Camo War Cape

Thin white cape with geometric black stripe patterns crafted by the Shebian Zorroans. Its striking pattern makes it hard to pin point distance. Gives the wearer advantage to dodge ranged and pole attacks .

Rogues Cloak, Thieves Jacket

Matte black hooded cloak created by the crime families of Dirklaw, built to be perfectly dark and mask sound. In the dark it gives advantage to Stealth. It obscures the identity of the wearer while the hood is up. The material is so dark that a light from within the cloak can not penetrate the fabric at all.

Micean Noble's Cape

Bright and colorful cape with interior and exterior color. Commonly Gold, Silver, Crimson, Claret, Purple, or Azure. The wearer gets advantage on Charm checks.

Anti-Magic Golden Foil Cape

Bright and shimmering gold foil cape, created by Imperial Clergy during the Burning Crusades. Makes the wearer resistant to Magical Damage.

Helmet

Helmets are pieces of armor that absorb incoming damage. All incoming damage will be reduced by the Soak. Soak is always accounted for before resistances and weakness. Only one Helmet can be worn at a time.

Type	Kettle/Point	Spangenhelm	Stechhelm
Soak	1	2	3

Jewelry

Jewelry is magically charged pieces of wearable art that change the wearer's resistances to elemental damage. Each piece gives resistance to an element and weakness to another. If you have Resistance to an element you are also immune to its elemental effects. Attempting to wear two conflicting pieces of jewelry causes both to fly off your body at once.

Gem	Metal	Resistance	Weakness
Fiery Ruby	Warm Brass	Flame	Frost
Cool Sapphire	Sterling Silver	Frost	Flame
Free Amethyst	Shining Nickel	Wind	Thunder
Dazzled Topaz	Black Iron	Thunder	Wind
Lurid Peridot	Patina Copper	Acid	Earth
Gold Topaz	Dull Lead	Earth	Acid

Enemy Armor is detailed in Making an Attack, here.



Wounds & Serious Injuries

Any time a PC rolls a critical failure while trying to dodge, or after being dropped to 0 Health by an Attack, they are wounded by the blow laid upon them. This table is a sample of the various injuries that remain after battle.

No.	Mundane Injury	Effect
1	Dazed	Swirling Lights, Lose next turn
2	Bruised	Purple patch of skin, clears soon
3	Scarred	Deep flesh cut, never clears
4	Cleaved Foot	Hard to walk right, -1 Agility
5	Weakened Heart	Lose belief, -1 Balance
6	Scarred Face	Visibly Uglier, -1 Charm
7	Chopped Finger	One less digit, -1 Dexterity
8	Diminished Lungs	Hard to breath, -1 Endurance
9	Concussed	Babble and Trail Off, -1 Intelligence
10	Atrophied	Strain with effort, -1 Strength
11	Shaken	Haunted by Trauma, +1 Madness
12	Mangled Visage	You're figure is horrible to look upon, half Charm score
13	Shattered Hip	Lose a leg, half Agility score
14	Bisected Shoulder	Lose an arm, half Dexterity score
15	Burst Eardrum	Lose Hearing
16	Lost Eye	Lose an Eye
17	Paralysis	Lose movement below waist
18	Life Ruining	Roll your hit die, lose the result from max health
19	Obliterated Vital	Drop to 0 Health next round.
20	Extreme Wound	Roll Twice on the Table

For magical damage use this table.

No.	Magical Injury	Effect
1	Cloudy	Stumble foggily, lose next turn
2	Visited	Hallucinate for an hour
3	Runage	Wound is marked with glyphs
4	Iron Bones	Hyper-Density of Marrow, a lot more blood to bleed, -1 Agility
5	Hollowing	Color drain with energy, -1 Balance
6	Festering Boils	Rotting bulbs swell up, -1 Charm
7	Touch Stumps	Useless fingers fester, -1 Dexterity
8	Dome-Disease	Hair starts falling out, and a bad cough starts up, -1 Endurance
9	Shovel-Head	Skull contracts, -1 Intelligence
10	Knots	Fibers weave into knots, -1 Strength
11	Fraying Mind	Visions of Horrors flash, +1 Madness
12	Glassy Skin	Flesh like a foggy window, disadvantage in bright/natural light
13	Mouths to Feed	A gnawing, hungry face grows, it needs to eat too, +1 ration to heal
14	Rebel Hand	1 in 6 daily chance a hand fights you
15	Aglow	Shed a shifting lurid hue of light, see and be seen in the dark.
16	New Limbs	Horrid Pain trikes, New Useful Limbs Grow, Armor Doesn't fit
17	Morph	Reel in Horror, mouth agape, morph, Highest and Lowest Stats Swap
18	Black Blood	No Healing, +1 Health Daily
19	Aneurysm	Drop to 0 Health next round.
20	Extreme Wound	Roll Twice on the Table

The Intention of these Tables

Critical Failures have more than a 5% chance of happening at any time, a roll on this list can mean damnation for a character. This is my intention for the game.

The lands of Terra are uniquely horrible in their dangers to mind and body. PC's will find no mercy from damnation here. This table grinds down, chews, gnaws away at the PCs, renders them still human despite their power.

If the tone and setting of a GM's game is unfitting of such harsh punishments even with the recovery and replace options on the next page, then these rules ought to be disregarded or modified to taste.

Modification - Lightening the Tax

After a roll on the table PC's may either take the rolled result or choose another by reasoning why that was the result, if the GM decides it's acceptable then it may become the result instead.

Modification - Reducing the Odds

After a critical failure or reaching 0 health a PC can either accept a wound or make a roll a d6 to see if they become wounded. On a result of 3 or below (50%) or simply 1 (~17%) (GM's choice) they roll a D20 on the appropriate table.

Modification - Stat Statis

Wounds can become purely aesthetic if statistical punishments are too harsh for the table. Rulings for each wound and their exact effects are discussed and agreed upon so both the GM and Players can enjoy the brutality of the table without weakening their character.

Recovery, Replacement, & Limbs
Since man has been able to create they've built replacements for the damaged body, even in their crudest form prosthetics can bring function back to what has been taken.

Prosthetics can not raise an ability score past its original point. Allowing such would incentivise unhealthy and unneeded limb removal.

At Best allow a prosthetic to be as good as the original limb with an equal amount of new benefits and drawbacks.

Prosthetics are made by specialists, typically, and as such can be customly tailored and fit to a character, this is not a cheap process and often means that replacements are a luxury.

Examples of Hand-Made Prosthetics

Type	Notes
Hook	Cheap & Simple, Portable Weapon
Claw	Pricey & Complex, Grab & Hold, Modifiable
Fist	Priceless & Byzantine, Fingers & Thumb, Fine Control, Modifiable
Peg	Cheap & Simple, Stabilizing, Wobbly
Jointed Leg	Pricey & Byzantine, Bending Joints, Stable
Glass Eye	Pricey & Simple, Non-Functioning, Pure Aesthetic, Interesting to Look At
Wooden Mask	Cheap & Simple, Crude, Rotting
Metal Mask	Pricey & Complex, Hides Flesh, Carved
Porcelain Mask	Priceless & Byzantine, Multi-part, Covers Flesh, Moving, Beautiful, Painted

Comic Beings love those who covet their Missing Limbs, Drawn to the sounds of cries and phantom pains, almost as soon as they go missing, entities from this sphere and beyond want to give those without what they do not have.

In return for a favor or conversion most beings are willing to give the wounded fantastic new limbs, organic new body parts that simply join to the flesh like new.

Whose Selling? *What do they want? Is what they offer worth it? What are the trade offs for this deal?*

Examples of Arcane & Divine Prosthetics

Type	Notes
Restoration	Nothing Fancy, As Good as Old!
Intelligent	Apart but Merged, Personality Filled
Abyssal Growth	Black & Oily, Glowing Eyes, Gnawing Mouths, Ceaseless Hunger, Morphing Flesh
Thorn Whip	Verdant, Flowering, Blooms & Wilts on cue, Thorny, Thirsty & Sun-longing.
Fist of Fury	Detachable, Self-Propelling, Remote Telepathic Guidance, Fire Beams, High Maintenance, Rapid Overheating
Action Springs	Fall Resistant, High Speed, Bounding Leaps, Rapid Overheating, Turn to Cool

Actively Growing Limbs start their corruption at 5% or (1/20), each day they attempt to advance, if they beat The Target number or rate of corruption then it rises by a point. Spreading rapidly at first but slowing down as it advances across the form of their host until they become immutable and complete.

Prices are not given for the above as it is commissioned.

Recovery of Conditions
While some diseases can be slept off others morph and twist the body entirely and cause permanent debilitating effects.

How can these be cured? With divine intervention brought down by a supremely talent medium (such as the **Circle of Siloam** casted by a **Powerful Cleric**), through a pact with a cosmic being, or by the miraculous powers of a far-out and rumor shrouded place such a hot-water, aliment- curing, rewind spring.

Whatever it is, it shouldn't be cheap.

Making Interesting Custom Items
Setting and Tone vary wildly from table to table, I have attempted to give merely a taste of a system for you, the GM, to build upon for your group of PC's.

The Key to Interesting Choices is Difficulty, the perfect path would be always taken, nothing interesting or dramatic in that. While the illness is bad the medicine should be arguably better and worse.

For each benefit add an equal and opposite cost. For every perk add the potential of risk. To each choice and debate to be wagered at your table between a flummoxed party for minutes on end.

Feel Free to make Spectacular Powers at a grave Cost. Always try to lure PC's in with something to covet and put in front of them a nearly deal breaking hurdle.



Effects

Inflicted upon PCs, NPCs, and Enemies alike, **Effects** change the status and properties of creatures who gain them.

Effects can be Positive, Negative, or a mix of Both. The most important aspect of an effect is that they change an encounter in an interesting way. What does the effect do? What does it change? Is this felt in game?

Effects have causes, something that makes them happen, prayers, spells, items, abilities, locations, the environment. What causes an effect?

Effects have flavor to them, a bit of stylistic effect that makes them stand out in a way from other effects. What does an effect look like? How does it feel, smell, taste, look, sound like? Is it even visible, or is it subtle?

Effects have stages, different points and levels of severity or progress that affect what an effect does. What is the first stage of an effect? How does it evolve? What does its most severe form look like?

Effects have resolutions, maybe in time, with a successful roll, or even specific cure, at some point the effect lifts. What ends the effect? But who can be certain? Maybe it doesn't lift. Maybe the effects are an arrow, one way, terminating when the change stops. If so, How long until termination?

Effects are Modular, I could never list all of them, so as the GM and Players you will have to create your own (and are encouraged to do so) to fit your own game and the expectations of your table.



General Effect Examples

Stunned : Targets lose their next turn. Recover their next turn. After recovery creatures can't be stunned again until their next turn.

Prone : Targets are knocked down, lose movement on their turn, act with disadvantage. Recover by spending their turn's action to get up. Prone creatures have disadvantage to defend.

Held : Targets are locked in place, can't move or act. Recover by an Agility, Dexterity, or Strength Check. (GM's choice) Held creatures have disadvantage to defend.

Disarmed : Target loses an arm, halves Dexterity score, can't perform tasks that require both arms. (One-handed only)

Armless : Target has no arms, Dexterity score is now zero, can't perform tasks that require arms.

Delegged : Target loses a leg, halves Agility score, can't move with support. (Canes, Wheel Chair, another person)

Crippled : Target loses the ability to move, Agility score is now 0, crawling is only movement, can't stand without support, leaves Target as prone.

Blinded : Target loses eyesight, disadvantage to actions requiring sight. (same as closing eyes, darkness, invisibility)

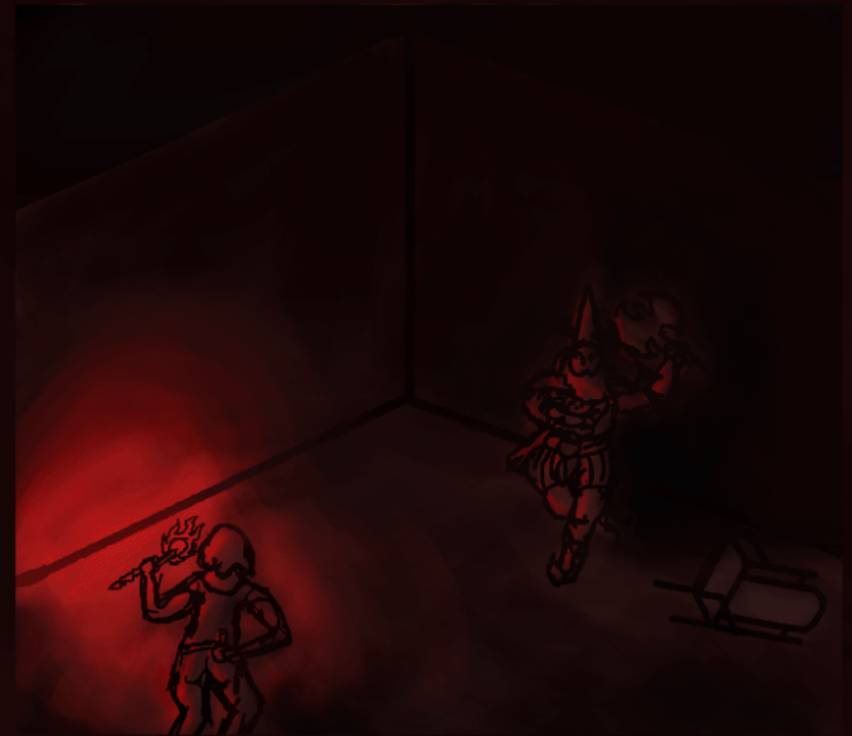
Frightened : Target is horrified, can only dash on their turn. Recover by passing an Intelligence Check on their turn.

Hallucinating : Target can't tell what's happening, acts randomly. Recover by passing an Intelligence check.

Poisoned/Sick : Target's hit die shrinks to the next smallest die. They have disadvantage to all Endurance Checks..

Hastened : Target gets 2 actions on their next turn.

Slowed : Target loses their movement on their turn.



Elemental Damage Effects

Elemental Damage Effects are directly tied to the different types of Elemental Damage. If a weapon does Elemental Damage, resort to this unless rules are otherwise stated.

Magic Flames Attack

Cosmetic : Searing hot, the attack burns the flesh of the target. Skin peels and turns pink under the heat, their body is covered by sweat and their wounds steams.

Solid-Hits : Targets to catch on fire. Their body is covered in second degree burns, and they drop what they're holding as they run in a random direction (as decided with a 8 sided die, clockwise from north) each turn until they put it out.

Critical-Hits : Target to let out a horrid screech as they're body is covered in third degree burns, they're eyes melting, flesh flaying, the target collapses and is reduced to ashes, and charred black bones.

Magic Frost Attack

Cosmetic : Bone chilling cold takes the target, hoar frost moves from the wound out in webbing sheets. Fingers, toes, ears and the nose begin to blacken and flesh goes pale.

Solid-Hits : Targets to become overtaken by the icy cold. Their heart slows, eyes go dim, finally they are Slowed.

Critical-Hits : Targets to gasp as the shudder, an increasingly thick layer of ice spreads over their body from the wound and frost consumes as they are turned into an ice statue and are instantly killed.

Magic Acid Attack

Cosmetic : Searing agony melts the flesh of the target. Mundane clothes, light armor, and organics begin to melt, eyes water, and remaining flesh turns red.

Solid-Hits : Targets to lose their equipped non-magical clothes and perishable goods (excluding armor) and one piece of equipment (weapons, tools, armor), if they have no more, horrid clinging agony destroys their body, the target takes a wound.

Critical-Hits : Targets let out a gut wrenching yawp as they are melted down in their entirety, becoming reduced to slush like acidic pulp.

Magic Earth Attack

Cosmetic : Dust conjures in a twirling rage around the target, clinging to their skin splotches of earth, sand, and clay congeal and force the target into a wheezing gasp.

Solid-Hits : The coating becomes a thick fossilization, of building mud dappling that locks the creature in place. The affected are immobilized and have disadvantage to act until they break free, their difficulty is the roll to cast.

Critical-Hits : The Target is instantly fossilized as a life-like statue, their body is hardened and compressed into carbon sludge trapped in a casket of dirt.

Magic Thunder Attack

Cosmetic : The air becomes energized with an essence of electric power, the target's hair stands up and a thunder clap echos in the distance crashing with them for a moment.

Solid-Hits : A great arching beam dances across the air and strikes the target, sending them into a blinding twitching, quivering fit of mouth foaming insanity. They are stunned and unable to act on their next turn.

Critical-Hits : The Target is illuminated by a glowing blast of energy, their bones x-ray display flash in strobing abstract bending light show display. Their organs are cooked inside out and their corpse drops like a fried brick, hair white and standing upright. Their figure smokes.

Magic Wind Attack

Cosmetic : Howling forces tears at the target, and they are forced back away from the dealer to damage a space.

Solid-Hits : Skin rips, eyes dry, and a great screech of wind blasts the body and sends it tumbling backwards away from the dealer of damage two spaces, also knocking them prone.

Critical-Hits : The Target is blasted back

Stealth & Sneaking

Stealth is a vital part of Terracore. It is assumed that most fights are not Balanced. The world is an often capricious and dangerous place where blindly stumbling into the next room could have you in multiple pieces spread across it in 18 seconds or less. *Being careful and sneaky is a state of mind.*

Player Characters and Non-Player Characters have two vital scores that go into detection and stealth.

Intelligence : is used in Detection and Searching Checks. On a successful roll against a Stealth roll the seeking Creature, or **Seeker** for short, notices the Sneaker.

Dexterity : is used in hiding and Stealth Checks. On a successful roll against a detection roll the hiding creature, **Sneaker** for short, alludes the Seeker.

The Elements of Stealth and Detection

There are five different senses that play into effectively hiding or detecting creatures. Their use is vital to both roles.

Sight - Darkness, Water, Clouds, and Obstacles block it. Light, Color, Shimmers, and Vibrance draws it.

Sound - Obstacles, Openness, Carpet, and Rough block it. Enclosed space, Smooth and Thin surfaces carry it.

Smell - Water, Cleanliness, and Other Odors mask it. Distinction, Filthiness, and Isolation leave it behind.

Touch - Distance, Stillness, and Subtlety lessen it. Proximity, Movement, and Magnitude project it.

Spirit - Magically detected, Enchanted Items draw it, spells brilliant do so, and only mundanity can hide it.

Passive Stealth and Detection

PCs use their Dexterity and Intelligence score as passive Stealth and Detection numbers.

If a PC is making a fair attempt at stealth, I.E players aren't taking obvious attention drawing actions such as waving around a light or making noise, then they may simply use their passive stealth score against a room's Target number to sneak through it.

If a PC's passive stealth does not meet or exceed The Target, then they must make a **Stealth Check** using their Dexterity bonus against The Target.

And if the PCs find themselves proceeding slowly with caution and awareness, looking for traps or details of note, then they may use their passive Detection against The Target of a room or a hiding creature.

If a PC's passive detection does not meet or exceed The Target, they do not get to automatically roll a **Detection Check** against The Target. *(They ought not to know they have even failed to notice something in the first place.)*

However, if a PC uses their action to attempt detection, they may make an Intelligence roll in a Detection Check.

When to use Detection

Obvious things need no detection, that is why they are obvious. However, hidden things shouldn't always be found through a detection check. A check presents failure, a chance that something is missed.

In an investigation, when the plot of the evening depends on a character finding a clue there should be **ABSOLUTELY NO CHANCE** that the **PLOT VITAL CLUE** can be missed if the area it's in is searched.

The secret fireplace brick button that opens the chute hidden in a blocked off chimney will be found when the fireplace is searched.

The globe that opens up to reveal a hidden mixing set and its secret poison powder shaker are revealed when the globe is searched.

The tracks of men dragging a corpse are found when the path to the forest out of the garden is searched.

*Puzzles are only fun if you have all the pieces. **Don't Hide them.***



Running Away & Chases

When stealth fails, running away may be the only choice. This goes for both players and enemies, many enemies simply will flee instead of suicidally fighting, allowing PCs to give chase.

Those who flee are Runners. They try to hide from, confuse, block, or exhaust the Chaser.

Those that follow are Chasers. They try to corner, trap, catch, or exhaust the Runner.

Both sides take turns in an attempt to thwart the other.

At the end of both rounds, each side checks for **Exhaustion**, rolling an **Endurance check** against an everising Target that gets higher with each passing round. Failure means that the side stops to catch their breath and can't continue until recovery.

Between Runners are Chasers is Distance, an abstract unit measuring how far someone is away from you.

At 1 point of distance, both are within arms distance.

At 2 points of distance, both are feet apart.

At 3 points, the Chaser can still see the Runner.

At 4 points, the Chaser now cannot see the Runner.

At 5 points, the Chaser and the Runner completely separated.

Handling Speed

This System Assumes Runners and Chasers are roughly the same speed. However, speed isn't everything, being more maneuverable and having sharper wits lead to victory despite the disparity.

Unless the set-up is hopeless a chase can be run allowing for narrow escape or capture.

Runners Keeping Distance

Runners on their turn can **Sprint Forward** on a successful **Agility Check** to gain a point of distance from their Chaser.

They can **Pray for Guidance** to find the best path on a successful **Balance Check** to find a more advantageous path.

Runners can attempt to **Bargain** with their chaser on a successful **Charm Check** perhaps, calming them.

Runners can **Disrupt** the path of their chaser on a successful **Dexterity Check**, throwing things in their way and attempting to force them to trip.

Runners can **Weasel Away** from their chaser on a successful **Dexterity Check** by taking a path that the chaser can't.

Runners can **Pace Themselves**, keeping the same difficulty on the **Exhaustion Check** while their foe's check still rises.

Runners can **Scan the Area**, on a successful **Intelligence Check** looking for a hiding spot or a useful point of the room.

And to conclude the examples, Runners can also **Block the Way** on a successful **Strength Check** by leveraging something heavy into the path of the Chaser to delay them.

On a Critical Failure of any check, Runners fall down, instantly losing a point of distance as their Chaser gains.

Runners can also drop items, rations, or coins, in an attempt to appease a Chaser who is looking for something, food, or just treasure.

Chasers Keep Chase

Chasers on their turn must respond firstly to anything done by the Runner, dodging stumbling blocks, changing route, getting lost from sight. Failure means they stumble and a point of distance is gained.

Chasers can **Close the Gap** with a successful **Agility Check** to take a point of distance away.

They can **Wish for Luck** with a successful **Balance Check** causing a random roadblock to befall the Runner.

Chasers can attempt to **Bargain** with the Runner on a successful **Charm Check** perhaps causing surrender.

Chasers can **Snatch** at the Runner on a successful **Dexterity Check** while within one point of distance, capturing the Runner and ending the chase just by the edge of the grasp.

Chasers can **Pace Themselves**, keeping the same difficulty on the **Exhaustion Check** while their foe's check still rises.

Chasers can **Scan the Area**, on a successful **Intelligence Check** looking for a shortcut or a useful point of the room.

And lastly. Chasers can **Unblock the Way** if the need arises on a successful **Strength Check** getting back to the chase.

All the while, Chasers may simply stop the chase and accept whatever the Runner Drops as suitable enough for the effort of the run.

Inventory, Capacity, and Load

Much like stealth, inventory management is a key part of planning ahead. Having the right tools and equipment for the right time can literally mean the difference between life and death.

PCs can carry an amount of **Load**, Load being the abstract measure of size, weight, and bulk an item takes up.

PCs get a max load equal to their Strength score. Under no circumstances, may a character move and carry more load then their max.

A weapon, sets of clothes, rations, 50 coins of any kind, waterskins, torches, bundles of rope, iron spikes, magic items, paintings, artifacts, the heads of your enemies, cages full of songbirds, and so much more counts as 1 load.

Almost nothing is more than 1 load.

While PCs can't pack these heavy items, they can be packed upon **Mounts** and **Vehicles**.



Increasing Max Load

However PCs have a number of creative methods, with great costs, that can increase their maximum load and

Backpacks, Knapsacks, & Duffle Bags - Are wearable articles that increase the maximum load of PC's using it. Despite their high costs and fragile constitution.

Hired Hands, Slaves, Retainers, & Followers - Not wearable yet equally helpful. These are paid, but sometimes not, creatures who expect to get something out of walking behind you. They'll hold lights, supplies, and even treasure (*if you can trust them with it*) as long as they get "Basic Human Respect" and aren't in "Obvious Danger" *whatever that means*.

Beasts of Burden - Tamed Animals, in the lands of Terra there are no riding animals as Horses are eaten, though the blood memory of their benefit to man remains. Perhaps Horses will one day return to their former glory, but for now they merely carry loads and no riders.

However, Horses are not the only mount of choice, most of them are unintelligent and non-verbal creatures that handle the stress of battle poorly. Keep them fed and calm and you'll get a ride and some storage out of it.

Wagons, Carts, & Vehicles - working in tandem with the previous section, these are moveable vaults of storage that can hook up to mounts (*or rails and an engine if you want to get fancy*) and follow along as they are driven. Despite their great use they are very expensive and require a lot of skill to maintain and build.

Storage Devices

Are tools used to carry more for less. Barrels, Kegs, Casks, Tubs, Chests, Creates, Rolls are all storage devices.

Storage Devices don't weigh any load on a creature, however, they do take both arms to carry.

As a Free-Action, a held storage device can be dropped (at risk to whatever is inside) and a creature can defend themselves with their weapon, drawing it out with their freed hands.

Storage devices are clunky, but very useful. You can fill them with a type of item (rations, drink, treasure, supplies, etc) and best of all you can put them onto a Mount or Vehicle.

When resting on the back of a ride or in the bed of a wagon they count as 1 load in its inventory and can be shipped around within the vehicle in question.



Equipment and Items

One of the cornerstones in the tool belt of any character in Terracore is equipment. Spells can do anything the wicked Universe can conjure, Prayers anything a god can dream, but the creative mind can do it just as good and a lot safer than the alternative.

Ropes, Bombs, Lamp Oil, it's yours my friend. As long as you have enough silver.

Most equipment can be bought, and a lot of it can be found in the world. Equipment can be handled and used like a weapon using the same rules.

Improvised Weapons

I said equipment has similar rules to weapons more as a comparison of game mechanics, however they can literally be used as weapons in some instances, even if not explicitly stated.

Rope makes nooses, Frying pans crack eggs and heads, Stakes get driven. Thinking outside of the box can open a lot of doors.

As a GM, if a player wants to make their PC use an unconventional weapon against a Target, let them. Equipment has no attack or damage bonus, and breaks on a critical failure. It fits into one of the 4 weapon groups, and does about as much damage as you can reasonably expect it to.

The Rule of Cool

Players who have an interesting, cool, or just crazy enough plan to make something work will find that it does. GMs have the right to disregard any half-baked or disruptive ideas but are strongly encouraged to be open to new ideas.

Storing Equipment

Equipment and Items take up an entire inventory slot, or one load, unless otherwise stated. Inventory not stacking is KEY for making preparation a challenge. Afterall, If I can hold a stack of almost a hundred steaks in my pocket like I can hold a cell phone I will naught one moment of hunger.

Things that do stack

However, when necessary, certain things do stack: specialized ammunition that you make a point to keep track of (*by necessity this shouldn't be big enough to take two slots*),

coinage, 50 of any kind with itself. I tremble in fear of a stack of 50 coins, each a different kind, taking one slot.

Units of fluid within waterskins and other containers, you can fill a container with as many uses of a fluid as it can hold.

However, in many cases, you can generalize a big stack or pile of lots of little things as a single item that takes a single load. (*Does anyone need to track all 1,238 marbles in a bag you're gonna dump to make someone slip?*)

Ultimately, like everything in this game, it's the GM's call and different choices are gonna work better for different games.

Things that Weigh Nothing

Certain items should never be accounted for in the inventories of characters. Trinkets and Cosmetic Items such as a bottle of glow in the dark nail polish or an unlucky cat's foot are merely cosmetic, and have little use to anyone. Clothing however is useful as it allows fine folks to get along in decent society with some grace.

Small but useful items also shouldn't count. The ring of power or key of doors are hardly bigger than the palm of a hand and would be too small to fairly count as a load.

Like in all things, the GM has final say, but players should be able to argue that a sufficiently small item is too small to be counted as a load.

Alternative Rule : Abstract Supplies

For games that have less of a focus on resource management, one more thing can be purchased from a store in addition to any equipment. **'Supplies'** are a general item that can duplicate any other piece of equipment (GM's Discretion) currently in a PCs inventory.

Need extra rope? Bombs? Lamp Oil? It's yours my friend as long as you have enough Supply.

Alternative Rule : Supply Die

Another method for fast fun supplies, tie the supply of an item to a die in the dice chain. Food, Medicine, Munitions, and More can be tied to a die.

After their use roll the die, on a 1 or 2 the die goes down in size. From D12, to 10, 8, 6, and finally 4 down. When a 1 comes up on a D4, the supply is exhausted.

Modify the rules to taste, for tense supply management.



Madness and Insanity

An optional rule to the game, Madness is a point based score of the collected trauma of Adventuring. A tax on the mind that reduces even the fiercest warriors into rambling old men in their death throes.

PC's start with 0 points of Madness, a sign of their inexperience on the job and cleanliness of mind.

When they reach 3 points of Madness they develop a **coping mechanism** which will be the only way for them to relieve themselves of their madness moving forward.

When they reach 6 points of Madness they develop a **minor insanity**, a quirk of personality, a twist of character that makes them foreign to others and unrelatable.

When they reach 9 points of Madness they develop a **major insanity**, a horrible and repelling part of their shattered id that sends them adrift from all others as they hang onto the frayed tattered edge of their mind.

When they reach 10 points of Madness they finally lose themselves and go completely Insane, becoming a feral wreck of a man twisted and cursed by their unattended mind. Their character is handed to the GM and becomes a NPC.

Thresholds can only be met and rolled on once, however each is incurable. After recovery do-not roll for each again.

Gaining Madness

Insanity Checks are made adding Intelligence:

On a Critical Failure The horror overwhelms the PC and 2 points of madness are added.

On a Failure The PC coils back in fright at the source as the truth settles in and 1 point of madness is added.

On a Success The PC rationalizes what they see and shakes off the truth. nothing happens.

On a Critical Success the PC becomes **Resolute** and automatically passes all following madness checks until their next rest.

Insanity Checks are made when a PC: First encounters a horrifying monster, sees a friend die, sees a stranger get mutilated, eats the flesh of their own kind knowingly, are plunged into complete darkness, hears the whispers of some alien thing, learn some awful truth, or any other mind breaking experience.

However, sometimes the checks are automatic failures from revelations to abominable to handle with Intelligence. GMs ought to use this for the really horrifying moments and sparingly.

Lowering Madness

When a PC wishes to lower their madness they may seek out some relief in a cure. Each evening, regardless of what form the cure takes, it will cost **2d6 * 10 Silver** for that evening.

If the PC has the funds to participate in whatever activity they (or their coping mechanism) choose, they roll an unmodified D20 to determine the success of the cure.

On a critical failure, the money is wasted and the PC is unable to shake the horrors which grip them.

On anything but a 1, the cure works, and the PC feels at peace with themselves. Relaxing and letting the trauma go from their mind. They lose 1 point of madness.

On a 20, the cure works amazingly well! The PC comes to terms with their inner self in a deeply satisfying moment of therapeutic release. They lose 2 points of madness.

If a PC has a coping mechanism, they may only seek release in that form, any other method not quite hitting the spot and curing their fix.

If a PC lowers their madness past a threshold of Insanity they are not cured of the insanity they received. However, if they pass it again, they will not receive a second insanity of that tier.

Examples of Insanities

Coping Mechanism, gained at 3 points of madness. Roll 1d12 for Bad ones, 1d8 for ‘Good’ Ones, and a D20 for a wildcard.

No.	Coping Mechanism	Description
1	Moonsnow	Smoked from pipes, Pale Cracked Skin, Glassy Eyes, Baldness
2	Skunkweed	Smoked in rolls, Pink Eyes
3	Tobacco	Smoked from a pipe, Bad Cough
4	Potion Testing	Drink random alchemy tests, Horrid Body Burns, Bulging Eyes
5	Mortification	Whip yourself, leaving wounds
6	Fight Club	Meet with other, Nearly Die
7	Bloodletting	Hurt yourself to feel, cuts all over
8	Gambling	Roll the Dice, Get thrown out
9	Alcoholism	Drown your sorrows, Clumsy
10	Whoring	Spend Time others, Itchy Groin
11	Gluttony	Eat Rich Foods till you Vomit
12	Occultism	Hang out with weirdos in clubs
13	Hospitalization	Pay Strangers in fancy coats to give an attempt at fixing you.
14	Curation	Collect Art/Literature, Cultured
15	Self Expression	Pick up an craft, slowly get good
16	Charity	Make a difference, Donate
17	Higher Learning	Esoteric and worthless Education
18	Exulting Prayer	Shout and Scream in Worship
19	Fitness Training	Lift Heavy Things to feel Good
20	Meditation	Find Peace Within Yourself

Minor Insanity, gained at 6 points of madness. Roll a d20 or Pick a Problem that a PC Developes. *(With GMs Approval)* Each Insanity has gameplay and narrative effects that make a character harder to play.

No.	Minor Insanity	Description
1	Bare Skin	Clothing burns, You Must be Free!
2	Primal Diet	You can only eat raw beast flesh.
3	Scriptophobia	You’re afraid of script, no reading
4	Flesh is Forever	Begin Tattooing Notes on Skin
5	Volume Control	You only Shout or Mumble
6	Nyctophobia	You need light, any dark is terror
7	Heliophobia	You need darkness, light is pain
8	Mask Syndrome	Wear a mask, take a new name
9	Trophy Hunter	Keep & Wear a Trophy from Foes
10	Other Syndrome	Speak & Think in 3rd Person
11	Standing Sleeper	Sleep upright and wander
12	Paper Hands	Give away all coin you can
13	New Faith	Begin a new religion, New rules, New start, Reset Ethos
14	Obsessive Love	Obsess over another, vow your life
15	Dark Arts	Begin making dark, abstract art
16	Black Tongue	Speak only in lies
17	White Tongue	Scream any time you lie
18	Fair is Foul	Swap Personal Hates & Loves
19	Dimorphism	Reflections are a lie, kill them!
20	New Friend	You realize some item is alive, it becomes your new friend forever!

Major Insanity, gained at 9 points of madness. Roll a d20 or pick a Problem that emerges in the fraying mind of a PC. *(With GMs Approval)*

No.	Major Insanity	Description
1	Sorrow	Souls you’ve damned haunt silently staring, judging, Always
2	Shadows	Shadows talk & call you nightly
3	Degeneration	Crawl and snarl like a beast
4	Bleek	Death looms over you, celebrate it
5	Bottled	Refuse all communication.
6	Detached	Faces blur, you can’t tell people apart, Target randomly when acting
7	Shaken	Sob & Shake, can’t hold a thing
8	Voices	Voices drown out all sound
9	Paranoid	they hide things, force a confession
10	Called	Master calls from the depths, devote your life to freeing them
11	Hallucinating	Vision is twisted by horrors
12	Hunted	Unkillable Inexorable prism beings hunt you, death comes at a touch
13	Hungering	Eat those you slay, your new diet
14	Famined	Refuse to eat, must be forced
15	Swarmed	Things pluck & gouge your flesh
16	Laughing	Constantly howl in mad laughter
17	Sway	Throw your body in a frenzied dance
18	Enscribe	Cover your skin with esoteric symbols
19	Insight	Understand the truth, fail to explain
20	Possessed	New spell emerged in your head

Treasure

In Terracore, the collection and successful extraction of Treasures is one of the many forms of progressing in the game. It's a source of income and is a part of the world.

Coins are Universal, you can use them anywhere in the world because almost everyone agrees that coins can be traded for other things. However on their own they have little value, what could a disc of metal really do for a man?

Coins can be held in an inventory in stacks of 50 per load.

Artwork is Dense in its value. The cost of a beautiful thing exceeds its own weight in gold. The only issue is transporting such a thing, many relics are outright fragile.

Artwork typically weighs 1 load but takes both hands to carry, with some exceptions they'll be smaller pieces that will fit into bags and inventories.

Who makes the Artwork? Where does it come from? What is it made of? What does it represent if anything? What challenges come from transporting and selling it? What was its function if it had one?

As the GM, you'll be answering these questions for each piece of treasure you create and populate your world with.

Pull from real life and insert interesting treasures wherever you can.

Rolling your Own Artwork

First is the form it takes and its challenge, roll 2d6 or choose.

No.	Form	Challenge
2	Brilliant Mineral	Perverse, tests madness to look at
3	Tiled Mural	High Maintenance, give daily care
4	Decorative Weapon	Bulky, Needs two to lift it
5	Stone Sculpture	Flammable, a spark could ruin it
6	Nice Everyday Item	Heavy, Only the strong could lift
7	Canvas Painting	Very Fragile, Don't Drop it!
8	Woven Tapestry	Light, Easily Falls Over
9	Ornate Clothing	Lewd/Crass, Very hard to sell off
10	Ancient Text	Light Sensitive, must be covered
11	Fine Crockery	Filthy, This could get you sick
12	Furniture	Problematic - Roll Twice

Then it's style, focus, and theme, 3 rolls of 1d10 or choose.

No.	Style	Focus	Theme
1	Archaic/Primal	Landscape	Victory
2	Simple/Ugly	Battle	Defeat
3	Rich/Beautiful	Historic Event	Remembrance
4	Naturalistic	Distinct Animal	Horror
5	Macabre	Living Monster	Tradition
6	Heroic	Important Leader	Rebellion
7	Minimalist	Beautiful Lover	Power
8	Over the Top	Wiseman	Liberty
9	Surrealist	Religious Scene	Authenticity
10	Abstract	Still Life	Study of Forms

Examples of Artworks

Manuscripts of Agony - *Human Leather Book made with Blood Ink on Flayed Flesh* - Made by Anitta the Brutal - This text details a number of torture methods used by the writer, the first of which being a human book binding.

Reading this tome forces Madness Checks, but will teach effective and non-lethal torture methods when finished.

Ram Tapestry - *Dyed hemp fibers woven by loom* - Creator Unknown - This abstract tapestry depicts a Borean Ram crushing an Imperial Soldier to death, the writing asks if the view is brave enough to live free.

Portrait of Bacchic the Ugly - *Dyed Wax on Parchment Scrolls* - By Mona student of Bacchic - One of the greatest painters of all time also happens to be very ugly, this painting is hard to look at but is otherwise very good technically.

The Jellyfish Fable - *Experimental Anti-Story Literature* - Written by Hector of Doro - Confusing but Brilliant this short story is told by an unreliable narrator and ends abruptly when the protagonist is arrested and hanged for loitering outside of his home. This story has nothing to do with Jellyfish.

The Death of Saint Avalon - *Life Sized Jasper Statue* - Creator Unknown - This sculpture depicts the death of Saint Avalon, a founding member of the church of Wren. His body is lifted and impaled through the stomach at hands of a monstrous barbed creature.

Advancement and Progression

In Terracore, advancement comes in both **Narrative** and in **Mechanical** forms, these intertwine as it is a storytelling game that uses both to weave its long yarns.

Advancement is purely positive, it's the forward part of progression, becoming stronger and hardened against the terrors that stalk the chaotic world of Terra.

Progression however can be negative, backwards. Characters take on wounds, madness, and the decaying effects of magic. PC's carry burdens of the things that they have done and things done to them through their life.

All Stories have an End and regardless of how it starts it must end differently then it began. The question isn't necessarily where you're going, but how you got there, and everything you had to give up to make the trip.

In this section we cover Advancement and Progress, how characters change during and after a session of play and the different ways to let characters move through story and mechanics.

Working with Players in Storytelling

The art of collaborative storytelling requires teamwork.

The greatest ideas will come from your players, and you will be simply overrun with all of the great moments that will make up the whole of your shared story.

Never plan too far ahead but always know what's around the corner and what drives them forward.

Narrative Progress

When characters begin they are completely fresh, no scars, no wounds, and only a head full of hopes to achieve their goals and fulfill their motivation.

"To clear my name of the crime I didn't commit I must find out who framed me and why!"

The first thing that they encounter is a challenge, friction that halts their **Advancement** and forces them to **Overcome** through some means.

"The judge who tried to hang me is keeping the evidence of the case inside a vault within the guard house. How can I fetch the info without getting myself killed?"

The challenge is met but new **Complications** follow after any success. The path ahead is clear but always difficult.

"After sneaking in I found evidence and I believe I've found who the real suspect is, an assassin on their way out of town. I don't have long to catch them before they disappear for good!"

During play the character changes and with it may shift the focus of their motivation to a bigger or different goal.

"I've caught them, but after stealing her cult's pendant she slipped from my grasp and evaded capture. I now know who framed me but she hardly worked alone. Who is this cult and what do they want?"

In the end there is resolution to a character's motivation. Either in death or through accomplishment.

"I've scattered their cult, foiling their plan! I can never go back home because they still take me as a killer but even if they don't know it, I've prevented catastrophe. Saved the day."

Mechanical Progress

When players begin they are given only 4 Health and a simple D6 weapon, they have no abilities and no talents. These PC's are as weak as they are fragile.

Advancement comes in 3 ways: Treasure, Equipment, and Experience.

Treasure is the always useful medium of exchange that opens doors and secures goods for PC's.

Equipment either found or bought are the possibility of changing items that makes the risks of adventuring life challenging. (Covered in its own section above pg. XX)

Experience gained not only by the PC, but also by their player, makes both stronger, giving insight and know-how for facing each challenge that one can face in the lands of Terra.

Progression However is Constant, from treasure being traded, lost, or even stolen, to Equipment breaking or being spent, to circumstances changing to invalidate former experience. Even the bodies of adventurers fall apart with time, wounds, and madness over powering them.

Players can never fully trust they'll profit or even make it out alive when they quest.

Experience and Leveling Up

Leveling up is the process of advancement for PC in their field or specialty.

All characters start at level 0. But will eventually work their way up through each level to the maximum of **4th**. This is only the maximum level for the basic edition of the rules, as the full edition will contain levels 5 through 10.

To Climb to the Next Level all characters must achieve both **10 Experience Points** and complete a **Leveling Quest** given to them by either a master or patron.

Experience Points can be earned by resolving encounters, killing monsters, exploring uncharted territory, or by helping out your party. GM's are free to give out as much experience as they wish after the end of each session.

Fostering Engagement can also be a great out of game reason for earning EXP, perhaps the most characterful player, the one with the best idea, the one who drew the map, or even just the player who brought everyone's favorite snack made the game better and thus, should get a little extra something.

Leave it to a vote and allow everyone to pick who deserves an extra point for that session.

Leveling Quests can be either tied to advancing a specific character's narrative, their training, or to their entire party's goal.

For example a First Leveling Quest may be finding a Master to train them in a martial art form, while their third could be

taking on an apprentice, and the sixth could be killing their master and taking their place as a New Master.

Level 0

At this level, characters start out with nothing but **4 Max Health**, they are typically peasants, and if they aren't they are equally meek creatures with at best a **1d6 DMG Weapon** and a **mundane outfit** of their choice as support.

Level 1

At this level, characters receive the maximum of their **Hit-Die** in additional max-health. For instance, a character with a d6 as a Hit Die gets 6 more maximum health making it 10 when added to their 4 starting health.

This health increase will also happen upon reaching second and third level, reaching its highest point then.

In addition to this, characters either **select a class** (Warrior, Witch, or Zealot) or receive a **permanent ability** if the game is being played without classes.

Level 4

At this level, characters will pick a subclass of their given class and follow its path until retirement.

Alternatively, without classes the character becomes more focused as they gain new abilities with each level.

Beyond Level 4

In the Complete Version of the rules, there will be rules for play from 0th to 10th Level.

Alternative Rule - Levelless Play

Instead of this, your table may opt for levelless play. For this method here are some suggested modifications.

Max Health is set to a PCs Endurance Score + 10. They may find an item that increases their Max HP in the world. You could use a 5 or give no bonus for a harder game or a bonus of 15 or 20 for an easier game.

Recovery instead of players having hit dice, items recover an amount of health.+D4 HP bread roll or a +10 HP Steak.

New Abilities are unlocked and lost through the collection and abandon of equipment.

This Style of play will put a great emphasis on problem solving and using what tools you have to great use. Each game can become a gauntlet of interlocking challenges that ask players, and not their characters, to solve problems.



Subplots

Subplots are an alternate optional use for EXP, allowing for unique personal development of a character outside of player levels.

If your game will be using Subplots, remove the EXP cap of 10. EXP will become a spendable resource and there will be a need to hold it.

Subplots have an EXP cost and come in Stages. However unlike Levels, Subplot stages require different amounts of EXP to advance from one to the next.

Rapid Subplot Advancement					
Rank	1	2	3	4	5
EXP	1	2	3	5	8

Simple Subplot Advancement					
Rank	1	2	3	4	5
EXP	1	3	5	7	9

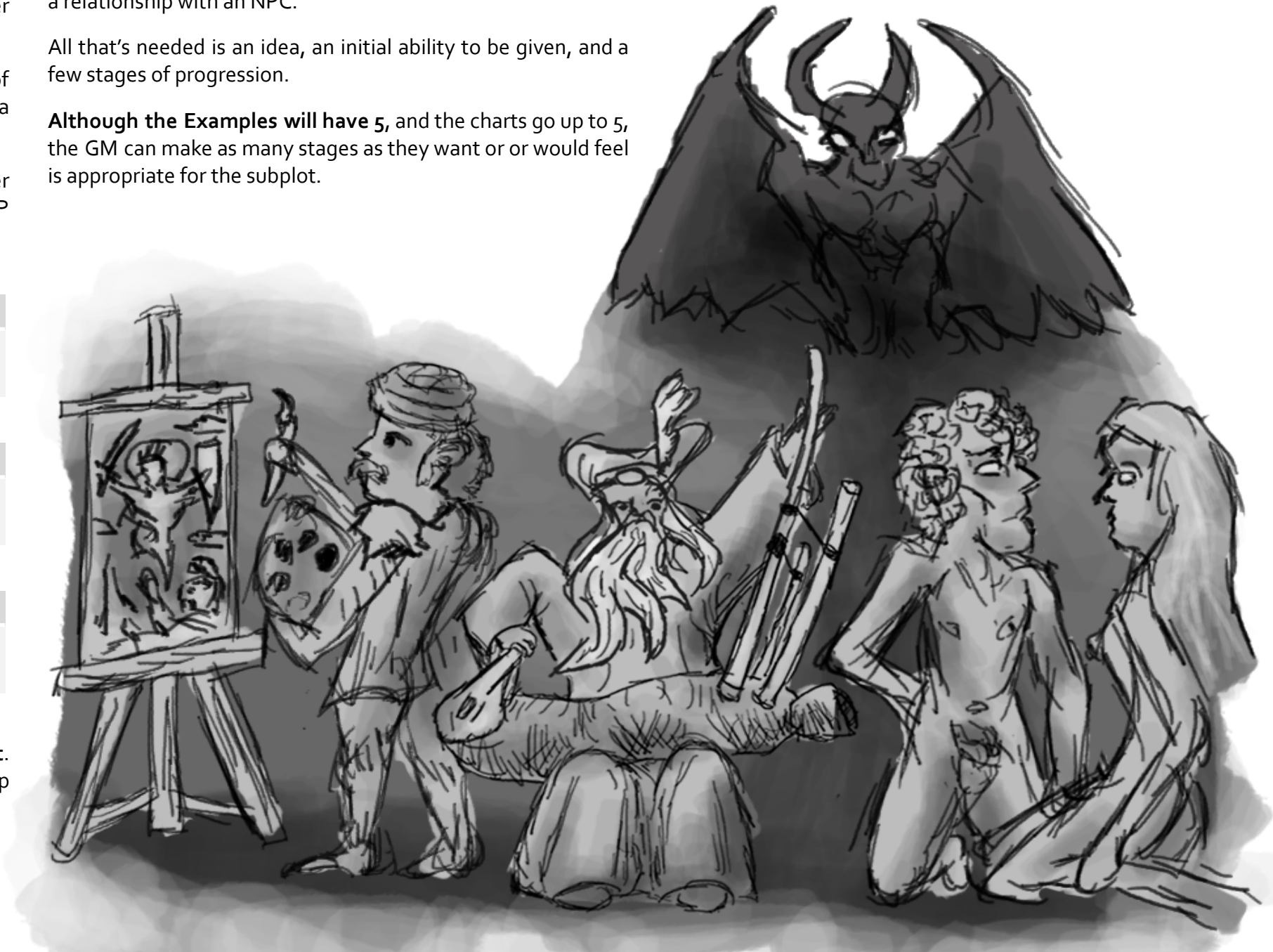
Complex Subplot Advancement					
Rank	1	2	3	4	5
EXP	3	6	9	12	15

To rank-up a Subplot, PC's must complete a **Subplot Quest**. When the quest is complete and the EXP is spent they rank up in their Subplot and receive a new ability.

Subplots can cover almost anything from membership in a club, a royal title, mutation, fusing with a chaos being, or even a relationship with an NPC.

All that's needed is an idea, an initial ability to be given, and a few stages of progression.

Although the Examples will have 5, and the charts go up to 5, the GM can make as many stages as they want or or would feel is appropriate for the subplot.



Subplot Examples

Example A : Devil Fusion

Hail, Marwola, Master of Suffering and Wheeler of Torment, bring forth a form so that I may destroy my enemies, a fusion between man and demon.

Recommend : *Complex Subplot Advancement*

Stage 1 : The Dream

After communing with Marwola, the PC can now dream of a wind blasted spire in a howling void deep within the abyss.

There they'll meet a demon, and be challenged to a duel. If they lose, they awaken with a scream in a cold sweat gaining a point of Madness. If they win, they become one with the demon, and embrace them into their soul.

Stage 2 : The Fusion

After winning the dream duel with a demon the PC is visibly changed, growing taller and stronger with a new strange, exotic, but beautiful air to their appearance.

They'll gain the first ability, have their hit-die increase, as well as gain a +3 and +1 stat increase in the Major and Minor stats.

They can hear a voice in their mind faintly murmuring. This is the demon in an embryonic state within their soul struggling to maintain their identity.

To further their power, they must awaken the Demon within by committing an atrocity, reach o health and live, or undergoing an intense bout of trauma to awaken the being within.

Stage 3 : The Awakening

After awakening the demon, the host gains the ability to change into the form of the demon with some effort as an action and into their mortal form.

In their demon form, their Max Health increases by another 2 max hit dice, they unlock their second ability and regenerate a hit die of health every turn as long as they are not in the presence of a holy symbol.

However both the host and demon fight for control, as two interlinked souls in the same body they switch which one controls the body every time a failure is rolled. The demon can also control the host's body while they are asleep and if the host's soul is removed from the body after death.

The demon and the host can talk to one another and through the body's mouth at any time.

Before the body can be tamed, it must be mastered and a great feat must realize the body's full potential

Stage 4 : The Mastering

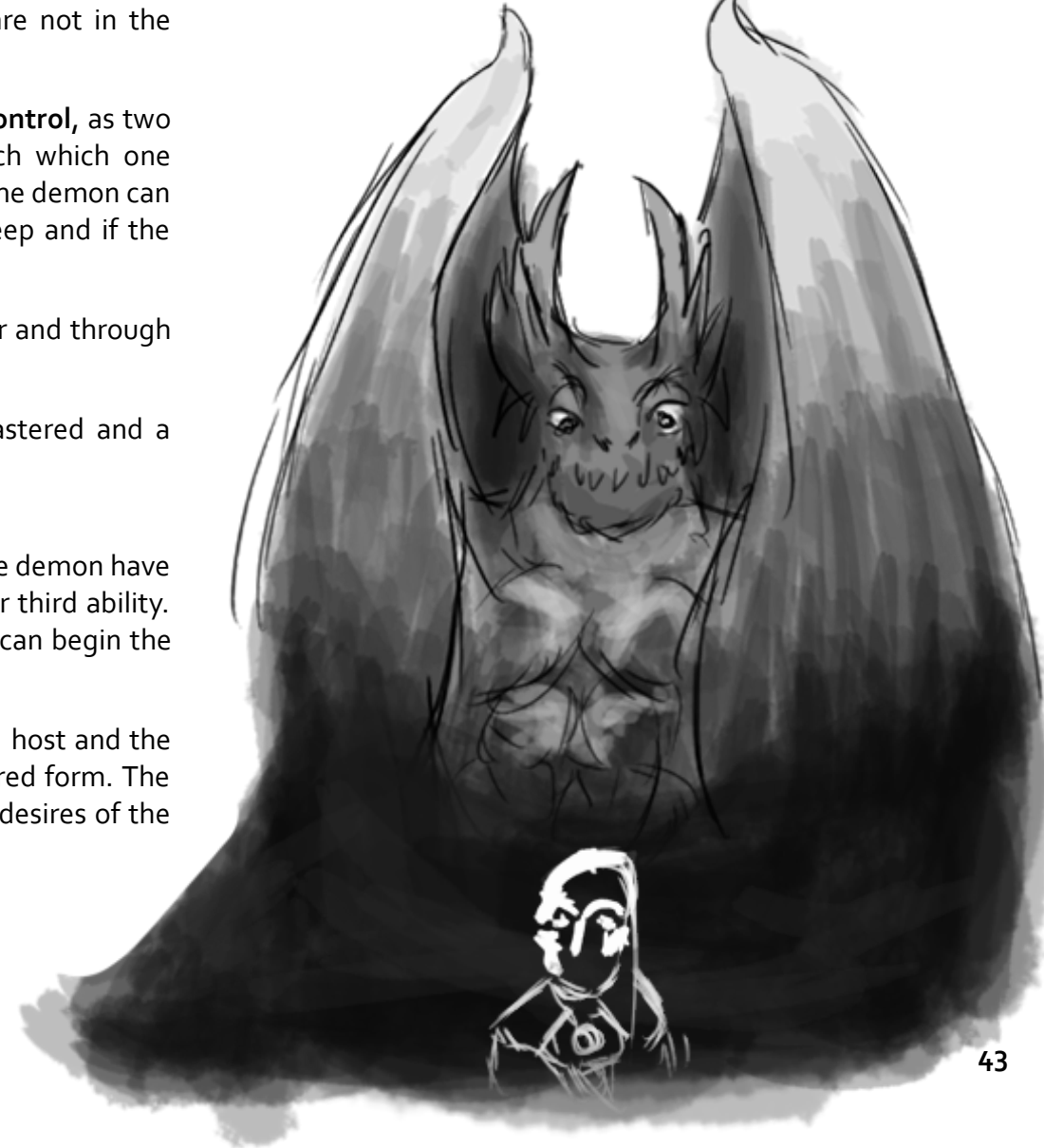
After accomplishing a great feat, the host and the demon have fully matured into the new form, unlocking their third ability. They still fight one another for control but now can begin the final stage of development.

To tame the body, two must become one. The host and the demon must come to peace with their new shared form. The desires of the demon must be aligned with the desires of the host.

Stage 5 : The Synthesis

Upon reaching peace between the two souls, their will and identity begin to blend together and become one. The host and the demon now both share a singular soul as one being.

They no longer fight for control. This one being is a full master of its body and has obtained its potential.



Demon : *Pixie*

Description : *Tall woman with long curly brown hair, massive insect wings, clad in a blue leotard stockings. They are Bubbly, Fun-Loving, and Unknowingly Cruel.*

Major Stat : *Charm*

Minor Stat : *Balance*

Ability I : Air Blast - As an Action, cup their hands together and produce a stream of howling wind, doing **2d6 Wind DMG** as a ranged attack. It pushes the target back a tile.

Ability II : Flight - As a Passive, they can take to the air and fly at a speed of 2 tiles as movement.

Ability III : Seduce - As an Action, they can override the will of a creature using a fae stare with flashing eyes. The Target may Check Intelligence, or become enrolled by the user and consider them a very close friend or lover (user’s choice)

Demon : *Amon*

Description : *Lean, Toned male figure with horse hooved feet, massive clawed hands, dark onyx skin, and a set of leather bat wings. He is Angry, Destructive, and Willingly Cruel.*

Major Stat : *Strength*

Minor Stat : *Dexterity*

Ability I : Rend - As an Action, they make a hand attack against a creature, causing a wound and doing **2d6 DMG**.

Ability II : Flight - As a Passive, they can take to the air and fly at a speed of 2 tiles as movement.

Ability III : Thunder Palm - As an Action, they throw forth a hand and fire bolts of lighting from it at a target in sight. They deal **2d12 Thunder DMG**, rolling Balance to hit.

Demon : *Night Hawk*

Description : *Amazonian Woman with clawed talons, and enormous wings, covered along the back in a pure white feathery down. They are Seductive, Sadistic, and Cunning.*

Major Stat : *Agility*

Minor Stat : *Charm*

Ability I : Icicle Spear - As an Action, they prepare an Ice spear they throw at a creature within View. The Spear does **2d6 Frost DMG** and Slows the target.

Ability II : Flight - As a Passive, they can take to the air and fly at a speed of 2 tiles as movement.

Ability III : Swoop and Crush - As a Passive, they can easily carry a fully armored creature up into the air. As an Action, they can crush their prey in their mighty talons for **2d12 DMG**.

Demon : *Lahmu*

Description : *Large, bulky, slime covered, humanoid with a long beard that meets their hair and 7 tendrils instead of limbs. They are Foul, Dark, and Lazy.*

Major Stat : *Strength*

Minor Stat : *Endurance*

Ability I : Acid Breath - As an Action, they spray out a cloud of acid and attack all nearby creatures. The cloud lasts 2 rounds then vanishes. It does **2d6 Acid DMG**.

Ability II : Resistant - As a Passive, they become Immune to Acid Damage and Resistant to Earth Damage.

Ability III : Black Tendrils - As an Action, they call out slimy tentacles to strike a Creature in view. The attack dealing 2d8 Earth DMG and encasing the target’s feet in clay.

Demon : *Q-Zar*

Description : *Short Male figure with vermillion skin, 4 hours emerging out of his skull, and four arms for limbs each held onto a flaming wheel. They are Excitable, Hot-Headed, and Dull.*

Major Stat : *Agility*

Minor Stat : *Strength*

Ability I : Flaming Wheel - As a Passive, they do a flaming cartwheel instead of dashing, attacking creatures they come into the same tile as for **2d6 Flame DMG**.

Ability II : Resistant - As a Passive, they become Immune to Flame Damage and Resistant to Thunder Damage.

Ability III : Battle Drumming - As an Action, they hammer the ground and howl. That turn allies gain Advantage but must make a Madness Check while Enemies gain Disadvantage.

Demon : *Angel*

Description : *Thin androgynous figure with glowing white skin, a bald head, clad in a flowing white gown. They move in flowing graceful steps. They are Pious, Quiet, and Graceful.*

Major Stat : *Agility*

Minor Stat : *Dexterity*

Ability I : Purify - As an Action, they loose a beam of white light from their eyes and mouth upon a creature in view, dealing 2d6 DMG and blinding their target.

Ability II : Holy Grace - As a Passive, they can walk on water, can not be knocked prone, can not be surprised, can not be poisoned or made sick. They are pure beings.

Ability III : Divine Spirit - As a Passive, they can phase through matter and float through the air.

Example B : Bard's Guild

Spread across the Lands of Terra, the Bard's Guild are the Keepers of Lore, Officials of Law, and Entertainers to countless. They are a secretive collective, admitting few every year, hardly more than those that die.

Recommend : Simple Subplot Advancement

Stage 1 : Entry into the Guild

Perspective members of the Bard's Guild must be able to sing, play an instrument, and finally must compose a work for the guild to demonstrate their ability.

The piece must be inspired by an event witnessed by the prospecting bard. The bard must give a, mostly true, account of it as a song or poem, then must perform it for the guild.

The prospecting bard makes **3 checks** and is admitted if they succeed at 2 or more of them.

Intelligence for lyrical structure.

Dexterity for instrument talent.

Charm for likeability and singing skill.

If they fail, they may try again with a new piece next season.

Stage 2 : Entry into the Guild

After being admitted into the guild, they are made into a Bard Pageling, and may study the **Bardic Lore** for their own use.

Ability - Bardic Lore - As an Action, they comb the songs of old looking for the actionable answer to a question or information on a famous figure or iconic place.

To advance the Bard must spend a year mastering their instrument. Their instrument is a sacred tool, within its music secrets to all truths lie.

If the bard's personal instrument is destroyed or lost, they must restart their year of mastery with a new one.

Stage 3 : Music Mastery

Upon obtaining Musical Mastery, their music can move people and lend aid to their efforts or hinder them.

Ability - Move Others - As an Action, they begin to play spiritual music targeting a creature within view, they may either Help (adding) or Hinder (Subtract) their next roll. On a **Success** they roll a **D4**, on a **Solid-Success** a **D6**, on a **Critical-Success** a **D8**. On a Fumble a D8 is rolled with the opposite effect.

Bard must spend a season mediating to the sound of their instrument to advance. Prompting their spirit to journey the stars on a dream quest, Within they will receive **THE WORD**.

Stage 4 : THE WORD

With **THE WORD**, the bard becomes divinely inspired and may conjure images in the air with their music.

Ability - THE WORD - As an Action, they create an illusion that fills a volume of air and moves about in graceful animation, when the music stops the illusion vanishes like smoke.

Those illuminated by the power of **THE WORD** are the second highest caste of the Bard's Guild, to advance to the top the sole leader and only member of the top rank must perish, and pass on their blessing to the illuminated bard.

Stage 5 : The Gift of Orpheus

As the Orpheus perishes, they pass on the title to the next illuminated bard making them the next Orpheus.

Ability - The Gift of Orpheus - As a Passive, illusions created by **THE WORD** are made tangible if they are believed to be true by their observers.



Example C : True Love

Shot through the heart, in an instant your fate becomes tangled with another. You pursue them and your webs of fate tangle tighter together.

Recommend : Rapid Subplot Advancement

This subplot will refer to a **Romantic Interest**. This can refer to any number of things. From the fair village maiden to the cruel noble woman, fellow adventurers or even the humanoid embodiment of an enchanted item.

Stage 1 : Crossing

Whether you’ve known them all your life or have just locked eyes for the first time you become enchanted with the **Romantic Interest** and see them as if for the first time.

You become **Starcrossed** and burn to prove your ability so you can get your Romantic Intrest’s attention.

Ability - Starcrossed - As a Passive, you can not be frightened, deterred, talked-out-of, or otherwise shaken from your quest to impress your Romantic Interest. You believe this is the most important thing you must do and will hear no objection.

To advance you must get the Romantic interest to notice you.

Stage 2 : Meeting

After impressing your Romantic Interest and getting their attention you begin a relationship.

You also gain the first ability of your Romantic Interest and Increase your Max Health by 5 Points.

To advance you must solve a personal problem straining the relationship and preventing self-individuation.

Stage 3 : Romance

After settling down, you obtain a deeper connection with your Romantic Interest. You know when they are in trouble, connect to them Psychically when using **Carry On** or are in your darkest times away from them.

Ability - Carry On - As an Action, once, you may recover from dropping to 0 health, getting back up on your feet and restoring a Hit-Die of health, thinking of the one who needs you. This ability recharges after spending 2d4 days with your Romantic Interest to relax.

To advance this subplot you must secure a place to live, perform a ceremony, and settle down for a year, retiring from adventurer life to relax.

Stage 4 : Settled Down

After settling down, you obtain a deeper connection with your Romantic Interest. You know when they are in trouble, connect to them Psychically when using **Carry On** or are in your darkest times away from them.

You gain the second ability of your Romantic Interest.

To advance you must either conceive a child, adopt a foundling, or through divine and spiritual means conjure one of unnatural birth.

Stage 5 : The Establishment of a Dynasty

With a home and family, you’ve established the groundwork of a dynasty.

In time the sapling may blossom into an entire clan of fellows with a homeland all their own. You will be remembered as its founder and deified as a Saint of another God or as an independent idol.

You gain the third ability of your Romantic Interest and Increase your Max Health by 5 Points.

While you still live, you share a complete understanding of your Romantic Interest. They are your partner, and what completes you.

When they perish, you will be overcome by sudden grief, knowing by pure instinct and psychic connection, and will shortly join them as your heart ceases suddenly.

If at any time your Romantic Interest Dies, Leaves you, or is otherwise out of the picture. Your character loses any abilities given to them by the subplot, in addition to this subplot and all EXP that went into it, as well as taking on this Status.

Status - Heart-Broken - As a passive, the effect becomes sullen and depressed. They have disadvantage on all Madness Checks, Death Saves, and Charm Checks. After a season the affected may remove one of these effects. After a year they may remove another. Their last one is permanent.



The Romantic Interests are, for the most part, gender neutral, so each, when applicable, will be given two names for either a female or male version with female being listed first.

Romantic Interest : Yolanda/Yorick Adams

Description : *Quiet, well-mannered, Borean with long straight hair usually in bright red clothes. They break into fits of laughter easily and are quite bold with those they know personally.*

Difficulty : *Their family manages the Inn and they're set to inherit it soon. They believe they have no choice and are frustrated. Though if shown they're free they'd select to uphold the tradition knowing it's their choice to do so.*

Ability I : Flames of Passion - As a Passive, they are **Resistant to Flame Damage**.

Ability II : Fire Dance - As a Passive, their heart is imbued with the power of fire. Mundane Damage may be dealt as Flame Damage, adding an extra **2d6 DMG to the attack**.

Ability III : Spirit of the Phoenix - As a Passive, they become completely **Immune to Flame Damage**. As an Action, they may goad an enemy into attacking them. They gain advantage to dodge their next attack. If the target attacks another creature or misses the user then the user hits an automatic critical against the target.

Romantic Interest : Adriana/Adrian of House Escamilla

Description : *A beautiful Micean with dyed blonde hair and a fine taste in fashion, seemingly vain and self-consistent. They are generally reckless. In truth they are insecure, using a facade to protect themselves.*

Difficulty : *They spend a fortune on clothes and harshly criticize others for how they look. They do this believing that image is all that matters. If someone overlooks their vanity to understand them truly and shows them the beauty of compassion they will realize their error and become more introspective.*

Ability I : Practiced Grace - As a Passive, they become more outwardly beautiful, raising their **Charm Score by 5**.

Ability II : Judge of Character - As a Passive, they look beyond facades and see people as they are. After speaking with a creature they know their true motives and personality despite deceit. They also gain advantage on all Charm Checks.

Ability III : Prediction - As a Free Action, they study a creature in view and figure out what their next action is, they may use their action to disrupt them and gain advantage to doing so.



Romantic Interest : Elizabeth/Edward 'Claudia' Hammerstein

Description : Beautiful Borean noble with an angled face in dark garb. They are a seemingly sweet carefree person but are in reality very calculating and sinister.

Difficulty : They are an unrepentant killer, they butcher the innocent and bathe in their blood believing it gives them youth and beauty. They can not be swayed from this, and instead demand to be accepted for and excused of it.

Ability I : Disarming Exterior - As a Passive, they are generally unassuming, raising their **Charm Score by 5**.

Ability II : Sanguine Feast - As an Action, they tear into the corpse of a humanoid and eat from it or bathe in its blood. It is the belief of treatment that heals and not the meal itself. They restore a hit die of health but must make a Madness Check and Check Endurance against Disease each time they do it.

Ability III : Bask in Depravity - As a Passive, they no longer make madness checks when using Sanguine Feast, receive advantage on all madness checks, recover points of Madness at half price, and can add Negative Ethos to all checks.

Romantic Interest : Charlee/Charles Scott

Description : Young sporty Borean warrior and wrestler clad in a green shawl. They are generally empty headed, quick to action, loyal, and a caring person. They travel with a magician of the same gender named Yésica/Yago Arroyo.

Difficulty : They are deeply jealous of their adventuring partner, having developed an inferiority complex and now drawing enjoyment from their partner's dependence on them. To overcome this, they must first realize their own worth, and come clean about their feelings to their ally.

Ability I : Heart of Ice - As a Passive, they are **Resistant to Frost Damage**.

Ability II : Cold Strike - As a Passive, they can swap Mundane Damage for Frost Damage. As an Action, they can throw a hoar frost infused punch as a Hand Attack against a foe for **2d4 Frost DMG**, slowing the target.

Ability III : Way of the Dragon - As a Passive, they are **Immune to Frost Damage**. As an Action, Once, they can throw forth their hands, targeting creatures in a straight line as far as they can see with a raging blast of freezing wind that manifests as a Dragon. Dealing **2d8 Frost DMG** to those it passes over and freezing them in place for 1d4 rounds, and then leaving them slowed afterwards. This ability recharges after spending 2d4 days with your Romantic Interest to relax.

Romantic Interest : Mistress/Master Circe/Shalmort the Blue

Description : Secretive Hermit. Tall and lean Borean Elder, with a powerful, mature voice. They are bitter, strict, short-tempered, and self loathing on the outside, but care for their students. They curse the church and despise Zealots.

Difficulty : They are a secretive hermit forced to hide from the Witch Hunt, though they once were a beloved hero. This has left them bitterly seething. They destructively comfort themselves in drugs, Moonsnow and Hallucinogenic Mushrooms. They must overcome their addiction.

Ability I : Mystic Mind - As a Passive, they have strange eyes and are lost in thought, raising their **Balance Score by 5**.

Ability II : Born Rebel - As a Passive, they gain advantage when attacking or casting spells against Miceans, Agents of the Empire, or Zealots of any kind. They get 50% off from Borean stores and when Borean hiring mercenaries.

As an Action, Once, they give a tirade of rebellion to a crowd giving them the Passive effects of **Born Rebel** until they rest. This ability recharges after spending 2d4 days with your Romantic Interest to relax.

Ability III : Conduit of Chaos- As an Action, Once, you become one with Chaos. You gain advantage on casting spells and do double damage with magic until the next sunrise or sunset, upon which you collapse to rest for a day. This ability recharges after spending 2d4 days with your Romantic Interest to relax.

Romantic Interest : *Rachelle/Raphael Clark*

Description : *Youthful Zealot Adventurer. Quiet, well mannered but verbose and sesquipedalian. They are easy to embarrass and frighten but will listen to someone who commands them.*

Difficulty : *They are terribly insecure, lacking the ability to make a single decision on their own. Aboulomania caused by the early death of their father, they project freudian feelings onto their romantic partners and turn to authority to make choices for them. They must self-individualize into a complete person.*

Ability I : Mending Kiss - *As an Action, Once a day, they can heal themselves by a hit die by kissing their romantic interest, the light of the affection, cleansing vile from the body. This doesn't heal wounds.*

Ability II : Living with Determination - *As a Passive, they're empowered by the newfound confidence of their romantic interest. they are completely immune from fear, panic, or doubt. WILL costs half the amount of EXP.*

Ability III : Loud Pipes - *As an Action, Once, they summon forth an avatar of divinity, countenance of lighting, voice booming with pieties. The angel covers their form acting like Power Armor reducing all incoming damage by half. As a free-action while active, all creatures in personal range can be pushed to nearby range, and from nearby range to far range. This ability recharges after spending the Sabbath with your Romantic Interest to pray.*

Romantic Interest : *The Shadow, Nevada Smith*

Description : *Roguish Stalking Adventurer. Lean but strong, flexible and silently. Clad in a skin tight suit and mask that covers them head to toe they appear to be a male but are a female. They speak in a practiced low tone, are dry, serious, and rational.*

Difficulty : *They believe that Adventuring is a Man's Game, suppressing their femininity to become the ideal Hero. They wear platform sandals, a chest binder, and cut their hair all to look like a man. They must come to terms with their true nature as a woman, being accepted despite their preconceived notions.*

Ability I : Shadow Stalker- *As a Passive, they move quietly and blend in with the shadows, gaining advantage on Stealth Rolls, raising their **Dexterity Score** by 5.*

Ability II : Pursuing my True Self - *As a Passive, they are completely immune from charming, possession, hypnosis, torture, or psychic conditioning as they understand their fundamental nature.*

Ability III : Blink - *As a Free-Action, they dive over themselves and vanish from sight to reappear elsewhere, they can move to any space Nearby a creature that they are already nearby. Blinking behind a creature and moving into personal range with their movement gives them an extra 2d6 DMG to a Melee or Hand Attack.*

Romantic Interest : *Death-Bringer*

Description : *A massive black blade, 2d10 Melee Weapon, with a silver hilt missing a jewel, when drawn it hums against the air. It whispers to the user, it's sole master who it will serve until death. In humanoid form they appear as a glowing eyed, onyx skinned, humanoid covered in glowing white runes, wearing only a jewel on their forehead.*

Difficulty : *Death-Bringer is a Chaotic and Evil Being. When bound to a master it will always return to their side, however no other weapon may be used, nor may any other being come before them, and when they are drawn they must kill before they can be sheathed. Mundane weapons melt away when grabbed, and enchanted weapons are repulsed away. The blade is missing a pure jewel, when found, it'll be complete.*

Ability I : Strength Conferred - *As a Passive, they are immune from the effects of wounds and fight a full force. Strength, Endurance, Agility, and Dexterity have a Minimum Score of 12. They also gain Advantage to hit and do Maximum Damage against Divine Mediums and Zealots.*

Ability II : Dance of Death - *As a Passive, after attacking a creature the blade manifests as a humanoid and twirls lovingly with their Master, giving them Advantage to Dodge Attacks.*

Ability III : Death Bringer - *As a Passive, it beheads any creature it attacks with a Critical Hit, instantly killing them. They also regain a Hit-Die of Health for each creature killed.*

Classes

There are 3 basic groups of adventurers in the lands of Terra.

Warriors of Iron and Blood, who fight tooth and nail with weapons nearly as powerful as their mind.

Every Level they learn new abilities and gain a level of skill in one of the 4 weapon types of their choice.

They are the most straightforward to play but are great choices for situationally aware and creative players.

Witches of Ivory and Mana, who contort and twist reality to their whim with fathomless spells that bite back at their Caster.

Every level they can learn more powerful spells in their family, gaining the widest possible range of abilities of the 3 classes.

They are more difficult to play but offer a very wide variety of risky and dangerous options to any party.

Zealots, of Silk and Incense, who serve as mediums and channels of higher power in their endless cosmic struggle.

Each level they gain new abilities and become more proficient in making prayers, gaining a bonus of +2 each level when asking their deity for something.

They are the most complicated class to play, following both a set of personal moral rules and being able to ask for anything from their deity.

Classes in more ways than One

Not only are these classes separated by their mechanical differences but also by narrative that change how the world views them.

In the lands of Terra people will treat you differently because of your class.

Exceptions exist, but here are the general thoughts of most people in the lands of Terra.

Warriors are respected and looked up to even by their enemies. It's generally seen as a great service to give your life defending your King, Nation, or Cause. Many long living warriors attract followers and successful ones become nobles.

Witches are hated and feared by the masses they live among. After all such awesome power is hard to fathom, but it's not ignorance alone that drives this hatred. Those that understand the threats that witches can pose would gain more from their genocide than from befriending them. This has forced them to become tight-lipped, bitter, and secluded hermits working hard just to keep their heads. Witches are oftentimes stalked by Zealots during hunts.

Zealots are revered but loathed, their unbreaking faith is both a great asset and burden to them. They are the defenders and destroyers of faith, a very personal matter which can destabilize nations and change the world when left in the hands of these martyr seeking crusaders. Zealots find themselves having to cull the population of Witches during hunts.

How does your setting view the classes? What beliefs (*justified or not*) exist within your world? Is there tension between the classes?

Picking Subclasses

At level 4, Player characters pick a subclass, a more focused and specialized role.

Subclasses are unique to each class and build upon their previous abilities.

Changing Class

If it is discovered that a character is ill equipped for a class, or otherwise their player no longer wishes to play that class the GM may allow the character to change to a different class.

It can require some cost or be entirely free to them, but it should not be allowed in the middle of a dangerous situation or larger adventure unless absolutely necessary.

For dramatic reasons I would require a player to train under a new master for a time first before allowing them to switch classes, but after that they can fully transition and take on their new role.

Special Classes

A special class that is a class not selected during character creation but is earned through play and meeting a special condition.

I recommend that GM's ought not to let players create characters with these classes as they are rewards for achieving obscure goals instead of standard parts of the world.

Warriors

Warriors are combat specialists trained in the expert use of the 4 types of weapons.

With every Level they gain a new Ability and a level of Weapon Skill in 1 of the 4 types of weapons. The four types being :

Hand or Unarmed, can attack creatures in personal range with a mix of grappling, throwing, slams, and blows delivered with hands and feet.

Melee Weapons work in Personal Range. Slicing Swords, Smashing Hammers, Crippling Clubs, and Limb-Removing Axes.

Pole Weapons attack creatures in Nearby Range. Soaring Throwing spears, wind-whipping quarter staffs, and flesh searing whips.

Ranged Weapons work in every range up to the Far Range. Innard liquifying longbows, spinning slings, quick fire crossbows, and

Having a level of skill in one of these means characters gain a +1 to attack while using them and an extra D4 of damage to add in addition to whatever they usually roll.

Warriors can put as many levels of skill into one of the four types of weapons and into all of the different types of weapons depending on how much they want to specialize.

Abilities

Fighting Fury - Level 1 - As a Passive, the Warrior gains advantage on attack checks and tests by using the environment or location to their benefit.

Jumping from a table towards an enemy, Using a chair to smash someone's head, cutting the rope to a hanging chandler, pushing someone down the stairs, throwing another into a fireplace, taking a random bottle of a shelf and smashing it over someone's head then jabbing them with the broken handle... These are just a few examples.

Encourage creativity by rewarding it, any plausible idea for a move gets advantage to work.

Master of the Field - Level 2 - As a Passive, the Warrior gains supremacy of the battlefield. They may either attack while Dashing or Bolting any creatures in range, or may force creatures to move once after successfully attacking them.

Overkill - level 3 - As a Passive, after killing a creature any remaining damage may be carried over into the another creature. With Hand, Melee, and Pole attacks this is any creature in range. With Ranged attacks the excess damage travels in a straight line applying to the next creature within the attack line. Overkill continues to roll over until the damage has either run out or there are no more targets in range.

Progression

Here are a few examples of Level Up Quests for the Warrior Class.

No.	Example Quest
1	Complete the Rite of Age to become a Warrior
2	Free your Home of a plight that troubles it
3	Acquire the Heirloom of your House.
4	Find a Master to teach you the arts of War.
5	Slay the Fiend that stalks the countryside
6	Take on a Apprentice and learn as you teach them
7	Avenge your Master and bring his killer to justice
8	Tame a Righteous Mount to ride into battle
9	Build a Stronghold establishing your noble house
10	Become Immortal and live forever



Champion

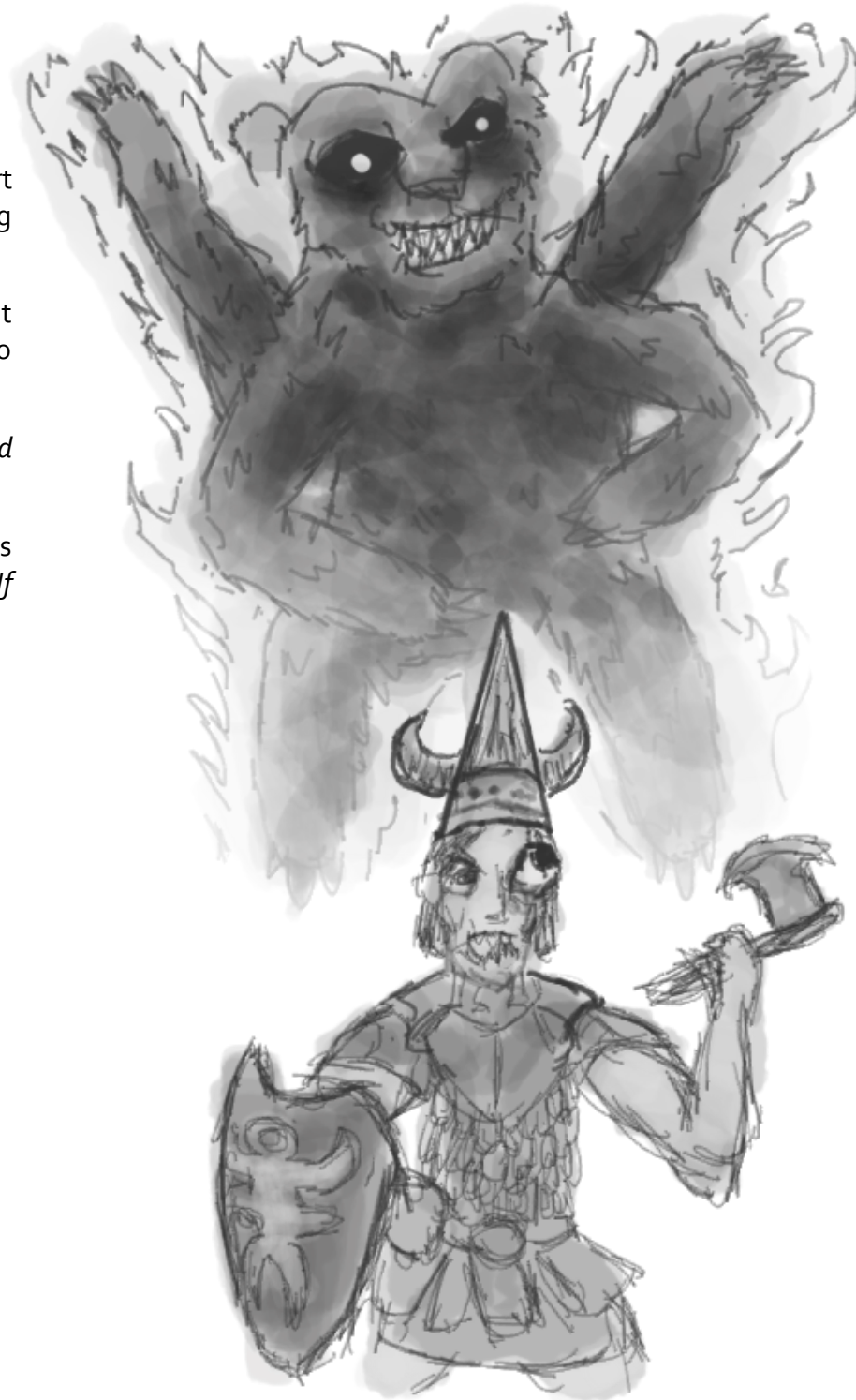
Otherwise called : *Knights, Captains, and Paladins.*

Champions are the first subclass of **Warriors**; they are stalwart leaders, charming heroes, and have the best looking reflections.

Driven to lead by a commitment of duty they serve as great Knights for Lord and Bishop, amazing Commanders to Mercenary Bands, and as figure heads in Great Causes.

"What is their calling? What drives them forward in life and battle?"

Guidance - Level 4 - As a Passive, The Champion and all allies get a D6 after failing any roll to add onto their very next roll. (If it's not used for the next roll it's lost.)



Savage

Otherwise called : *Barbarians, Nomads, and Marauders.*

Savages are the second subclass of the **Warrior**; they are furious fighters who live for the thrills of battle, the sweet reward of treasure, and the honor of death by combat.

Upholding a Clan savages are driven to do well by their house and people in combat. In many regards they are both wild and calm, practicing thoughtful introspection and communing with ancestral spirits.

"Have I done well by my Clan? What do they think of me? How can I protect them and bring them glory?"

Primal Fury - Level 4 - As a Free-Action, the Savage summons their inner fury and releases it by going **Berserk** for this turn and the 2 after it. While Berserk, the Savage does twice the damage but also takes twice the damage.

Upon the fourth turn after activating this ability, right after the effects of Berserk lift, the Savage falls prone and must rest for a full turn. During this rest they still take double damage.

While Berserk the Savage can not die, if their health drops below 0 they will only feel its effects at the end of the Berserk. If they receive healing and their health raises back up above 0 then they will be fine.

Huntsmen

Otherwise called : *Rangers, Druids, and Beast-Masters.*

Huntsmen are the third subclass of the **Warrior**; they are well rounded and intelligent hunters that are both well versed in all available literature of creatures and in live-study of them. To them, Knowledge is a dear friend.

Seeking Eutierria, or a oneness with the natural world, the Huntsmen obtain understanding and experiences to return to the uncaring mother of nature.

"What is that thing? What role does it fill in its space? How did it do that? Can I copy it? Is nature at Balance here?"

Copy - Level 4 - As an Action, the Huntsmen can either learn how an ability works by seeing it performed live or by studying the corpse of a creature. They then figure out how the ability was done, and how to replicate it themselves by some means. The Huntsmen can know a number of abilities equal to their character level.



Wrestler

Otherwise called : *Monks, Pugilists, and Pankratiast.*

Wrestlers are the fourth subclass of the **Warrior**; they typically hail from the high temples of the calamity era mountain settlements. In a time without the resources to make weapons wrestlers made their bodies weapons, using every advantage possible to compete with other warriors.

Seeking Mastery over their body and the fine arts of combat Wrestlers work hard underneath their master for their communities. Many Wrestlers strive to become masters themselves and teach others the arts they've learned.

"What would my master do? What does my community need from me? How do I keep the art alive?"

Stunning Slam - Level 4 - As an action, the Wrestler can throw and slam with enough force to instantly put someone to sleep. With a hand attack the wrestler can choose to use a stunning slam, if it lands the attacked creature (if possible of sleep) must make an Endurance Check against the attack roll or fall asleep instantly.

Witches

Witches are Magicians well versed in the use and study of Spells.

With every level they expand their frontier of spells by being able to understand the next level of spells.

Outside of this, they may also receive a new ability depending on their subclass.

All Witches have Masters in the Lands of Terra, someone who teaches them magic and carefully gives it out over terms of study during a period of service to them.

Without this a witch's only hope of learning a spell is finding it copied down somewhere in runic inscription.

Progression

Here are a few examples of Level Up Quests for the Witch Class.

No.	Example Quest
1	Find a Master and convince them to teach you
2	Recover a Spell Slate and return it to your master
3	Eliminate a Rogue Caster who's broken their oath
4	Create a Magic Item to aid you in future
5	Appease the Clergy before they start another hunt
6	Repel a Beast before it kills again
7	Protect the Grave of a ancient wizard from raiders
8	Take on a Apprentice and teach them the arts
9	Erect a Tower to study from
10	Discover a New Spell to advance the arts

Arcanist

Otherwise called : Wizards, Magicians, and Astrologist

Arcanist are the first class of The Witch; they are well versed in the sciences. Energy, Light, Matter, Time, Gravity, Heat, Force are their specialties.

Arcanist hunger for Knowledge and are constantly seeking to expand what they know and thus their power of it. Many Arcanists collect books and scrolls of parchment, some even long to build a fabled library, a building full of sorted books, more books than anyone’s ever seen before.

"What secrets puzzle the land? How best can I unlock the knowledge of the ancients? What must I edge out for myself?"

Arcanist can learn spells in the Arcane Family.

Remixed Spells can be written down and named, a few already have been in the lands of Terra. But for your table these new spells can join your version of the rules for future games and future Witches to use.

I’d even let The Caster name the spell after themselves so they can permanently join the ranks of your world.

Reverse - Level 4 - As a passive, the Arcanist can cast a spell backwards and achieve its opposite effect by using their immense knowledge of spells and their inner workings.

What exactly that means for that reverse casting can change each time the spell is cast in reverse. However no spell can heal the wounded, restore Health, bring back the dead (as they were), or undo the effects of a wish.

Elementalist

Otherwise called : Soucerors, Pyromancers, and Gnostics

Elementalist are the second class of The Witch ; Tapping into the greater forces of their sphere to bend and conjure elemental power. They are perhaps the most physically fearsome type of Witch achieving master over the 6 main elements and their conduction.

Seeking Material Power they pull from the sphere’s they live in and use great powers to destroy their enemies. Dueling is a well practiced and foolish pastime among Elementalist who value displaying their Strength and versatility over any practical concerns of safety.

"What can I use to crack this nut? Can it burn or freeze? Will it crack under thunder? How am I gonna stick it to my rival?"

Elementalist can learn spells in the Elemental Family.

Each Level they gain a new method of conducting elements and can pick a new element of the 6 to master. (Flames, Frost, Earth, Acid, Thunder, Wind)

Used in Combination the Elementalist combines a method and an element to conduct as an action. This does damage of that type and applies the effects of that element’s damage.

Bolt - Level 4 - As an Action, the Elementalist creates a single bolt of elemental force from their finger tips that can unfailingly strike a foe in sight. The bolt does 2d4, 2d6, then 2d12 + Balance bonus at Normal, High, and Max power respectively.

Psychic

Otherwise Called : *Charmers, Diviners, Oracles*

Psychics are the third subclass of **The Witch**; Exploring the deep and untapped realm of the mind, the Psychic is a magician specialized in all matters of the mind.

Bending Perception psychic's play an important role in influencing others, both in uncovering hidden truths and in making belief as good as real. Many of them become leaders and important figures in movements, hiding their abilities.

"What can pull from the depths of their mind? What should I conjure in them to make them trust me?"

Psychics can learn spells in the Psychic Family.

(There is a 1 in 20 chance for another Witch to know that an effect they're feeling is coming from the Psychic.)

Suggestion - *Level 4* - As an action, a psychic can calmly say something while touching and/or making eye contact with another creature, on a successful Charm Roll, it will follow a directive that doesn't make them hurt them obviously or take a statement as indisputable truth.

Spellsword

Otherwise Called : *Bards, Merchants, Red Jacks*

Spellswords are the fourth subclass of **The Witch**; unlike their peers they are not specialized in any type of magic, instead opting for a diverse set of skills of both general magic and weaponry.

Looking for Mastery in Everything Spellswords are a varied sort made of many well rounded ladies and gentlemen. Their end goals are different depending on the individual but many want to live richly with lots of friends, lovers, drinks, parties and then go out with a big-bang that'll leave a lot of people wowed.

"What's something I don't know about, yet? What's the most dramatic way to succeed? Are they available for tonight?"

With every Level they gain a level of Weapon Skill in 1 of the 4 types of weapons.

Spellswords can only use spells of the general family which all spell Caster can access in addition to their own family of spells.

Every Level Spellswords gain a Skill. A, typically, non-combat ability that the Spellsword can use in a **Skill Check**.

Skill Difficulty is a number that must be rolled over for a skill to work. **Solid-Success** and **Critical-Success** still applying as usual. Starting at 8 and going down by 1 each level until it becomes 2 at level 10.

Examples of Skills

Language - *from a native speaker* - A foreign tongue. Simple conversations are fluid but tighter negotiations are still a challenge requiring a **Skill-Check**.

Musical Instrument - *from a master or playing in a band* - Playing Music. Performances require a roll, **Solid-Successes** are beautiful works while **Critical-Success** are Master-Pieces.

Oratory and Rhetoric - *from a public speaker or class* - The use of language in negotiations or in political speeches. Passively you become a clear speaker, and with a check you can form powerful convincing arguments.

Artform - *from a master in his studio* - The creation of a type of art (paintings, engravings, sculpture, poetry, etc). Passively you gain an eye for the construction and quality of that art. With a check you can create a piece of artwork.

Lock-Picking - *from a street thief* - The elicited artform of breaking locks. With a check a Lock can be constructed or opened.

Climbing - *from a nomadic goat herder* - The scaling of sheer vertical surfaces without tools. Passively you can identify the perfect places for tools. With a check you can climb without any tools.

Bartering - *from a street merchant* - The aggressive marketing of goods to strangers. Passively you know the market value of a common item, and can get a good guess with a check. With a check you can sell people an item for a higher price than they might otherwise consider.

Zealots

Zealots are the **Avatars of Deities** with the power to make prayers and channel their Deity's power. They march through the lands of Terra looking to convert others to one true faith.

With Every Level they gain a bonus to prayer casting, this bonus is **Piety** and it goes up by 2 every level to a maximum of +20 at level 10. This can be used in addition to their **Ethos Score**.

Prayers can ask anything of a Deity, examples vary from setting to setting so check with your GM what deities are in your game's setting and what they're known for.

Zealots Must Not Break Code, it's the moral framework they live by, tolerance to the defiant is not a shared quality of most Deities. If you want their power you must believe in them and commit your life to their laws.

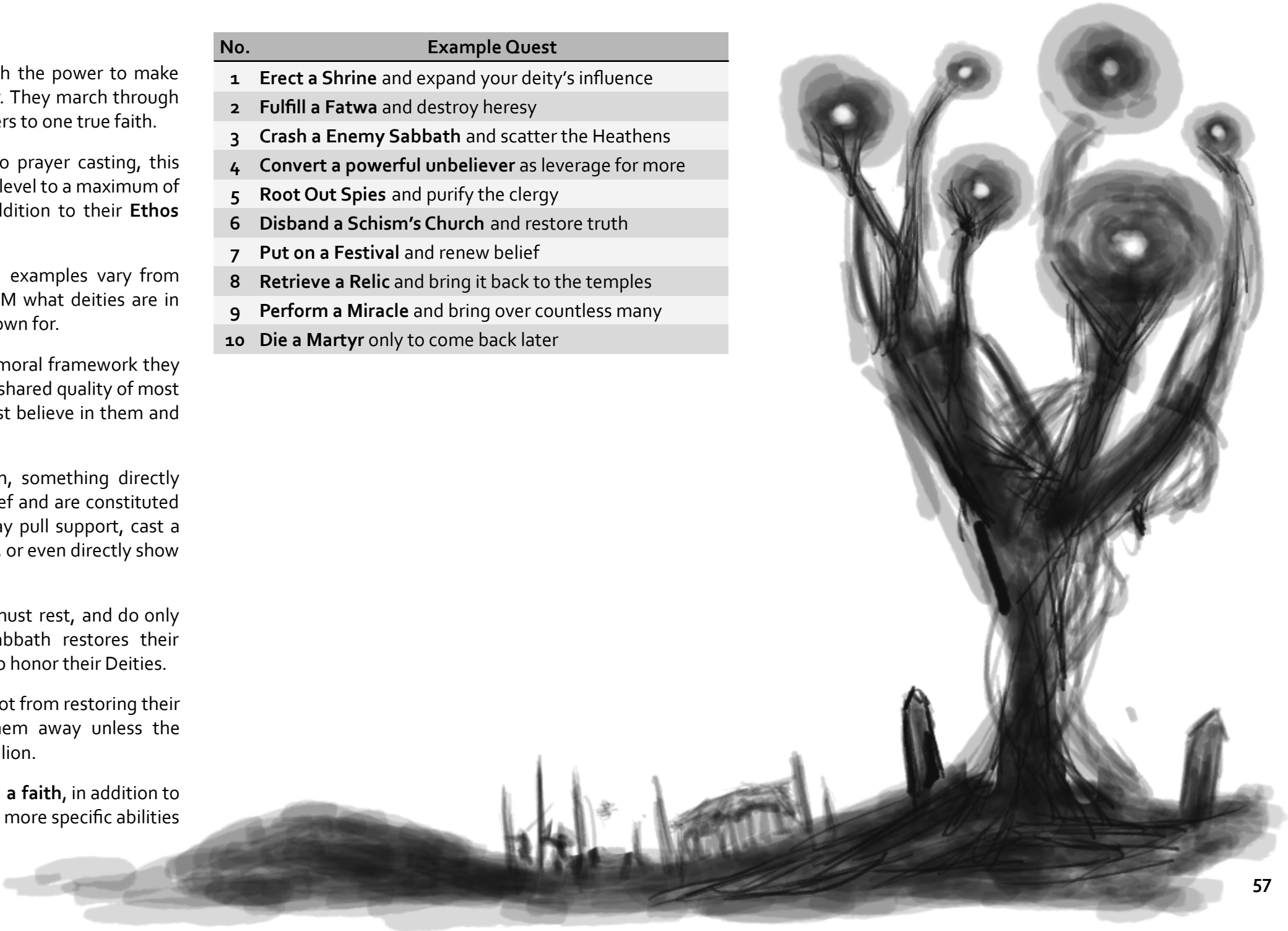
Defying the Gods can create a schism, something directly harmful to deities who are built by belief and are constituted entirely by faith. If threatened they may pull support, cast a **bane**, call in a **medium** to sort them out, or even directly show up to strike you down.

The Sabbath once a week the Zealot must rest, and do only enough to protect their life. The Sabbath restores their abilities and lets them engage in rituals to honor their Deities.

Failure to Observe might keep the Zealot from restoring their abilities, although it wouldn't take them away unless the Zealot flatly ignored the Sabbath in rebellion.

Zealot Subclasses are different roles in a faith, in addition to any perk given by a Deity they also gain more specific abilities suited for their specific job.

No.	Example Quest
1	Erect a Shrine and expand your deity's influence
2	Fulfill a Fatwa and destroy heresy
3	Crash a Enemy Sabbath and scatter the Heathens
4	Convert a powerful unbeliever as leverage for more
5	Root Out Spies and purify the clergy
6	Disband a Schism's Church and restore truth
7	Put on a Festival and renew belief
8	Retrieve a Relic and bring it back to the temples
9	Perform a Miracle and bring over countless many
10	Die a Martyr only to come back later



Cleric

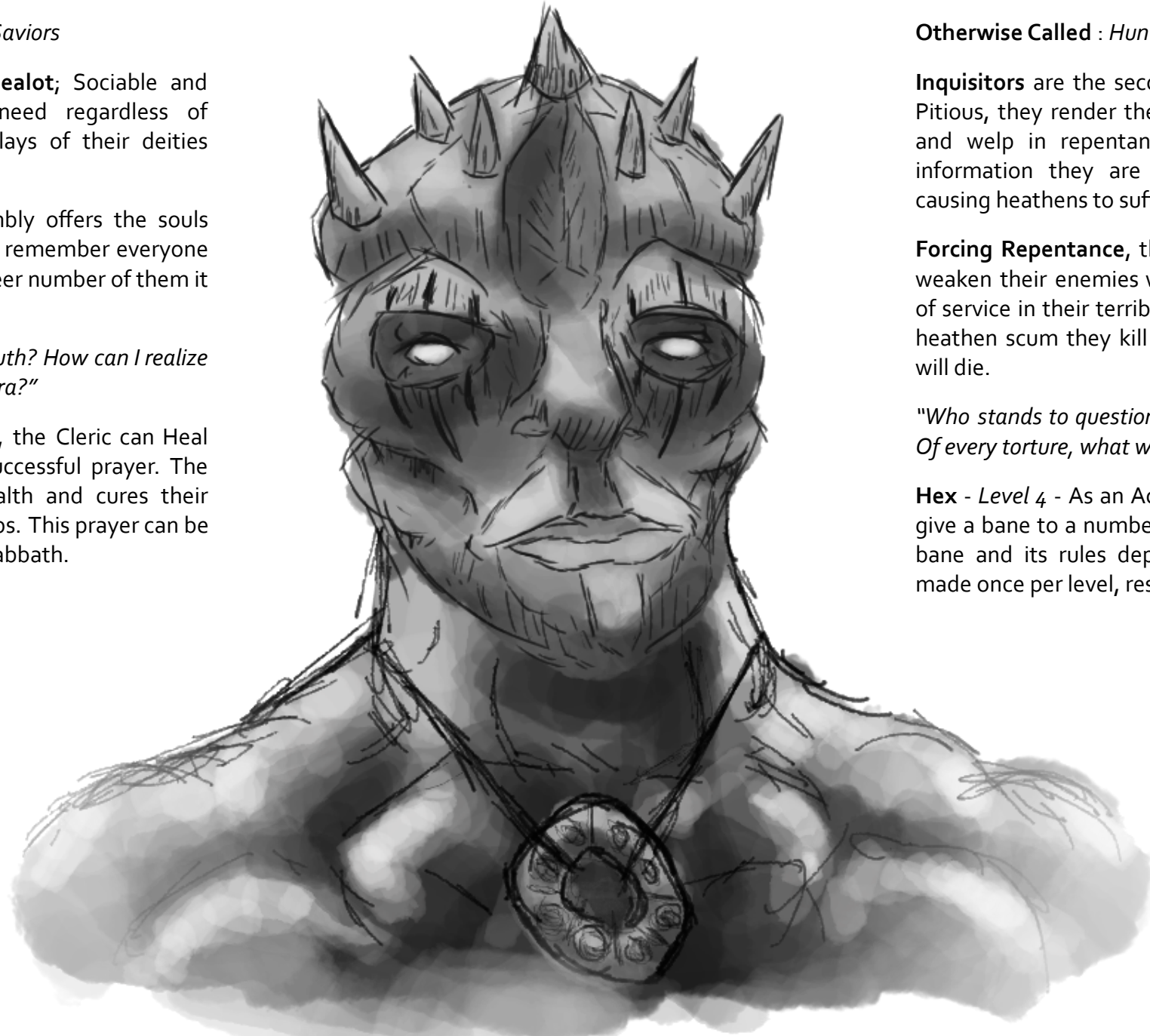
Otherwise Called : *Priests, White-Robes, Saviors*

Clerics are the first subclass of **The Zealot**; Sociable and Compassionate they help those in need regardless of circumstance. They know through displays of their deities righteousness they change hearts.

Collecting Conversions, the Cleric humbly offers the souls they guide to their deity. If they couldn't remember everyone they've converted just because of the sheer number of them it would be a life well lived.

"What deeds can I perform to prove the truth? How can I realize my guide's noble vision upon the face of Terra?"

Spare the Sick - Level 4 - As a Passive, the Cleric can Heal those approved by their Deity with a successful prayer. The healing restores The Target to full health and cures their mundane diseases. It can not restore limbs. This prayer can be made once per level, restoring upon the sabbath.



Inquisitor

Otherwise Called : *Hunters, Black-Robes, Slayers*

Inquisitors are the second subclass of **The Zealot**; Cruel and Pitious, they render the strong weak and make the weak beg and welp in repentance. In addition to the extraction of information they are specialized in creating displays and causing heathens to suffer in the name of righteousness.

Forcing Repentance, the Inquisitor is equipped to soften and weaken their enemies with their prayers. They seek a lifetime of service in their terrible but necessary line of work. The more heathen scum they kill the more noble a death the Inquisitor will die.

"Who stands to question the truth? How do I make them kneel? Of every torture, what will make them squeal?"

Hex - Level 4 - As an Action, the Inquisitor can use a prayer to give a bane to a number of creatures within sight of them. The bane and its rules depend on the deity. This prayer can be made once per level, restoring upon the sabbath.

Crusader

Otherwise Called : *Jihadist, Evangelist, Avatars*

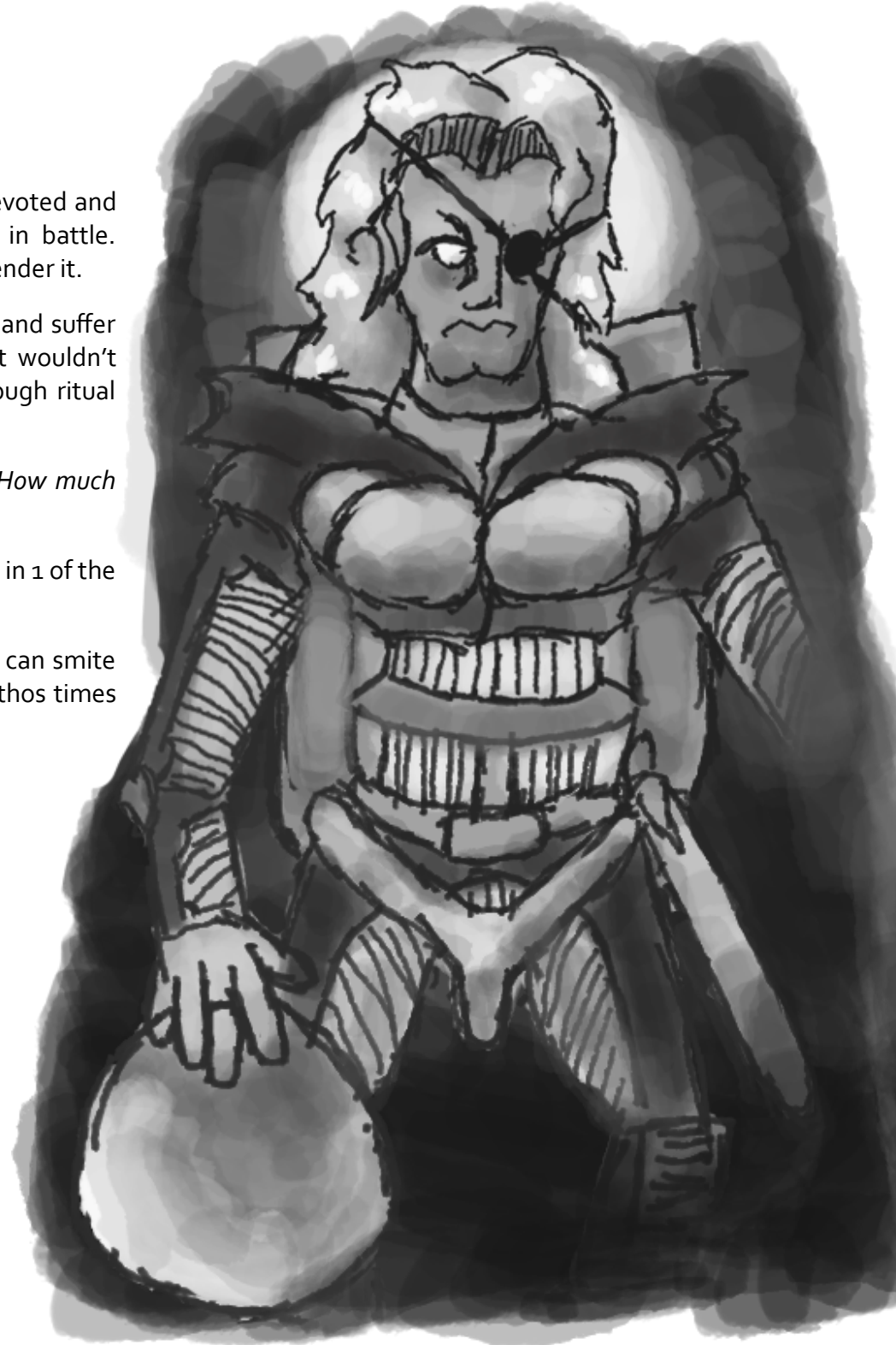
Crusaders are the Third Subclass of **The Zealot**; devoted and focused they're an Avatar of their Deity's wrath in battle. Deadset upon their Jihad they'll die before they surrender it.

Seeking Passion the Crusader lives to die a martyr and suffer the most agonizing tortures for their cause. Most wouldn't consider it a life without it ending in battle or through ritual crucifixion.

"How best do I honor my master in life and battle? How much can I sacrifice for the greater good?"

With every Level they gain a level of Weapon Skill in 1 of the 4 types of weapons.

Smite - *Level 4* - Taken as an Action, the Crusader can smite their enemies with a prayer, the smite does $1d4 + \text{Ethos times player level}$, to a single creature in sight.



Theurgist

Otherwise Called : *Summoners, Seers, Alienist*

Theurgist are the Fourth Subclass of **The Zealot**; They are mostly social outsiders that connect the outer spheres of the divine to the lower spheres of the mundane. Using both their morphed forms and a familiar they call down the power of the divine by channeling it through them.

Seeking the Sublime the Theurgist lives to feel alien things, to touch divine powers and join it to the mundane. Many of them seek to transcend their mortal flesh, feeling that it is a vessel for a budding entity which they see as their true self.

Lesser Ability - *Level 4* - As a Passive, the Theurgist inherits an ability from one of the mediums of their deity. They can use this ability for as long as they are in good favor with their deity.



Player Appendixs

In the following appendices there will be a collection of **Magic Spells** (*forming Appendix A*), **Enchanted Items** (*forming Appendix B*), **Deities** (*forming Appendix C*), and **Monsters** (*forming Appendix D*) which exist in the lands of Terra during the 10th Age, That of the Empire of Man.

However, on other planets, universes, and realities and in different times both past and future these spells, items, deities, and monsters may exist in different forms or not at all.

Game-Masters, feel free to take whatever you like and leave what you don't. You're running the game and have the final say of what is and isn't included, so tailor it to the tastes of your table and yourself.

Players, Ask your Game-Master about their setting or milieu.



Appendix A - Magic Spells

Magic Spells are listed by **Family** and then by **Level**.

Micean Name : Haga luz

Common Name : Illuminate, Light, Glow

Family & Level : General, 1st

Description : As an Action, Light Boils over from the veins and gathers the palm of The Caster. Up to 3 lights may be created, once a 4th is made the 1st vanishes.

Normal Power : Light gathers in The Caster's palm, if their palm closes the light vanishes and is snuffed out.

High Power : Light gathers in The Caster's palm but can be stuck to any surface by being smeared off.

Max Power : Light gathers in The Caster palm then floats off starting to drift by its creator, it follows orders and can float freely like a ball of dust.

Bad Fumble : The Spell leaves The Casters head with a sudden flash.

Worse Fumble : The spell leaves The Casters hands and arm veins aglow permanently, gloves can hardly cover the light, in addition to the above.

Worst Fumble : The spell boils over but doesn't emerge, they are left glowing in the dark with the light of a lantern permanently, bandage can hardly cover the light, in addition to the above.

Micean Name : Red Vida

Common Name : Invigorating Weave, Healing Tendrils

Family & Level : General, 1st

Description : As an Action, threads of vitality jolt out like tendrils from The Casters chest to invigorate a creature in personal range, the spell takes an unbroken round to work, only one weave can be put on a creature at a time.

The Caster has 1 weave per Caster level and gets them back once a day. If Health exceeds max it stays above max until the next sunrise or set.

Normal Power : Fleshy tendrils emerge from The Caster and touch The Target. The Caster heals The Target by a Hit-Die.

High Power : Glowing tendrils emerge from The Casters chest and envelop The Target, The Caster rolls their hit die twice and gives the better of the two to The Target.

Max Power : Golden tendrils emerge from The Casters chests and fully enclose The Target, The Caster heals The Target by two Hit Dice.

Bad Fumble : The Spell leaves The Caster chest with a great labor before fading into the air.

Worse Fumble : The spell leaves The Casters chest clawing its way out in a horrific labor, dealing a hit die of damage to The Caster, it leaves several burns shaped like the ripples of water upon The Casters chest.

Worst Fumble : The spell leaves The Casters chest with superlatively agonizing labor. The delivery deals 2 hit dice of damage The Caster. Leaving them immobilized next round as they force the spell out. Afterwards, circular mounds of black bloodless horror form along The Targets chest and stomach.

Micean Name : Carne Cuerda

Common Name : Arms to Ropes

Family & Level : General, 1st

Description : As an action, Either one or both of The Casters' arms begin to soften and grow longer until they become a rope. They are as long as they need to be.

On command The Caster can lengthen or shorten the rope. On command The Caster can dispel the rope arms causing the ropes to shorten to proper length and harden back into flesh.

Normal Power : The rope arms are about as strong as ropes. With a single strike of a blade they cut, amputating The Caster's arm at the proportional spot.

High Power : The rope arms are one with The Caster, attacks on the ropes are the same as attacks on The Caster. The Caster can feel through the ropes.

Max Power : The ropes are made of fortified synthetic flesh making them impervious to damage. The Caster can feel through the ropes.

Bad Fumble : The Caster forgets the spell as they get the shakes. the spell leaves through the shivering arms.

Worse Fumble : The Caster forgets the spell and their arm or arms (depending on which they 're using) become longer, dragging on the floor behind them. Fine tasks become hard. They become hideous in form.

Worst Fumble : The Casters forgets the spell and their arms are turned into magic ropes forever.

Micean Name : *Sangre Mago*
Common Name : *Witch Bolt, Spirit Arrow, Finger-Blast*
Family & Level : *General, 1st*

Description : *As an action, The Caster's index finger forces an egg shaped warbling bolt of energy from their finger to a Target The Caster can see. Each bolt does 1d8+Balance magical damage and will hit their Target unfailingly. Bolts count as Ranged Attacks. The caster creates 1 bolt per power level and character level.*

Normal Power : *The Caster makes 1 Bolt from their Finger.*

High Power : *The Caster makes 2 Bolts from their Finger.*

Max Power : *The Caster makes 3 Bolts from their Finger.*

Bad Fumble : *The spell turns to a thick blue yellow smoke that floats up out of The Caster finger. Causing them to forget the spell.*

Worse Fumble : *The spell comes out too fast and too hot, for their finger The Caster Dexterity Score goes down by 1 as their finger explodes, their hands are covered in burns, and they forget the spell.*

Worst Fumble : *The spell doesn't just simply overload, it explodes, The Caster loses 1d4 fingers (thumb excluded) and as many points in their Dexterity Score. Their mutilated hand does 1d6 damage to them and they forget the spell.*

Micean Name : *Otorgar Marca*
Common Name : *Leave Image, Tag, Imprint*
Family & Level : *General, 1st*

Description : *As an Action, The Caster touches a surface with both hands, between their hands a Image forms. The mark can't be erased. While magical shorthand can be written proper runic form cannot be made with this spell.*

Normal Power : *The Caster leaves an image in one color (Caster choice) of sketch poor quality.*

High Power : *The Caster leaves an image of simple colors of fine but hasty quality.*

Max Power : *The Caster leaves the perfect image of whatever they imagined.*

Bad Fumble : *The spell boils up out of The Casters hands, causing them to forget it, and leaves a mockery of the image before it fades like steam in a mirror.*

Worse Fumble : *The spell is forgotten and leaves a completely random, and oftentimes very rude, lewd, or crude image on the surface.*

Worst Fumble : *The spell is forgotten and misses its Target leaving the image, or more often a random rude, lewd, or crude mockery across the body of The Caster like a bad full color tattoo.*

Micean Name : *Niebla de Ensueño*
Common Name : *Somnolence, Hypnos, Sleep*
Family & Level : *General, 1st*

Description : *As an action, The Caster presses their lips together and pushes out a massive dark blue glittery puff of smoke that drifts out from The Caster. The cloud causes creatures to feel drowsy then fall asleep. The cloud clears in 2d4 rounds.*

Saving Endurance against the spell slows a creature instead of putting them to sleep. The Caster is immune to the effects.

Normal Power : *The Caster pushes out a cloud that covers a single creature in sight's head.*

High Power : *The Caster pushes out a cloud that covers an entire area in sight. There is no Endurance Check.*

Max Power : *The Caster pushes out a cloud that covers an area and all adjacent areas. There is no Endurance Check.*

Bad Fumble : *The Caster lets out a yawn as the spell is forgotten through the mouth.*

Worse Fumble : *In addition to the above, The Caster begins to feel drowsy as they become slowed until they rub the sleep from their eyes as an action.*

Worst Fumble : *The Caster forgets the spell with a yawn and falls over themselves asleep.*

Micean Name : *AumentarTensión*
Common Name : *Raise Tension, Water Walking, Entrap*
Family & Level : *General, 2nd*

Description : *As an action, The Caster raises the tension of a liquid allowing them to move along it or trap someone inside they can touch by regulating their breathing and focusing upon the liquid, if they break focus the tension is released.*

Normal Power : *The Caster begins to raise the tension and keep it raised as long as they are focusing with an action and touching the body of liquid.*

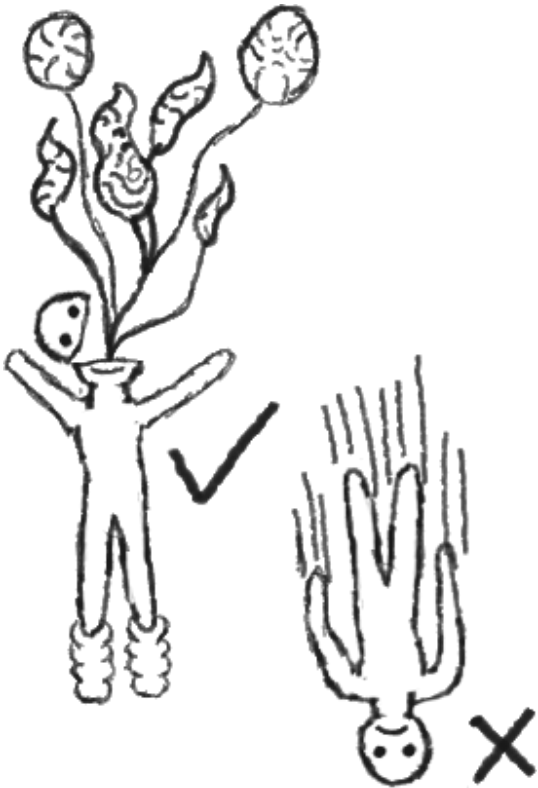
High Power : *The Caster raises the tension and keeps it raised as long as they are either touching the body of liquid or keeping focused on it with their action.*

Max Power : *The Caster raises the tension of a body of liquid and maintains its tension until dispelled.*

Bad Fumble : *All the liquid in the body becomes tense but releases with a splash, the shock making The Caster forget the spell.*

Worse Fumble : *In addition to the above, The Caster focuses on the liquid and it lunges forth beginning an unstable splashing foaming until it boils away.*

Worst Fumble : *The Caster makes their own fluids hyper tense and begins to dry up and die in 1d4 rounds unless they are rehydrated, helped, or the spell is dispelled or canceled.*



Micean Name : *Caída Suave*
Common Name : *Soften Fall, Feather-Falling*
Family & Level : *General, 2nd*

Description : *As an Action during a free-fall, The Caster tucks their legs up and flaps their arms wildly about to invoke the spell and slow themselves and/or anyone they can touch down mid-fall.*

Normal Power : *The Casters legs grow an additional collapsable feet chambers. At most, The Caster can take 3d6 Damage from the fall.*

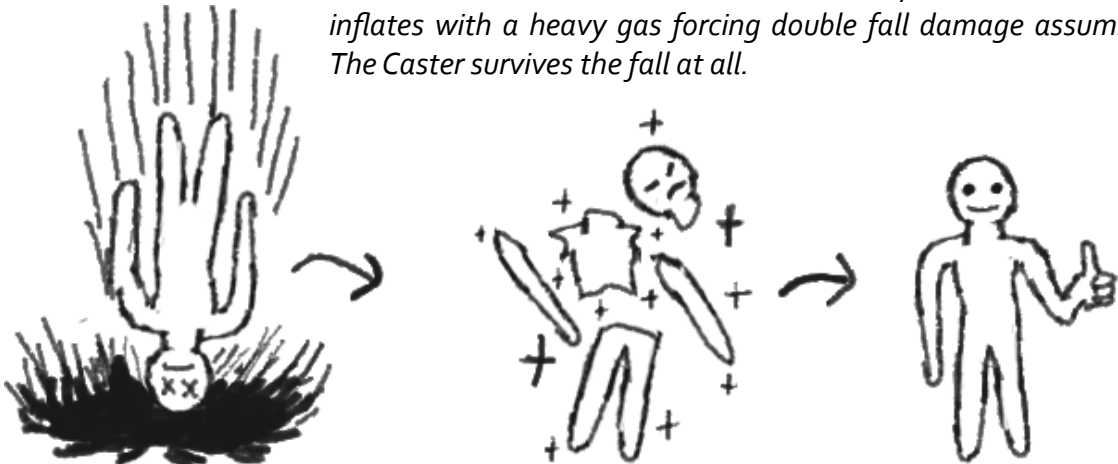
High Power : *The Casters body develops then deploys many lung-like balloons of highly pressurized air from their mouth thusly. At most they can take 1d6 Damage from a fall.*

Max Power : *The Caster's brain disables all pain and lets them get destroyed by the fall. Moments later, their body reforms into a duplicate of how they were moments before the casting.*

Bad Fumble : *The Caster forgets the spell as it boils over from their head as a sweat before evaporating.*

Worse Fumble : *In addition to the above The Caster is given a set of collapsible limbs that sprout up around the shoulders facing up.*

Worst Fumble : *In addition to the above, The Casters body inflates with a heavy gas forcing double fall damage assuming The Caster survives the fall at all.*



Micean Name : *Mano Mirando*
Common Name : *Creeping Palm, Hand of Doom*
Family & Level : *General, 2nd*

Description : *As an Action, a hand and eye-ball from The Caster fall off and join together to birth a Creeping Palm, The Caster can move the hand as if it was their own and see out of the eye. They can make two, but can only directly control one at a time, hands and eyes can rejoin The Caster painlessly.*

Normal Power : *The process is successful, but painful doing 1d6 damage to The Caster. The palm is controlled until sunrise or sunset when it loses energy and falls limp where it stands.*

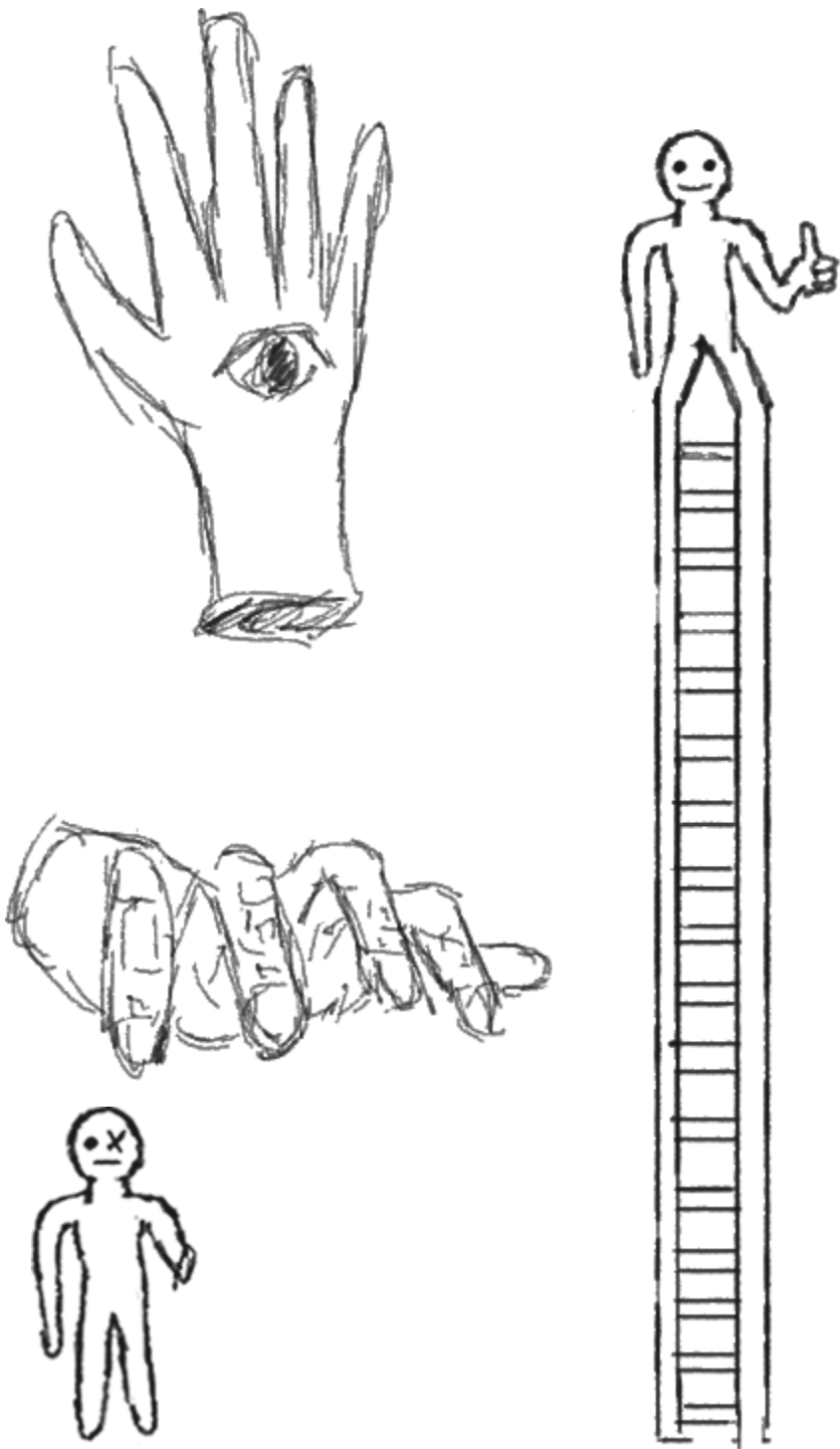
High Power : *The process is successful, the hand and eye has come off cleanly, it will stay active until destroyed or restored to The Caster.*

Max Power : *The process has been so wildly successful that the hand and eye have developed their own soul and can follow commands delivered telepathically allowing The Caster to multi-task as their faithful servant works.*

Bad Fumble : *A pain is felt in the wrist and skull of The Caster forgets the spell through the tear ducts.*

Worse Fumble : *In Addition to the above, The hand and eye of The Caster both fall out but don't spring to life. They have fallen out and off The Casters body. If The Caster is fast enough the hand can be sewn back on and the eye can lock back into its socket.*

Worst Fumble : *The process has been so wildly successful that the hand and eye have developed their own soul, however, they hate The Caster, more than anything, they will not join back and will attempt to kill their parents. Only once they are dead will they rejoin to steal The Casters body.*



Micean Name : *Carne Escalera*
Common Name : *Legs to Ladders*
Family & Level : *General, 2nd*

Description : *As an Action, The Caster Sticks out their legs and they both grow to a desired length, bones sprouting out and join their sibling and hardening to a solid ladder form.*

Normal Power : *The Caster's legs are turned into ladders joined as one. With a single strike of a blunt weapon the ladders can shatter, destroying The Caster's leg at the proportional spot.*

High Power : *The Caster's legs are turned into sturdy ladders, joined as one to The Casters body sharing the same pool of health. Casters can feel through the ladder.*

Max Power : *The Casters legs become a ladder of fortified synthetic flesh making them impervious to damage. The Caster can feel through the ladder.*

Bad Fumble : *The Caster gets the shakes as they fling the spell out from their legs.*

Worse Fumble : *The Caster forgets the spell as their legs grow substantially, several feet of height are gained. Tight spaces are impassable and The Caster will never dance again.*

Worst Fumble : *The Caster forgets the spell as their legs turn into ladders forever.*

Micean Name : *Lanzar Pie*

Common Name : *Anoint Grease, Throw Foot, Slip-Slide*

Family & Level : *General, 2nd*

Description : *As an Action, The Caster drags their foot across a surface while rubbing their hands together causing the surface to accumulate a slippery lubricant.*

Normal Power : *The Caster greases the surface with a thin off white layer of gel and causes it to become difficult to cross. Creatures who fail a Dexterity check upon entering it slip and fall prone.*

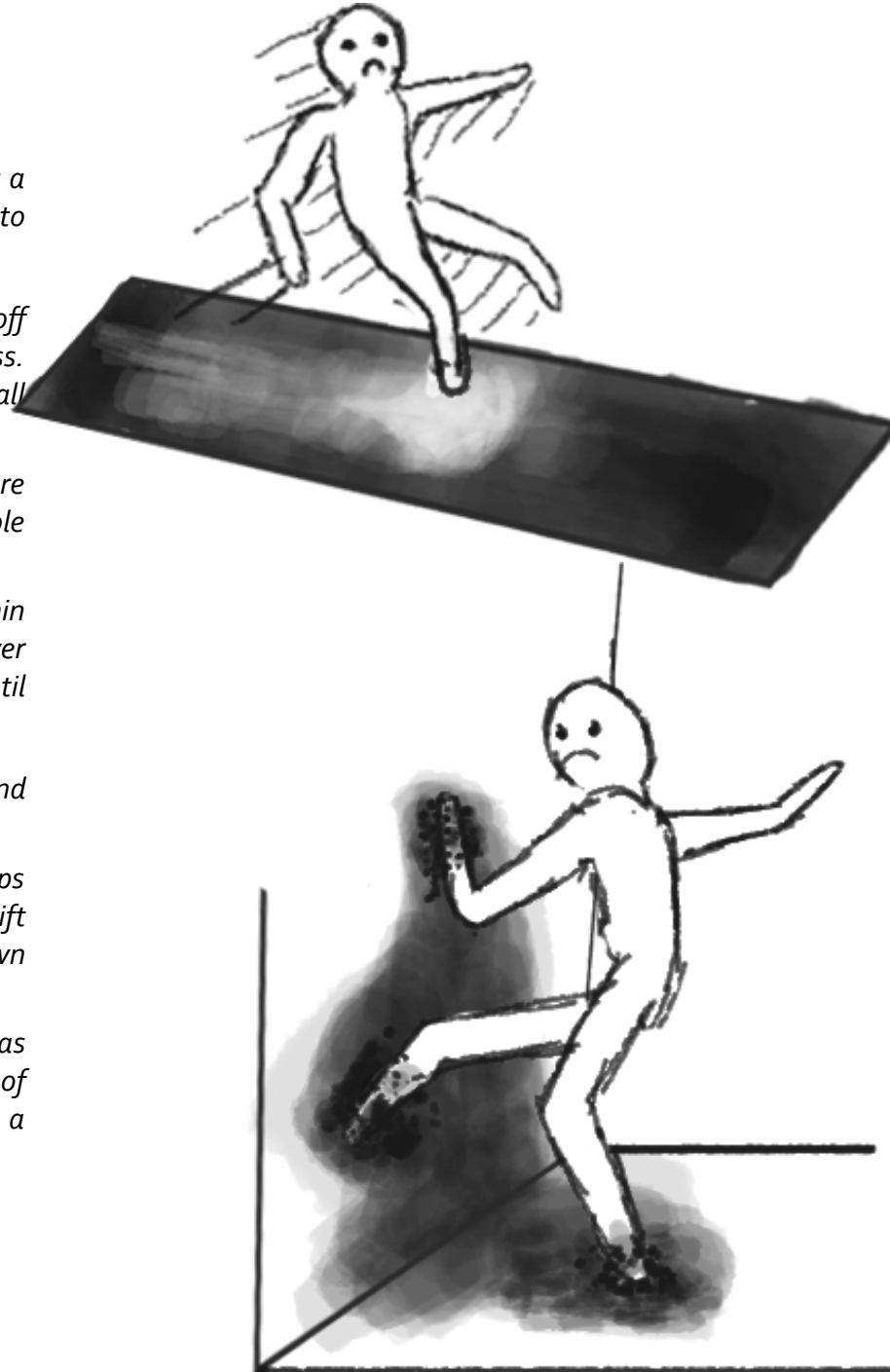
High Power : *The Caster greases the surface with a pure yellowish orange oil like jelly and causes it to become impossible to cross, Creatures who cross it instantly slip and fall prone.*

Max Power : *The Caster covers the surface with a thin shimmering layer of frictionless grease, Creatures who cross over it instantly slip, falling prone, as they continue to slide along until stopped by a wall or grabbed.*

Bad Fumble : *The Caster Forgets the Spell as their hand becomes sweaty.*

Worse Fumble : *The Caster Forgets the Spell and drops whatever they hold as it slips out of their hands. The effects lift upon the next sunrise, sunset, or until The Caster wipes down their hands.*

Worst Fumble : *The Caster forgets the Spell and has permanently greasy, slimy hands, that ooze greasy and smell of Petroleum Jelly. All things held must be held onto with a Dexterity check.*



Micean Name : *Mantener Pie*

Common Name : *Anoint Adhesive, Quick-Glue*

Family & Level : *General, 2nd*

Description : *As an Action, The Caster pushes their foot across a surface while clasping their hands together causing the surface to accumulate a sticky adhesive.*

Normal Power : *The Caster adheres a thin white layer of paste to the surface and causes it to become difficult to cross, Creatures who fail a Strength check upon entering become stuck and are unable to move.*

High Power : *The Caster adheres a thick translucent orange layer of paste to the surface. Creatures who cross it become stuck, if they escape with a successful Strength check they'll lose their Balance and risk falling in, if failing an Agility check they'll fall prone and get stuck in a far worse position unable to free themselves.*

Max Power : *The Caster adheres a nearly invisible thick writhing layer of paste to the surface, anything grabbed by this is trapped, only fires can loosen its bond.*

Bad Fumble : *The Caster Forgets the Spell as their hand becomes sticky.*

Worse Fumble : *The Caster Forgets the Spell and can't remove a thing as everything they wear and hold is stuck to their skin. The effects lift upon the next sunrise, sunset, or until The Caster bathes in warm water and slowly removes the stuck articles.*

Worst Fumble : *The Caster forgets the Spell and has permanently sticky, slimy hands, that ooze greasy and smell of Glue. All things held must be pried off with a Strength check.*

Micean Name : *Golpea Cerradura*

Common Name : *Phantom Pick, Unlock, Thief-Trick*

Family & Level : *General, 3rd*

Description : *As an Action, The Caster puts a finger to a lock and wriggles their thumb trying to tickle it open.*

Normal Power : *The Caster successfully opens the lock but completely destroys it with a thunderous crash leaving behind a smoldering melted lock and an ashy cloud of smoke.*

High Power : *The Caster successfully opens the lock and creates a lot of noise doing it as the lock laughs itself open with many clanks and squealing joints.*

Max Power : *The Caster successfully opens the lock quietly and safely leaving hardly any evidence that the lock was opened.*

Bad Fumble : *The Caster chuckles to themselves as they forget the spell.*

Worse Fumble : *The Caster laughs to themselves, forgetting the spell, as the lock squeaks and creaks as loud as it possibly can.*

Worst Fumble : *The Caster begins to howl in laughter, rolling around, forgetting the spell, as the still locked lock becomes a blown out disaster with a thunderous clap of energy, it is very clear someone tried to break in recently.*



Micean Name : *Bloque Paso*

Common Name : *Suspend Ingress, Block, Door-Speak*

Family & Level : *General, 3rd*

Description : *As an Action, The Caster touches a Door (or any other framed yet moveable barrier that blocks passage) And persuades its being to remain closed.*

Normal Power : *The door shuts and will try its very best to remain shut unless knocked upon or slammed into.*

High Power : *The door slams shut and will refuse to open until it's smashed open leaving a hole in the door.*

Max Power : *The door will heroically refuse to open ever again until The Caster relieves it of service, the door will be blasted out of the frame and into tiny pieces before it ever willing parts.*

Bad Fumble : *The Caster touches the door knob and is jolted by a bit of static electricity causing them to forget the spell.*

Worse Fumble : *The door misunderstands The Caster, who forgets the spell, and opens up wide letting anyone freely pass in refusal to close.*

Worst Fumble : *The Caster forgets the spell when they touch the door's knob or knockers. The Door becomes very angry with The Caster afront to privacy, catching their hand in the door and slamming down on it. This attack does 1d4 DMG. Furthermore the door swings open and will refuse to close for The Caster.*

Micean Name : *Creceer Nariz*

Common Name : Render Snout, Beast Face

Family & Level : *General, 3rd*

Description : *As an Action, The Caster's (or a creature they can touch) nose grows, changing into an animal-like snout, increasing The Target's sense of smell. The effects last until willed away as a Free-Action by The Caster.*

Normal Power : *The Target grows something like a dog and cow snout. They know what creatures have passed by recently with a whiff.*

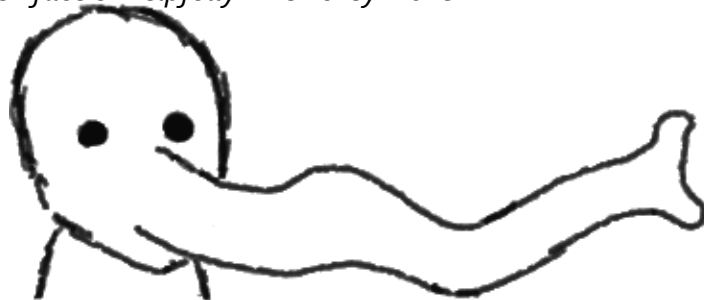
High Power : *The Target grows something like a snakes or lizard's snout complete with smelling tongue, in addition to the above, They know which way the creatures were going with a flick of the tongue.*

Max Power : *The Target grows a large elephant-like trunk, in addition to the above, They know the honest feelings of a creature they can smell just by the wave of their trunk.*

Bad Fumble : *The Caster forgets the spell and it leaves through a wiggle of the nose.*

Worse Fumble : *The Caster forgets the spell. The leaving spell also takes either The Caster, The Target, or Both (their choice) sense of smell away, only if this spell is used again may they regain their sense of smell.*

Worst Fumble : *In addition to the above, either The Caster, The Target, or both (their choice) also grow a useless trunk that flops about their face unhelpfully when they move.*



Micean Name : *Proyecto Forma*

Common Name : *Project Form, Psychic Aspect*

Family & Level : *General, 3rd*

Description : *As an Action, The Caster falls into a deep sleep and wills their head open through a seam splitting it in twain. From this crack light emerges and a projection is formed that takes the shape of The Casters choosing. The projection holds The Caster soul, from it they can see and cast spells but they can not make attacks or inflict physical harm. The projection will vanish if successfully attacked a single time, sending The Caster's soul back to their body. If The Caster's body is destroyed the soul of The Caster will instead exit the projection as a lost soul awaiting reaping.*

Normal Power : *The projection is clearly a specter, and will vanish upon the next sunrise or sunset.*

High Power : *The projection is very life like, only close examination can detect its true nature, it can last for about a week (or until the next sabbath)*

Max Power : *The projection is perfect, only a fellow Caster would know that it's fake with a close examination. At will, as an action, the projection can vanish and thus vault its soul back to The Caster body. It persists indefinitely otherwise.*

Bad Fumble : *The spell cracks open The Caster's head and flies out, causing The Caster to awaken and forget the spell.*

Worse Fumble : *The spell unravels The Caster's skull, leaving a large wound across their head and face, -1d4 Charm score.*

Worst Fumble : *The spell leaves The Casters head but doesn't sew it back up after it flies off, leaving The Casters head open and bisected, turning them into a horrifyingly ugly monster. Charm set to 0.*

Micean Name : *Ablandar*
Common Name : *Soften, Clay-Trick, Remold*
Family & Level : *General, 3rd*

Description : *As an Action, The Caster touches something with their nose and whispers to soften something. The effects last until the next sunrise or sunset, or when exposed to a flame as the material settles and hardens back into its form.*

Normal Power : *The Caster can turn something as hard as wood into a soft clay like material and bend it with their hands.*

High Power : *The Caster can turn something as hard as stone into a soft clay like material and bend it with their hands.*

Max Power : *The Caster can turn something as hard as metal into a soft clay like material and bend it with their hands.*

Bad Fumble : *The Caster Sneezes and forgets the Spell.*

Worse Fumble : *The Caster Sneezes, forgetting the spell, as their nose becomes a soft clay like material before settling again in heat or upon the next sunrise.*

Worst Fumble : *The Caster Sneezes, forgetting the spell as all of their flesh becomes soft and malleable like clay.*

Name : *Grub's Spectral Pack Animal*
Family & Level : *General, 3rd*

Description : *As an Action, The Caster loses a finger of their choice as it binds with a spectral forest being to form a flesh and blood pack animal which will follow the commands of The Caster and more importantly hold their items for them. Casters can issue a command to a pack animal which it will follow to the best of its ability, as a Free-Action on their turn. The being fades, along with The Caster finger, when it runs out of Health, if dispelled before then it drops the finger which will join back to The Caster's hand.*

Normal Power : *The Caster summons **Lesser Spectral Mount.***

High Power : *The Caster summons **Greater Spectral Mount.***

Max Power : *The Caster summons **Superlative Spectral Mount.***

Bad Fumble : *Nothing seems to happen and the spell is lost, the finger is still re-attachable to The Casters hand.*

Worse Fumble : *The creature is made by refusing to listen to The Caster, it runs off with the thumb squealing into the night, taking the spell from the forgetful Caster.*

Worst Fumble : *The Caster summons a **Superlative Spectral Mount** that hates and attack's its maker, trying to break free into the wilderness if successful.*

Micean Name : *Arma Hacer*
Common Name : *Fists to Clubs, Fingers to Blades*
Family & Level : *General, 3rd*

Description : *As an action, The Caster focuses upon either themselves or a Target they can touch. With a balling or release of a fist The Caster can choose between a club or sword hand that does either blunt or bladed damage respectively. The Target makes a single hand a weapon, Weapon hands can not be used to hold any items unless it's with a strap. The use of a strapped shield prevents the use of the weapon hand.*

In addition to this The Target can replace their Strength score with The Caster's Balance score, and/or their Dexterity Score with The Caster's Intelligence Score. This stat change lasts until the weapon is dispelled.

Normal Power : *The Target's hand turns into flesh colored weapons made of a bone like material. It does d8 damage.*

High Power : *The Target's hand turns into steel colored weapons made of a strange metal material that seems to twitch and stretch like flesh. They do d10 damage.*

Max Power : *The Target's hands turn into glowing golden weapons made of an alien metal. They do d12 damage*

Bad Fumble : *The Caster gets a hand cramp and forgets the spell.*

Worse Fumble : *In addition to the above, either The Caster, The Target, or both (their choice) has both of their hands turn into the weapons, this effect can not be dispelled.*

Worst Fumble : *In addition to the above, the affected Targets must change their Balance and Strength, and Intelligence and Dexterity to the lowest of the two. This effect can not be dispelled.*

Micean Name : *Dar Carne*
Common Name : *Flesh Givith, The Hand, P-Money*
Family & Level : *Arcane, 4th*

Description : *As an Action, The Caster pulls matter out of the quintessence. It can be joined or independent of other matter, it can take any shape or any volume between two points The Caster can see.*

Normal Power : *The matter can be of a worbling temporary kind, Its likeness can be that of any mundane substance, upon the next sunrise or sunset it vanishes back into the quintessence.*

High Power : *The matter is in the likeness of a mundane substance.*

Max Power : *The matter can be in the likeness of any substance, mundane or magical.*

Bad Fumble : *The Caster feels a dusting cover their hand and vanish. They forget the spell.*

Worse Fumble : *In addition to the above, Caster creates either the right type of matter in the wrong place or the wrong matter in the right place, both are equally unhelpful.*

Worst Fumble : *In addition to the above, the cascading shards and veins of the substance grow, becoming like flesh yet still retaining some strange likeness to their material as they spread over the skin like a cancer, in 1d4 seasons, The Caster's body will look to be of this substance.*

Micean Name : *Toma Carne*
Common Name : *Flesh Taketh, The Hand, Palm-Trick*
Family & Level : *Arcane, 4th*

Description : *As an Action, The Caster destroys matter, by sending it back to the quintessence, with a mere swipe of their hand, which creates a worbling blackish streak of antimatter.*

Normal Power : *Mundane matter vanishes for a time, upon the next rising or setting of the sun the matter will come back all at once, any other matter caught in its bulk will cause a **Telefragging Event**. The less massive of the two things must move (often shattering) for the more massive of the two things.*

High Power : *Mundane matter vanishes permanently, in its stead, a vacuum forms and pulls all surrounding matter towards it to fill in the gap. This could be used to generate lift, propelling one forward and upward.*

Max Power : *Even magical matter can be destroyed by a mere swipe of the hands, however no magical thing would willingly let itself get destroyed. Many would rather undo themselves than return to nothing.*

Bad Fumble : *The Caster feels a slight burn on their hand, the slight erasure of sensitive flesh, and forgets the spell in that pain.*

Worse Fumble : *The Caster forgets the spell and accidentally erases their hand from existence.*

Worst Fumble : *In addition to the above, The Caster's body slowly begins to erase itself, spreading up along the arm until it reaches the chest, from there the vital organs are erased and The Caster is killed. This takes 1d4 seasons to take full effect.*

Micean Name : *Aumento Pilar*
Common Name : *Erect Pillar*
Family & Level : *Arcane, 4th*

Description : *As an Action, The Caster raises up a pillar of any size and Strength from a point that they can see. When the weight is too much for the pillar's structure, or when the pillar is dispelled it shatters apart.*

Normal Power : *The pillar can be as tall as The Caster, and can support only their weight in addition to the weight needed to hold up the pillar.*

High Power : *The pillar can be 5 times as tall as The Caster, and can support their weight 5 times over on top of its own weight. In addition to this, it can focus into a single point like a spike, a rounded curved end, or a flat standing surface at the top.*

Max Power : *The pillar can be as tall as The Caster desires, and can support unlimited amounts of weight, its end and sides are fully customizable allowing for climbing holds, carved reliefs, or a smooth sheer surface all the way up.*

Bad Fumble : *The Caster slips as a pillar rises up under their feet but vanishes. They are knocked prone and forget the spell.*

Worse Fumble : *The Caster slips onto a rising pillar that pushes them well above tree line, if they are not outside they have a single turn to get off the pillar before they are crushed between the ceiling and pillar.*

Worst Fumble : *The Caster is flung onto a pillar that launches into orbit, it will not stop rising and it will carry the caster all the way up on a trip to the icy reaches of orbit, if they are indoors they will instead be impaled first on a spike pillar, and the pillar will still try to push up as far as it can.*

Micean Name : *Curva*
Common Name : *Bend Elements, Control*

Family & Level : *Elemental, 4th*

Description : *As an Action, The Caster focuses upon an element they have mastery over and gains control of it. (for instance, Flames controls Fire, Frost controls Ice, Earth controls Stone, Wind controls Air, Etc)*

Normal Power : *The Caster can move the element throughout space, moving it to any point within sight.*

High Power : *In addition to the above, The Caster can instantly snuff out the element.*

Max Power : *In addition to the above, The Caster can spread the element to or conjure more of it upon a point they can see.*

Bad Fumble : *The Caster is unable to move the element, and thus forgets the spell.*

Worse Fumble : *The element does the opposite of what The Caster wants, out of their shock they forget the spell.*

Worst Fumble : *The element manifests as a method or elemental and attacks The Caster, angry that they have tried to control them. The surprise shocks The Caster into forgetting the spell.*

Name : *Hecate's Brew Elemental Jelly*

Family & Level : *Elemental, 4th*

Description : *As an Action, The Caster creates and distributes an elemental jelly of an Element The Caster has mastery of. The Jelly has an effect similar to the the element, but it can be held, then launched, sprinkled, or dumped upon a creature with ease. (for instance, Flames creates Napalm, Frost creates Flash Freezing Gel, Acid creates Dissolving Slime, Ground creating a instant-rust solution, etc) The gel's effect doesn't have to do damage, but it does have some effect. The gel activates when used as soon as it touches a surface.*

Normal Power : *The Caster creates single use, 2d6 damage, and jelly. Its effects last 2d4 rounds.*

High Power : *The Caster creates single use, 2d8 damage, and jelly. Its effects last 3d4 rounds.*

Max Power : *The Caster creates single use, 2d10 damage, and jelly. Its effects last until dispelled.*

Bad Fumble : *The Caster fails at creating the Jelly and forgets the spell.*

Worse Fumble : *The Caster creates the Jelly but it comes out entirely wrong, it's merely a useless waste product that spills out over the floor on which The Caster stands. The Caster forgets the spell.*

Worst Fumble : *The Caster creates the jelly at max power and gets it over themselves, it clings to their skin and does it's damage as if it at max power, until The Caster will have only 1 health left, until this they kick and scream helplessly, when it's over their skin is forever marked by this accident and their body is covered in horrid burns.*

Micean Name : *Entender Debilidades*

Common Name : *Understand Weaknesses, Knowing*

Family & Level : *Elemental, 4th*

Description : *As an Action, The Caster looks upon a creature and scans them in an attempt to understand their Strengths and weaknesses.*

Normal Power : *The Caster can figure out how as a creature responds to an element they have mastery of, they'll know right away if the creature is weak, resistant, or immune to that type of damage.*

High Power : *The Caster can figure out either a creature's immunities, resistances, or weakness, they'll know all elements and types of damages that fall into one of those categories.*

Max Power : *The Caster get's a full profile of the creature, they know their weaknesses, resistances, and immunities right away.*

Bad Fumble : *The Caster gets a mental flash of static, they can't think of anything for their turn and forget the spell.*

Worse Fumble : *The Caster gets information about the creature, however it is wrong, while they don't need to act on it they can not act against that rationally, doing so will force a madness check.*

Worst Fumble : *The Caster begins to broadcast their own elemental information out to all creatures within several hundred miles, this tells them who The Caster is, what they're weaknesses, resistances, and immunities, and about how far they are, until the next sunrise or sunset.*

Common Name : *Speak without Lips, Mind-Tongue*

Family & Level : *Psychic, 4th*

Description : *As an Action, The Caster speaks to a single creature that they can either see or touch. This communication transcends language, and is instead expressed in direct impulses of ideas and feelings.*

Normal Power : *The Caster can speak to The Target and communicate something that can be said or expressed in a single breath.*

High Power : *The above, but in addition, The Target can respond with another message of similar length.*

Max Power : *The Caster creates a link back and forth with the creature, until this dispelled the two can communicate to each other as a Free-Action.*

Bad Fumble : *The Caster hears only static and forgets the spell.*

Worse Fumble : *The Caster speaks to the creature but the message is totally jumbled nonsense and thus forgets the spell.*

Worst Fumble : *The Caster and The Target hear a loud rising pitch before their ears blow out and go deaf, during this The Caster forgets the spell.*

Micean Name : *Espejismo*

Common Name : *Envoke Mirage, Smoke-in-Mirrors*

Family & Level : *Psychic, 4th*

Description : *As an Action, The Caster creates an image of something. It can appear anywhere within The Caster's vision, with a Free-Action they can animate the image to move, morph, or change in any way they can think of. The mirage lasts for as long as The Caster is alive unless otherwise dispelled.*

Normal Power : *The image is a flat picture with flat colors, it can be correctively morphed to a single point from which it'll look as intended. Any intelligent creature has a 10 in 20 chance of figuring out it's not real if they check it as an action.*

High Power : *The image is a well detailed projection with shading and reflective surfaces, it looks correct from every angle but it has very little depth. Magic using creatures have a 5 in 20 chance of figuring out it's not real if they check it as an action.*

Max Power : *The image is a perfect image of something, there are no flaws in its appearance, only another psychic has a 1 in 20 chance to detect if it's fake if they check it as an action.*

Bad Fumble : *The image flickers but vanishes and The Caster forgets the spell.*

Worse Fumble : *The image comes up and animates itself into a crude, lewd, or otherwise rude picture with The Casters name on it, The Caster also forgets the spell.*

Worst Fumble : *A crude, lewd, or otherside rude animating images cover The Casters skin, they can not be dispelled, The Caster forgets the spell.*

Micean Name : *Ruido*

Common Name : *Induce Sounds*

Family & Level : *Psychic, 4th*

Description : *As an Action, The Caster makes a sound that emerges from a point The Caster can see and it travels out as sound naturally does. The sound can play music, sound like someone's voice saying something, or be a noise of an object.*

Normal Power : *The sound is at the volume of a normal voice. If it speaks it sounds like nobody's voice in particular.*

High Power : *The sound is at any volume as dictated by The Caster, it can sound like a person The Caster has heard if they choose to make it a voice.*

Max Power : *The sound can be selectively heard by some creatures and not heard by other creatures, it can be heard at different volumes and from different directions as The Caster sees fit, if it's a voice The Caster can tailor it to match the expectations of whoever hears it.*

Bad Fumble : *The sound is a mere whimper and it fizzled out before long, The Caster forgets the spell.*

Worse Fumble : *The sound is something crude, lewd, or otherwise lewd, and emerges at the worst possible place, everyone who hears it becomes aware of The Caster and thinks they are the source of it.*

Worst Fumble : *As above, but in addition to this the sound haunts The Caster and emerges at least once a day randomly giving them a point of madness and forcing a check once a day until they receive treatment of some kind and successfully remove a point of madness.*

Appendix B - Enchanted Items

My Top 10 of 77 Enchanted Items are here for use in the basic edition of the rules.

Item's Name : *Standard Deep Space Figure Fitting Suit*

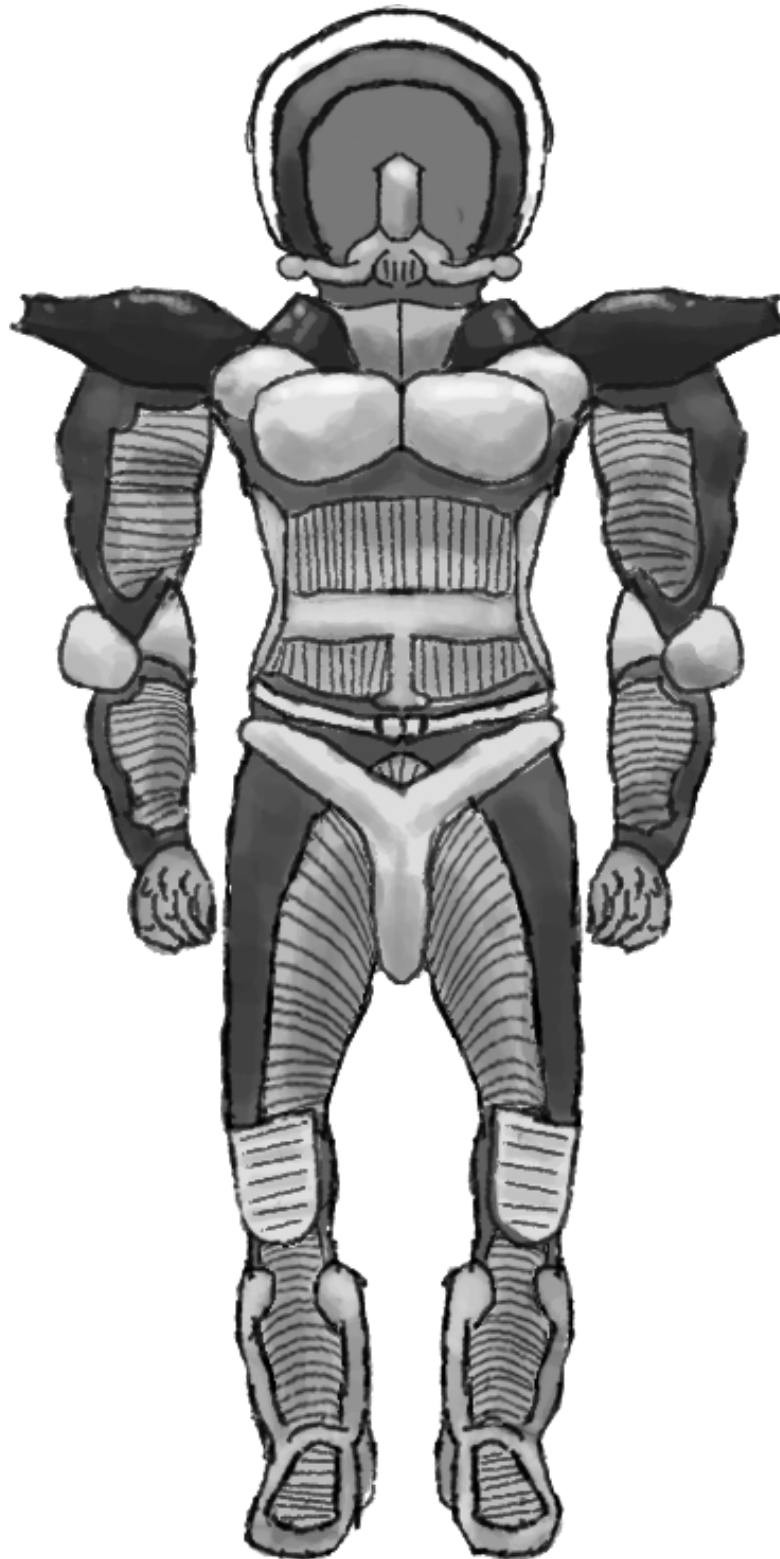
Number & Type : *4, Celestial, Armor*

Creator : *Pan Euro & Pacific Union Deep Space Commision*

Creation Era : ***Previous Universe*** (*Dying EntropyTimes*)

Appearance : Form-fitting Black Bodysuit, Seems to know when to come on or off. Seamless, Zipperless, Buttonless.

Description : *This suit fits the form of its wearer perfectly. While wearing it they are protected from Radiation and Mana Poisoning, Air-Less Vacuums, and Magical Attacks. When damaged the suit weaves itself back together. This counts as Light Armor, Giving +4 Armor. It can not be worn with a cloak.*



Item's Name : *Mamo's Rod of Teeth*

Number & Type : *12, Enchanted, Weapon*

Creator : *Chaos Being Mamo*

Creation Era : ***Mana Settlers*** (*First Golden Age of Man*)

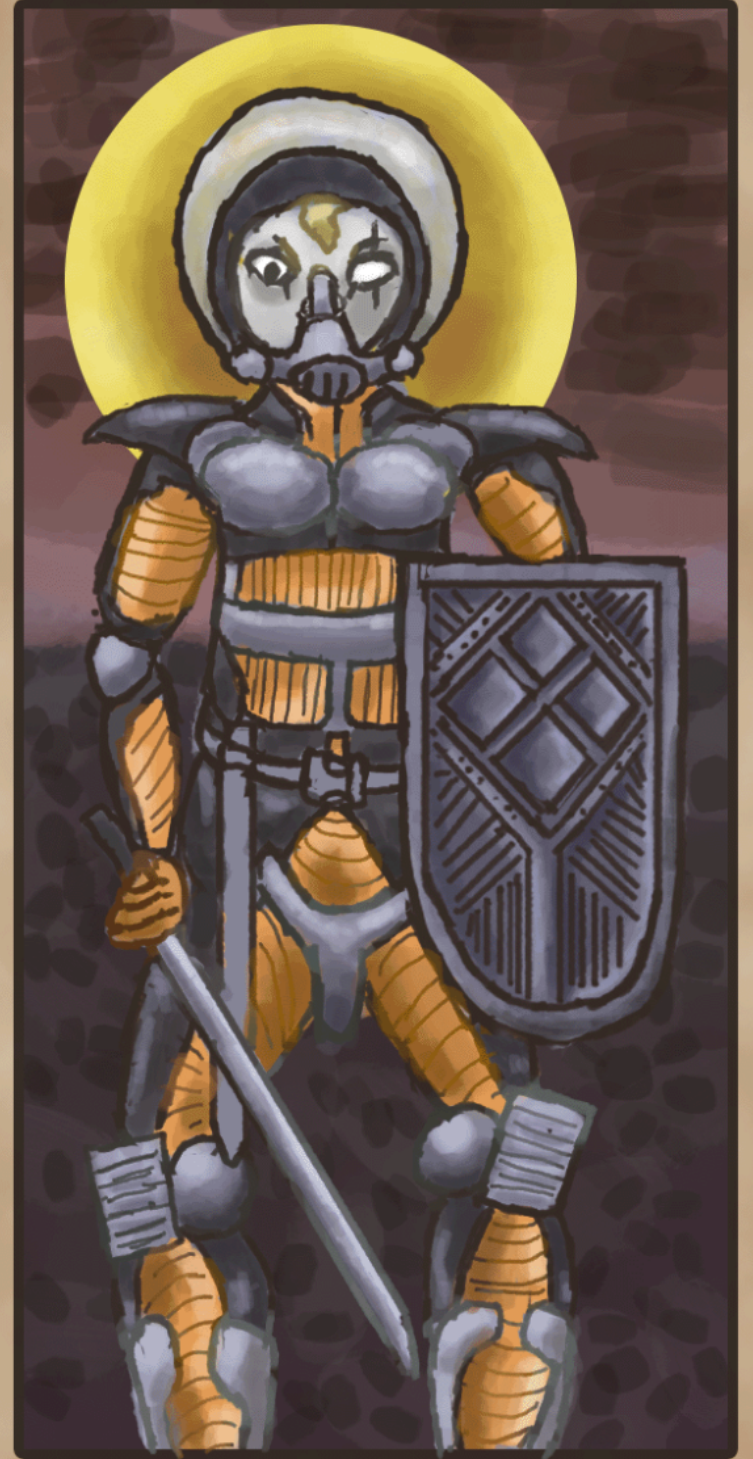
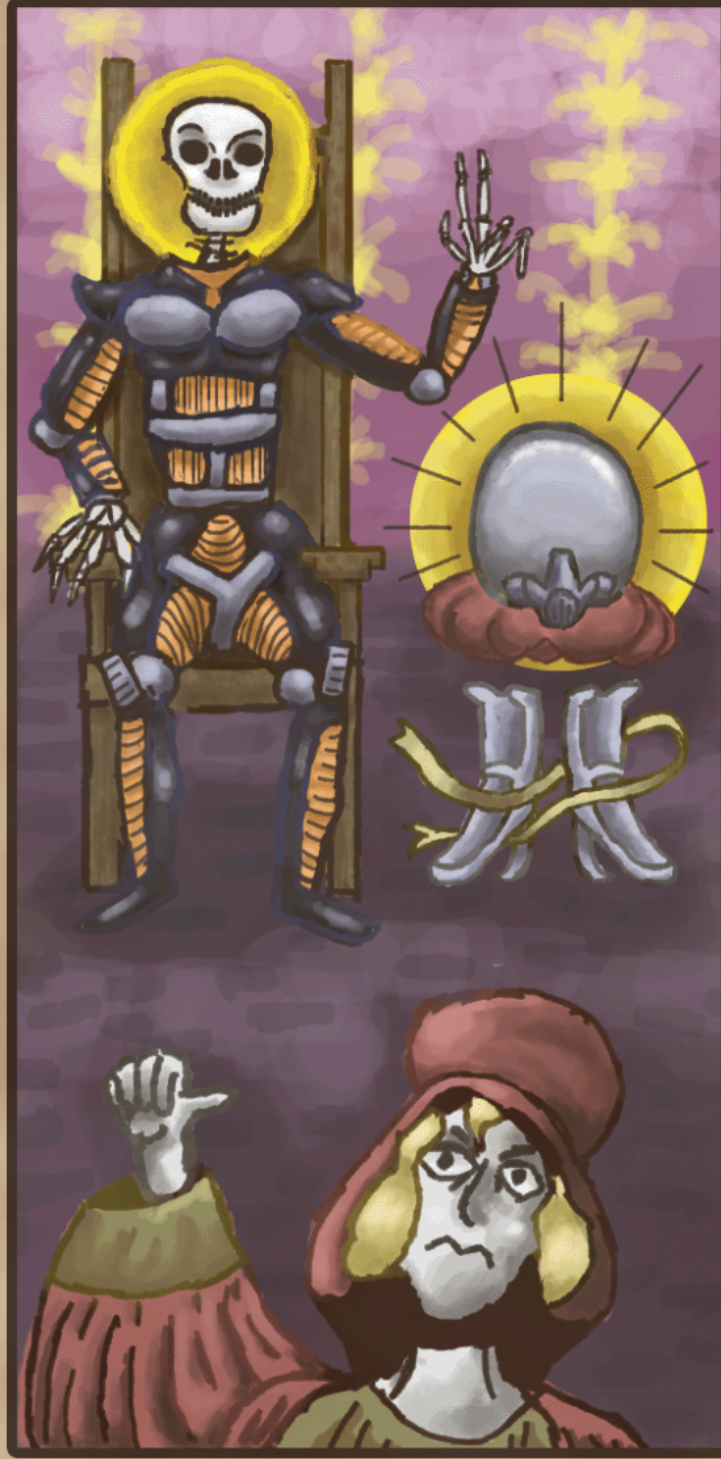
Appearance : *Red Flesh Rod in many Diverse, Large, Inhuman Eyes, Menacing with Long, Ivory spikes of Teeth*

Description : *This item gives you the power to control other people's teeth. Remove them, sharpen them, dull them, force them to explode, make them regrow, move a creature by their jaws.*

Soul Inside : ***Azsh-Nome*** the Downing of Birds.

Personality : ***Azsh-Nome***, a spiteful trouble maker by nature, has a 1 in 20 chance of causing whatever effect you cast on another creature having it happen to you.





Item's Name : Reota's Ring of Frost

Number & Type : 14, Enchanted, Weapon

Creator : *Polaris the Flash Frost Tyrant*

Creation Era : *Mana Dragon Wars (First Collapse)*

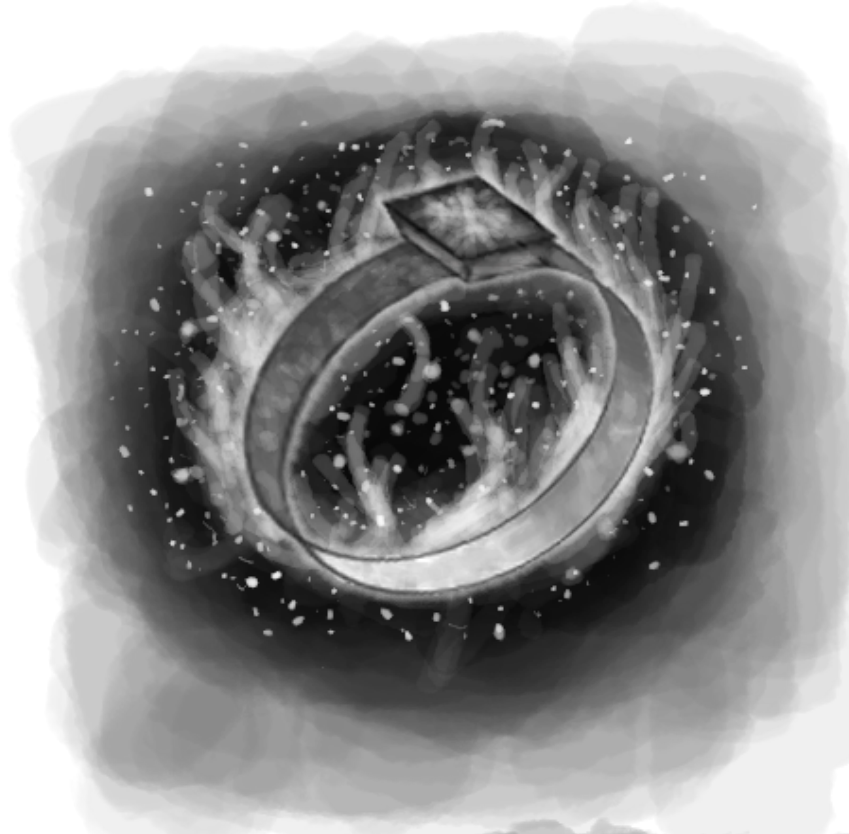
Appearance : *Beautiful azure ring, missing a gemstone in its head. It feels cold in the hand.*

Description : This ring has the ability to freely roll along any surface and change its width. When put on by an intelligent creature the spirit inside can be heard telepathically, in turn the ring can read the wearer's thoughts. The ring gives resistance to Frost Damage and turns any Mundane Damage done by the user into Frost Damage. Those killed by the wearer are overtaken by Hoarfrost and leave an eternal chill that hangs in the air as a thick misty fog. The ring requires a Strength Check of 25 to remove.

If a pure carved Sapphire is placed into the Ring's head, and if the user loves the spirit, it unlocks its full potential. The wearer becomes Immune to Frost Damage, Solid-Hits immobilize targets, and Criticals outright kill creatures by freezing them over. The ring can not be removed until death.

Soul Inside : *Noelle/Noel Reota the Frost Maiden/Bacholler.*

Personality : *Noelle/Noel Reota has grown cold after living life in their ring, even their identity has melted and now shifts to whatever they think will please the user more. The ring will refuse to be let go, insist that the user needs them, threaten to kill the user if they even do so much as think about replacing them with another item. They need a sapphire and a vow of love to reach full power, in which they'll stay joined till death.*



Item's Name : *Villium's Cornucopia of Fireworks*

Number & Type : 15, Enchanted, Weapon

Creator : *Villium the Keeper of Nature.*

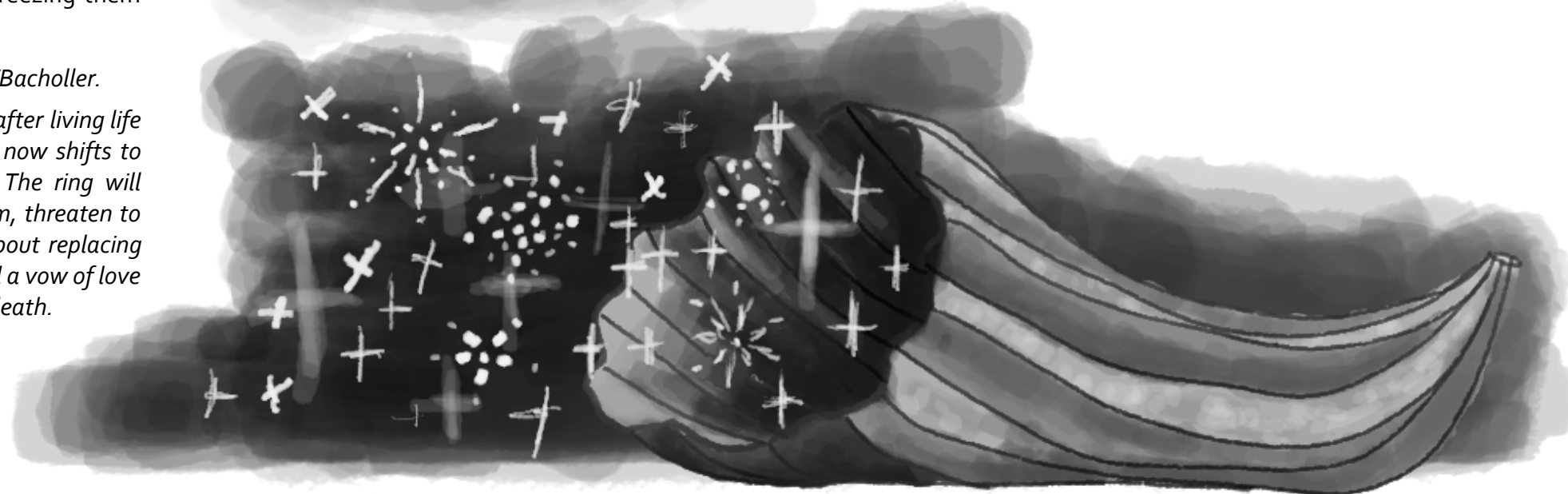
Creation Era : *Terran Ultimo (Second Golden Age of Man)*

Appearance : *Long cone of Woven and Wickered Wire of 2 score Variety.*

Description : *When pointed at a creature or agitated, the horn releases Real Fireworks and the sounds of Monkeys. The Horn, Ranged Weapon, does 6d4 Flame Damage to Anyone it hits, this weapon covers a far range.*

Soul Inside : *Phelps the Orangutan.*

Personality : *Phelps the Orangutan is a wild animal inside a magic item, this was not the intention of the creator but he couldn't be removed. He now lives inside the Cornucopia. The item was also supposed to create an illusion of a firework, but due to an oversight it makes real fireworks. If bothered or shaken too much, the horn will shoot off 4 in 20 times.*



Item's Name : *Chronicles of Chaos*, by Lilith of Inhibition.

Number & Type : 20, Enchanted, Weapon

Creator : Lilith of Inhibition.

Creation Era : *The Crown Wars* (Third Collapse)

Appearance : Human skin bound grimoire, tinted deep red, blood-ink written pages, living eye on the cover.

Description : When the user reads from this book out loud they conjure a spiteful evil vapor that strikes their enemies for 4d10 Damage, however, every time the user must make a madness check.

Soul Inside : *Daun* the Bringer of Vengeance.

Personality : *Daun* was a hero of his day, but his love of treasure would lead to his downfall and capture at the hands of Lilith. He is tempted to lead the user to treasure, as long as he has his cut.



Item's Name : *Bernhard's Magic Cloak*

Number & Type : 32, Enchanted, Armor

Creator : *Bernhard* the Shadow of Borea.

Creation Era : *Terran Ultimo* (Second Golden Age of Man)

Appearance : Made of polished White Bull Leather and lined with soft pillowy extra dense Mink.

Description : Anyone who gazes upon The User believes that they are the most remarkably beautiful people to ever live, as a Free-Action the wearer can vanish in a crowd, hiding from everyone in plain sight.

Soul Inside : *Bernhard* the Shadow of Borea.

Personality : *Bernhard* itemized himself because he wanted to vanish without dying, he got what he wanted. He's willing to help the caster but he is not fond of big crowds, if he gets overwhelmed he'll make the user vanish and won't let them show back up until they're alone.

Item's Name : *Aüct's Belt of Fiendish Power*

Number & Type : 36, Enchanted, Armor

Creator : **Aüct** the White, Slayer of Evil, Pure King

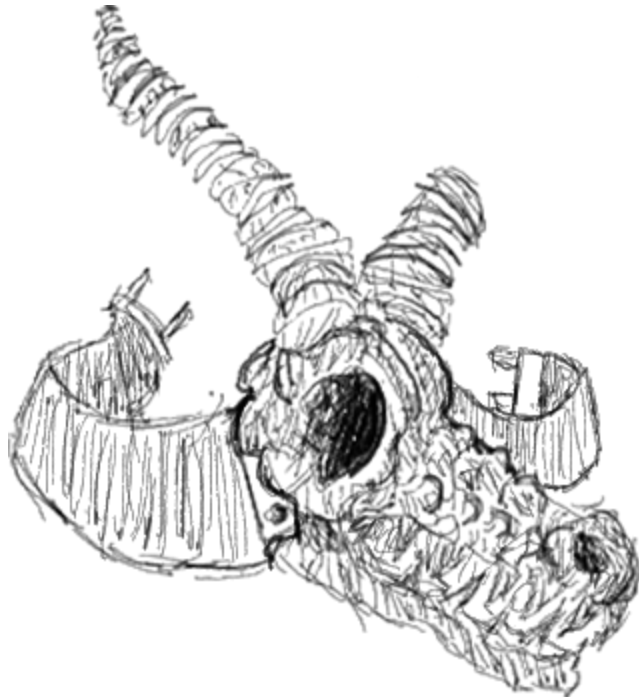
Creation Era : **The Crown Wars** (Third Collapse)

Appearance : *Made of Onyx and Gold with a Massive Horned Vermillion Skull on the Front.*

Description : *This item gives the wearer a bonus to Strength, it starts at 1, and for every creature they kill that day it gives an extra point of Strength to a maximum of 10, when the user rests the belt cools down and resets.*

Soul Inside : **Soblazite** the Seducer.

Personality : *Solbalz is friendly to its user, and encourages them to do more, it deeply enjoys bloodshed and will congratulate the user after every kill, slowly but surely encouraging them to do more and more, even attempting to convert the player into worship of **Marwola** and **The Abyss**.*



Item's Name : *Endus's Speaker for the Dead*

Number & Type : 38, Enchanted, Trinket

Creator : **Endus**, The First Necromancer

Creation Era : **Mana Settlers** (First Golden Age of Man)

Appearance : *Silky, Black and White Mask.*

Description : *When this mask is put on a dead creature the mask becomes animated and speaks as if they were the dead creature, they may answer questions and share stories as if they were the fallen creature.*

Soul Inside : **Norim** the Mask Being.

Personality : ***Norim** likes readying the thoughts of the creatures he's placed on, and loves collecting secrets from their mind.*



Item's Name : *Zerksees's Thieves Knob*

Number & Type : *42, Enchanted, Trinket*

Creator : *Zerksees the Thief Priest*

Creation Era : *Mana Dragon Wars (First Collapse)*

Appearance : *Golden, Matte Knob, 6 Engraved images of Valkoria's Exploits. One shows her in a tavern and another shows her tangled in a orgy.*

Description : *When placed along a surface it creates a door as big as the user (or as the surface will allow) which leads to either the next room or somewhere else.*

Soul Inside : *Valkoria the Dual-Sexed Bard-Amazon*

Personality : *Valkoria lived her questing life to be licentious. Even as a literal knob she still longs to get kicks. She has a 1 in 6 chance of opening the door into the nearest tavern, and a 1 d 6 chance of opening a door to where a good fight can be had.*



Item's Name : *Aris's Stone of Sacrifice*

Number & Type : *76, Divine, Trinket*

Creator : *Magica the First Vampire, Patriarch of Evil*

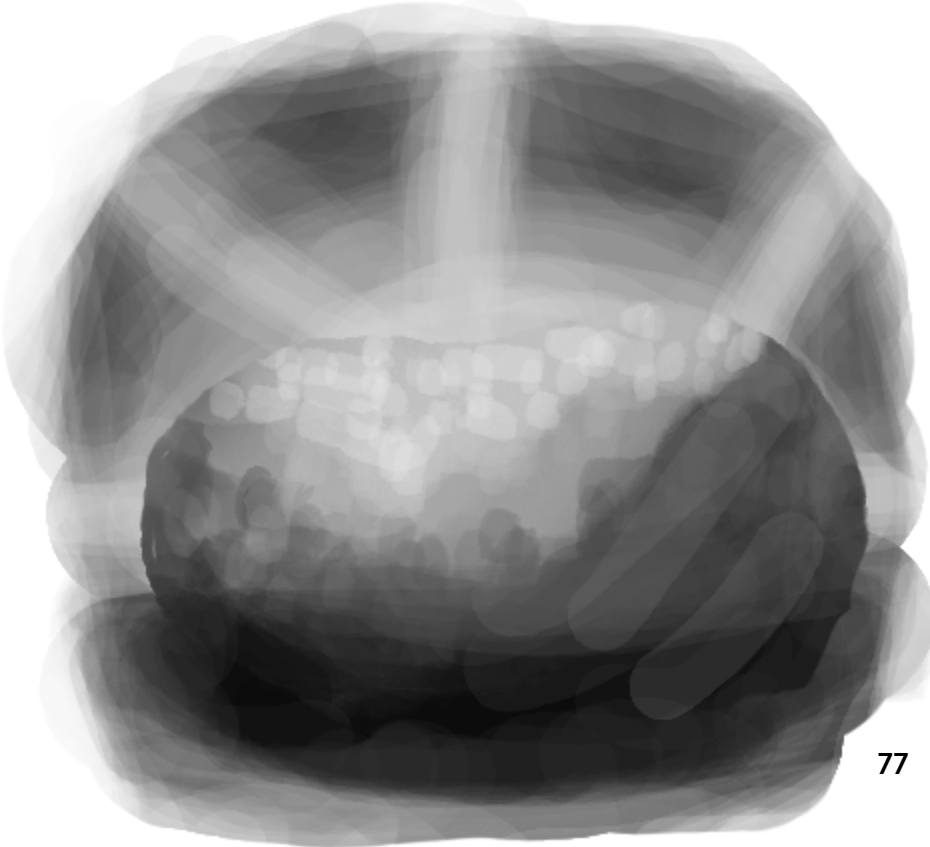
Creation Era : *Age of Arlon (The Silver Age)*

Appearance : *Shimmering Glittering Rainbow Stone.*

Description : *This item has the power to grant the user who holds it wishes as intended at a cost. The first wish consumes what the user loves the most. The second wish takes the memories of the user away, and the Third takes away their life by turning them into a spectral white bird.*

Soul Inside : *Aris, the first wife of Joto the Black.*

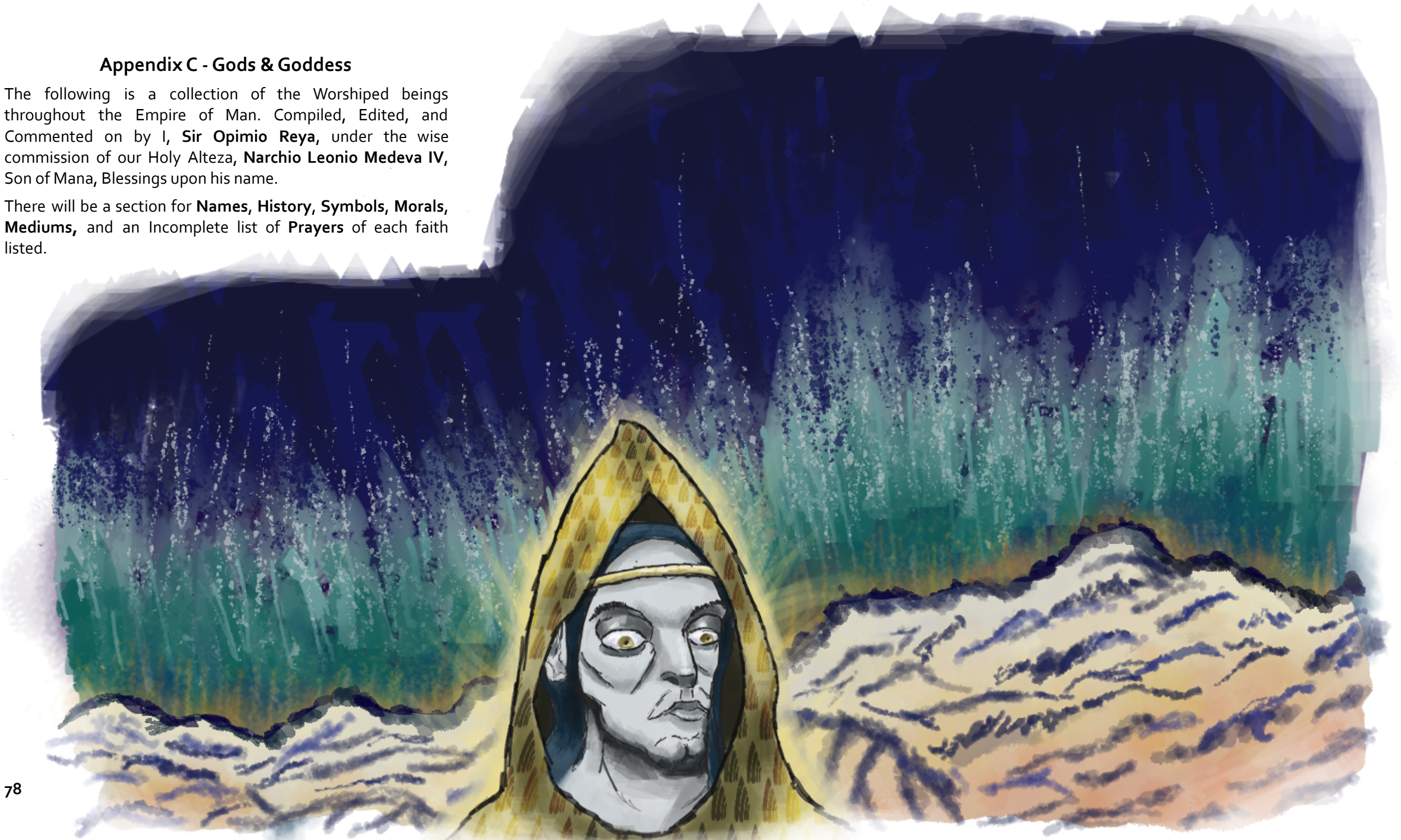
Personality : *Aris whispers to the user, she can grant any wish, but only accepts one the user believes is the right thing to do.*



Appendix C - Gods & Goddess

The following is a collection of the Worshipped beings throughout the Empire of Man. Compiled, Edited, and Commented on by I, **Sir Opimio Reya**, under the wise commission of our Holy Alteza, **Narchio Leonio Medeva IV**, Son of Mana, Blessings upon his name.

There will be a section for **Names, History, Symbols, Morals, Mediums**, and an Incomplete list of **Prayers** of each faith listed.



The Flames of Mana

Otherwise : *The Eternal Flames, The Holy Fire, Neon of Blue*

We begin close to home, in the heart of the Empire. The Micean Region in which blossoms forth our greatest country. I am a prelate of our noble church, a scribe in the one truth.

History & Lore

After the Calamity which our world was tested by burning rains and seas of invisible fire we were pushed to the mountains fearing the wrath of the storms.

Upon the edges of the village of **Mesa Deoro** sat a **Precalamidian Vault**, fallow with rot, filth, and death. In its heart sat a great fire of unquenchable azure from which the people found prosperity.

The Vault became the first temple, and by its ever glowing heart Illuminated our first **Padreans** lifting them from the **Tedeans**. For generations it has illuminated our world and led our nobility to guide themselves by its light.

One day, man will join the Flames of Mana, his impurities will be purged and his being will become Eternal.

Symbols and Icons

The Flames of Mana are symbolically represented upon banners and in art by a blue flame of 3 major arcs separated by 2 minor arcs all pointing upwards with a comb-like curve.

Wherever possible, sealed lanterns of Mana are used to display the ever burning flame gentle strobing within its lantern in tandem with Pyre of Mana which stand as symbols of Eternity for all to see.

Morals and Values

We seek to Uphold Eternity, to keep what we have and to pass it on to the generations of the future. We can achieve this by maintaining a Lawful, Wise, and Pure society and empire.

Law is vital for the maintenance of a peaceful and civil land, we are always to listen to the laws and to obediently follow them.

Wisdom is the torch of Mana we pass to our young through teaching. We pass the lessons we have learned and the future benefits from our mistakes and our records.

Purity keeps us free of temptation, which seeks to uproot our quest for Eternity, and keeps us focused on what matters.

It is Forbidden to lie, to break the laws of the land, and to squander the gifts we pass to the Future. Especially when done for personal gain.

Furthermore it is Forbidden to use things that have not been forged by the flame over things that have when available. All tools must be made of Metal and Glass shall be kept wherever possible.

Lastly, No uncooked foods shall be eaten by any follower of Mana, for they are hazardous to health and have not been cleansed by the flames.

Mediums and Spirits

Antiguos Búho - *Owl of the Ancients* - Ghostly, Owl, Wreathed in great blue flames. Moving at high speeds to enact his summoners will. They know all languages and carry in clutched talons notes of wisdom.

(*Health: 10, ATK: 1d10, THB: +1, Armor: +2*)

Fugeito - *Emberling* - Small Snake like creature made of flowing flames, perched upon many thin clawed legs on which it rapidly moves. They know all languages and can speak freely of the sciences and liberal arts.

(*Health: 25, ATK: 1d6+4, THB: +3, Armor: +4*)

Quemando Uno - *The Burning One* - Medium bipedal Figure twisted into a six armed humanoid form. With massive Owl wings they glide across the sky freely, with massive eyes they see all hidden things. They know all languages and can speak freely of the sciences and liberal arts.

(*Health: 50, ATK: 2d8+2, THB: +6, Armor: +6*)

Infernal Toro - *Raging Fire* - Large quadruped of Bull like suggestion. With its massive wings it flies upon smoke. With its massive eyes It sees all hidden things. They know of every written text, present and lost. They speak all languages. They know of fields of study. For Wisdom they make Pacts.

(*Health: 100, ATK: 3d8+6, THB: +9, Armor: +8*)

Prayers

Divine the Answer - Target 15

"By the Flames, I ask for Guidance !"

As an Action, The Zealot can ask a Yes or No question. Each question can only be asked once a week, with it being up for reconsideration after the Sabbath.

Translate - Target 15

"By the Flames, I seek to understand what is not known !"

The Zealot places a sheet of paper over unknown text, and then closes their eyes. With a transcription tool he translates and transcribes the unknown text under the paper into a known language written upon it. Each sentence takes a turn to write.

Textual-Tongue - Target 15

"Under your holy embers, give this text being so it may speak"

The Zealot opens a book to its book-marked page (failing this you place a ribbon in its folds) and it springs to life. The upper and lower halves of the book flap like lips, the mark becoming a silky tongue, it speaks of its contents, if it has blank pages, it may learn and transcribe onto them.

Be Holy or Be Dead - Target 20

"By the Flames, Cleanse Them!"

The Zealot targets a creature, and all creatures in personal range of the Target are engulfed in a great raging fire. The fire lasts for 1d4+Ethos Rounds and Does 2d8 Damage to all creatures within it who are not aligned with the Flames of Mana.

Boon : Kindling for the Mind - Target 20

"By the Flames, May my Soul kindle my Intelligence !"

As a Passive, The Zealot targets a creature they can touch, and add your Balance Bonus to his Intelligence Score. The effects last until you roll for Balance. If the roll is prompted, you may choose to decline rolling, automatically failing as the effects persist.

Bane : Feeble the Mind - Target 20

"Weaken his fire, dampen his minds Great Flame!"

As a Passive, The Zealot targets a creature he can see, and subtracts their Balance Bonus from the target's Intelligence Score, greatly impairing their judgment and causing them to aimlessly drift for 2d4 rounds as their mind is retarded by the Hex. The effects last until the next sunrise or sunset.

Painting Merge - Target 25

"Let us Merge Now into the World of this Illustration !"

The Zealot can either target themselves, or a creature standing between them and a flat surface, and with a snap of their fingers turn The Target into a flat drawing that merges with the flat surface.

The flat creature appears as an illustration in a style befitting their personality. It can move left or right along the surface and has no depth.

If the surface has an illustration they are merged with it and become one within it. The drawn are sent into a Realm of the drawing where they move as if normal.

Upon command, The Zealot can send the drawn out of the drawing and back into the real world.

Read Person - Target 30

"The Flame within will lay bare before, by the Order of Mana"

The Zealot touches a creature and their head opens up like a book as they lay asleep Transcribed upon the pages is writing and illustrations of their life. With a successful Balance roll these can be edited with a writing tool, however this is deemed immoral to do.



Mother Wren

Otherwise : *Mother of Man, The First Amazon, Fairest Lady*

In the rebellious northern lands of Boreal the largest and most profitable of settlements the community worships a flighty pagan being known as Mother Wren.

History & Lore

According to the lore of his keepers Wren was a human being who ascended to Godhood upon defeating five beings they refer to as the Withering Feinds. Avatars of Wrath, Famine, Inhibition, Death, and Plague.

Despite the insistence of her goodness she consorted with the Devil Joto the Black, Snuffer of the Flame, and was responsible for the third collapse of human civilization.

She is a tempestuous being who just as often destroys the lives of the Pagan curs who follow her then she does improve them.

Symbols and Icons

The Icon of Wren is most commonly a diamond made up of 4 smaller black diamonds or less commonly a fist tightly clutching a snake which opens its mouth in dying shock. The hand is a pale white flesh tone, the snake is green with yellow eyes.

Wherever possible, she is instead represented by her figure. A tall muscular woman of exceptional beauty and ample figure dressed only in armor bracings. Either holding a baby and choking a snake in opposite hands, or laying upon her back before a wreath.

Morals and Values

The Followers of Wren seem to uphold fertility as his primary virtue, they are required to have at least 2 children per union and face ostracization for failing this.

They are expected also to defend their home from threats and to take part in labor for they believe all share the fruits of community labor.

The followers of Wren each share their earnings and take a share depending on his social station and amount of young. Perhaps noble if not for the punishments.

Outside of this they are a fairly liberal people with few regulations morally and socially.

Forbidden to them is **Idleness**, refusing to work at all. If someone will not work for the community then they will be denied a share in its profits even resulting in banishment.

Sterility, in failing, refusing, and in the inability to have children, is punished most extremely, with a public execution at the Altar to Wren. They will tolerate no childless person above the age of 30.



Mediums and Spirits

Nymph - The lowest servant of Wren, taking the form of a Young Man or Woman of exceptional beauty and unquenchable innocence. They help people fall in love and bring fertility and virility to those they touch.

(*Health: 50, ATK: 1d8+2, THB: +2, Armor: --*)

Idol - The second tier of servants to Wren, taking the form of a pale golden skinned humanoid merged into the many diaphanous shimmering layers of silk they wear. They bring forth bountiful crops and bless children with good health and long lives.

(*Health: 100, ATK: 2d6+3, THB: +3, Armor: +4*)

Valkyrie - The third tier of servants to Wren, taking the form of a towering Man or Woman with eternally calm faces and closed eyes in sparse armor adorned with six sets of wings. It defends the lands of Wren's followers and anoint nobles.

(*Health: 150, ATK: 3d6, THB: +6, Armor: +6*)

Eros - The final and smallest tier of servants to Wren, taking the form of a flowing bright being with a countenance of Lighting and body in several segments. They overlook the lands of Terra and bring forth good health and harvest.

(*Health: 200, ATK: 3d8, THB: +9, Armor: +8*)

Prayers

Blossom Forth - Target 15

"Mother Wren, Bring Bounty to this Spot!"

The Zealot points to a surface and forces vegetation of all kinds to blossom forth from it. The plants are adapted to his environment and will spread naturally with time unless killed. This works on all surfaces, and all environments.

Purify This Meal - Target 15

"Mother Wren, May we consume this Bounty you've brought!"

The Zealot stands above a table or gathering of food and clasps his hands. If successful, all food blessed will be perfectly edible, non-toxic, and free of non-magic poison, until the next sunrise or sunset in which all non consumed foods have the blessing wear off.

Bare Fruit - Target 20

"Bring Fruit to the Barren, and Life to the Dead!"

The Zealot touches a Creatures, and blesses them. If it is a living creature then it shall become youthful and fruitful. If it is a plant, even a dead one, it shall spring into life and will begin to bear fruit, flower, or generally blossom as if it were alive.

Boon : Give Strength - Target 20

"Give me Strength to Defend my Home, My People, Wren!"

As a Passive, either The Zealot or a single creature in view is renewed with great Strength. His bodies are stitched together, flesh becoming whole with a glowing golden patch of new flesh. The Target regains The Zealot's Balance Score + his Ethos Score back in Health and gets Advantage on Dodge and Attack Rolls for 2d4 Turns.

Bane : Wither - Target 25

"Wren, Curse my Enemies, make them dry in my Gaze!"

The Zealot targets either himself or a single living creature within his view and forces them to drop to his knees as they wither. The Target loses movement on his turn and has disadvantage on Endurance checks.

Beautify - Target 30

"Wren, gift this creature with your divine tastes, fix them!"

The Zealot touches a creature's face and rearranges it into its most beautiful form. The Target gains 2d4 Point of Charm to a maximum of 20.

Enrich Country - Target 30

"Wren, bring forth your bounty to this land!"

The Zealot throws up his hands at the foot of a temple altar dedicated to Wren, she will give a request to The Zealot and in return for its eventual completion she'll bless the land with Warmth, Fruitful Bounty, Happiness, and Many new Hearty Young.

If the request is met then Wren will be validated in her trust in The Zealot.

If the request is not met, for lack of trying or inability to make progress, then Wren will be outraged. For this failure she will damn the land she blessed on The Zealot's word. The Zealot will be solely to blame and many horrid things will befall the people until this great injustice is resolved.



Avia

***Otherwise** : The Winged, Ruler of the Azure, King of the Sky*

After Wren, the second most popular Deity in Boreal is Avia. While the former hides his barbaric nature, this being fully embraces it. He is pleased by Chaos and Destruction.

History & Lore

The followers who'd agree to civil discussion have recounted his lore to me, **Avia**, once **Arlon**, was a King of a **Silver Land**. He had brought all moral things of this world over a vast sky-sea in **Silver Ships** which now lay dormant as **The Vaults**.

From his descriptions, they seem to speak of some mythic cave or forgotten tomb not too dissimilar from the Vaults of our noble faith.

They say Avia was born from Arlon upon his death. Arlon was slain by the devil **Joto the Black**, however, the blasphemously accuse **Aüct the White** of working in tandem with him.

The Calamity, they suggest, was the result of his God's Rebirth. Accusing both **Joto** and **Aüct** of bringing this ruin.

Symbols and Icons

The Icon of Avia is a human upper body with large bird wings, of equal length, instead of arms.

In what little art the people make, he is displayed as a large bearded man, often in tunic and leggings, with wings. It is unclear if he has arms underneath his wings or if his wings replace his arms outright.

Morals and Values

The Followers of Avia Value Strength Above All Else, if someone isn't able to fight or defend themselves they are not seen as a person.

They also strongly value **Adaptability**, seeing his striking poverty and semi nomadic lifestyle this is useful to them.

One aspect of his culture is the total disregard for his fellow man. The weak, elderly, sick, and dying are each slaughtered in what these barbarians call a 'Act of Mercy', there is no quarter given, no mercy taken, none are spared the ax.

It is forbidden amongst the followers of Avia to eat any bird, for they are considered sacred and connected to Avia spiritually. However there seems to be some disagreement as to whether or not ground birds count in this regard with several conflicts.

Mediums and Spirits

Raptor - Towering Winged Man dressed in full armor and wielding a flaming sword. They are the lowest rank of Avia's Eternal Army. They are thought to watch over a single man.

(Health: 25, ATK: 2d4+4, THB: +2, Armor: +4)

Avalo - Powerful but strange Two Headed Dog Lion with golden fur and a cropper green mane. They are the companions and war mounts of Avia's Eternal Army in the sky. They guard sacred places and protect treasure.

(Health: 100, ATK: 2d6+6, THB: +5, Armor: +6)

Chariot - Floating square pyramid made of gleaming brassy bronze, bearing the faces of a Man, Lion, Ram, Snake, and a Hawk. They are some of the most important beings in Avia's Eternal Army, but his purpose is unknowable. Each of his faces holds a secret magic.

(Health: 300, ATK: 2d8+8, THB: +10, Armor: +8)

Prayers

Guiding Bird - Target 15

"Avia, may your chosen show the way"

The Zealot throws up a hand to the sky, and a bird flies across his view leading out its call to The Zealot. The bird will then try its best to lead The Zealot towards his goal, warning them of dangers seen with his bird's eye view.

Give Wings - Target 20

"Avia, may we be light of step and easy in heart!"

The Zealot and his selection of creatures (with the approval of Avia) within his view each grow a spectral wing upon his feet. They run twice, perhaps even three times as fast as they used to. In battle they can move twice, and in travel they can move the distance of two days in just one.

Boon : War Spirit - Target 20

"Avia, Give me your Strength to Slay my Foes!"

The Zealot selects a creature (with the approval of Avia) within his view, that creature becomes radiant, bright, thunderous, and most righteous. Any creature they attack can not attack them back until the next sunrise or sunset.

Bane : Ensnare - Target 25

"May your Enemies become ensnared by the unseen Avia!"

The Zealot selects a single creature within his view, that creature is instantly stuck to the spot, all targeting creatures have advantage to hit them and they have disadvantage to dodge. This effect lasts until the next sunrise, sunset, or until the Target passes a Balance Roll.

Bane : Dampen - Target 25

"May your Enemies find his Armor a Burden to them!"

The Zealot selects a single creature within his view, that creature has his armor (*assuming it's not natural to his form*) become a bindingly tight and soggy cloth that clings to his form. Until it is torn from them they have disadvantage to act and get no bonus from his armor.

Fly us Fools - Target 30

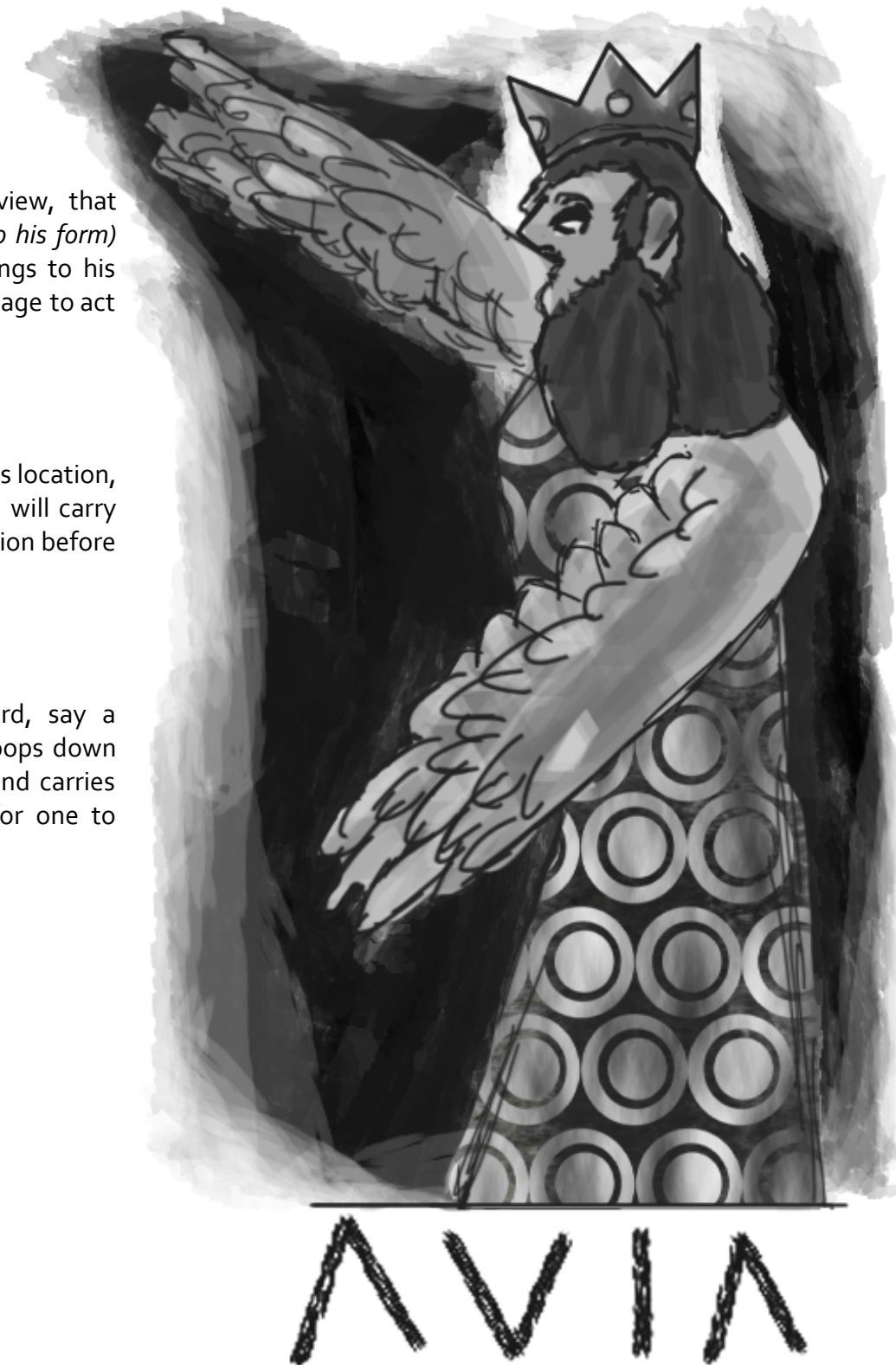
"Avia, Give us Wings to Carry out your Will!"

The Zealot summons a massive but natural bird to his location, it will arrive before the next sunrise or sunset and will carry them as far as it can in a single trip in a certain direction before leaving them there and flying off.

Terror of the Sky - Target 35

"Avia, bring down the wrath of the skies upon them!"

The Zealot summons a massive but natural bird, say a **Thunder-Bird** or **Bear-Hawk**, to his location, It swoops down and picks up a creature, selected by The Zealot, and carries them off assuming that there is space enough for one to swoop in.





Appendix D - Foes, Monster and Man

I, Kent of House Norgard, write this tome compiling my knowledge of : The natural world and her creatures, for the sake of students, poets, artists, and most dear of all to myself, adventurers.

In this text I will detail the natural world’s creatures and provide both a natural description of their form and combat analysis of them.

I have been obligated by both the censors of the church (who allow me to publish this at all) and the researchers of the university printers guild (who distribute this text) to include the oversight of two Micean, Imperial speakers who will be permitted by their regulatory bodies to inject whenever they feel.

I have little choice in the matter but I must. I now introduce the first commentator, Prelate of Mana, Sir Opimio Reya.

I am humbled by your kind words, you truly are well spoken and of good breeding, for a Casulary at least.

Under the blessing of our ever Wise Leader, **Holy Alteza Narchio Leonio Medeva IV** I am allowed to speak to the origin of Kent’s creatures and provide the only objective and factual account of their being.

I, **Sir Opimio Reya**, Prelate of Mana, as well as the rest of the church, are the chief experts in all matters of Truth.

To deny our opinion is to deny reason itself, it is to wander into the field of conspiracy theory and even heresy. We are blessed to hold commentary of this work.

*From the University I had very few options once their now selected spokesmen had loudly and enthusiastically offered himself for the role. May I introduce **Fabello Coñta**, print master and Professor of ‘Indgious-Creature Research’ and ‘Critical-Human Studies’ which certainly are fields of study.*

Salutations Readers. I would like to express my gratitude to be commenting on such an important work and providing an alternative and critical review of the information present.

My interjections are sure to be the first step in healing the gulf between peoplekind and our Indgious Creature populations. May we one day live together in a perfect world of harmony between our peoples!

I have decided for the text that I would be cutting the several introductory pages fellow Fabello had given to me on his work to a single paragraph.

The first step to progress between peoplekind and ‘so-called-monster’ lies within my commentary. To reject this would be most problematic.

I am at a loss of words. It is an experience, for lack of a more neutral term, to know that these two, minds, will be able to freely, and without veto, inject themselves into my text.

Humans

Our first group of creatures are Humans. They are the most familiar but most numerous upon Terra. In your travels you will encounter them most often.

An entire book could catalog the different types and cultures but for the sake of the reader I have grouped them together into many easy to understand classifications.

And for the sake of accuracy we've taken it upon ourselves to split the Luxjors from the Casulary on behalf of Kent.

Forgetting the differences of breeding between them is a mistake paramount to treason.

I object to the larger classification of this text that divides peoplekind and labels them as h-words and sub-h-words.

An arbitrary distinction, invented by more problematic thinkers at my own institution, that I personally have campaigned against in sake of the more inclusive terms.

Casulary

Casulary are the lower class in the Empire of Man, within the Empire of man they are not allowed to own land or run a business and are the property of their Luxjor. Casulary aren't allowed to even touch a Luxjor under penalty of death.

He outnumbered their betters perhaps 10 to 35 Casulary for each Luxjor depending on the region.

Most are farmers and some are tradesmen.

The Casulary are the base and unwashed default of mankind, it is the temptation of chaos that weighs upon us all living beings that makes them casulary.

It is no shame to be a Casulary, for they serve the law and the land as its humble servants. Where else would we derive our tax revenues if not from them?

The Classification of h-words into the social ranks is the systemic barbarity that reinforces the division of h-words from the rest of peoplekind.

Name : *Casulary Youth*

Other-Names : *Kid, Child, Hooligin*

Physical Description : *The Young of Humans. Surprisingly tall for their age. Fairly resilient and full of potential.*

Stats : *4 HP, 1 ACT, -- AMR, THB --*

Attack : *1D4 Punch, 1d6 Rock Throw, 1d6 Branch Swing*

Abilities I : SCATTER! - *Once a battle, they break from conflict, turn around, and run away. They get advantage on chase checks when they are the Runner.*

Abilities II : Nimble Fingers - *As an action, they can use their small hands and dexterous fingers to perform a fine motor task such as grabbing something from behind bars or picking a pocket. They get Advantage on all Dexterity Checks.*

Loot : *Their Favorite Item, Small Peasant Clothes.*

Kent's Note : *Natural mischief makers but he'll grow out of it. Hurting them is a good way to get sent to the gallows.*

Opimio's Note : *The bed-rock of the Casulary class, are the investments into future tax revenues for the empire.*

Fabello's Note : *They are the most important of peoplekind, from them all necessary change will follow.*

Name : *Casulary Worker*
Other-Names : *Man, Peasant, Field-Hand, Toiler*
Physical Description : *Fully Grown Human of overall unexceptional quality. Perfectly Average.*
Stats : *4 HP, 1 ACT, -- AMR, THB +2*
Attack : *1D4 Punch, 1d6 Rock Throw, 1d6 Blunt Tool*
Abilities I : Enduring Spirit - *Once a battle, when they are reduced to 0 Health they survive and gain back 1 health, if they keep fighting they do double damage and have advantage on all checks.*
Abilities II : Mob Rule - *When motivated by a common cause an entire horde of them become a **Mob** that marches to enact Justice. It disbands only when broken or its task is finished.*
Loot : *1d4 Sd, 1D6 Tool, Peasant Clothes.*
Kent's Note : *Despite their appearance they are hearty and prepared to do what they feel is right.*
Opimio's Note : *The noble backbones of our holdings, working the lands, faithfully following law, and paying taxes on time.*
Fabello's Note : *The trampled masses who do the work of the oppressor class without any hope of escaping their life.*

Name : *Casulary Guard*
Other-Names : *Levy, Tithing Man, Patrol, Militia Man*
Physical Description : *Large Adult Man, typically half trained as levy to defend the community.*
Stats : *10 HP, 1 ACT, +2 AMR, THB +2*
Attack : *1D4+2 Punch, 1d8+2 Spear, 1d8+2 Bow*
Abilities I : Enduring Spirit - *Once a battle, when they are reduced to 0 Health they survive and gain back 1 health, if they keep fighting they do double damage and have advantage on all checks.*
Abilities II : Hew and Cry - *When danger is spotted he'll run off and raise the alarm and attract 1d4 more casualty guards.*
Loot : *1d4 Sd, 1d8 Weapon, Hide Armor, Peasant Clothes.*
Kent's Note : *Takes me back to my early teenage days, I too was once one of the noble defenders of my village.*
Opimio's Note : *They are hearty, for a Casulary, when the landed gentlemen aren't here I suppose they are fine defense.*
Fabello's Note : *These people mostly reinforce the systems of power that keep peoplekind down on behalf of their master.*

Name : *Casulary Elder*
Other-Names : *Wisemen, Sage*
Physical Description : *Elderly Figure, typically male, who had made it to a ripe old age and lived a complete life.*
Stats : *4 HP, 1 ACT, -- AMR, THB +5*
Attack : *1D4 Punch, 1d8 Walking-Stick*
Abilities I : Spout-Lore - *As an Action they can take a seat and begin to speak about their life with lots of tangents and very few chances for interjection. All who hear this must make an Endurance check or become slowed, if the action is continued then all slowed creatures can possibly fall asleep.*
Abilities II : Play-Dead - *Once a battle, when they are reduced to 0 Health (or whenever they sit in their favorite chair by the fire for a few minutes), they survive and lay down, perfectly still as if they really were dead. He'll wake up once the danger is clear.*
Loot : *2d4+4 Sd, 1d4 Cane, Old Peasant Clothes.*
Kent's Note : *Some of the most valuable and wise people.*
Opimio's Note : *The storage of wisdom in even these Casulary minds is well worth the, unfortunate, tax burden they force.*
Fabello's Note : *I am doubtful to the help the elderly can provide, their fables often times mislead peoplekind and put fuel on the fire with their stories.*

Name : *Casulary Mob*
Other-Names : *Lynch-Gang, Revolt Squad, Uprising, Falloon*
Physical Description : *Large gathering of Casulary, ready, able, and willing to die for their cause.*
Stats : *25 HP per Size, 1 ACT per Size, +1 THB per Size*
Attack : *1d8 Bash, 1d6 Rock Throw*

Abilities I : Rolling Chaos - *As a Passive, The Group does 1d4 DMG per Size to creatures in personal range and within their ranks that are not walking with them.*

Abilities II : Hold Together - *As a Passive, when The Group loses enough health to go down a size they try to hold together. There is a 4 in 6 - Size chance the group regains the health of their size instead of going down a size.*

Abilities III : Scramble - *As an Action, the group splits into 2 halves. The two groups are half as big as the former whole group (rounding up).*

Loot : *Farming Equipment, Dropped Nooses, Burnt Torches*

Kent’s Note : *When a Mob assembles it’s never without reason, if you can avoid it less you find yourself on its noose.*

Opimio’s Note : *Mobs are a, troublesome, development. It is the duty of Luxjors to protect Casualry from their own misunderstood uncivil wrath.*

Fabello’s Note : *Mobs have been used to hunt fellows of peoplekind, however, they have been used to get change sometimes. They’re a tool to use like any other.*

Luxjors

Luxjors are the nobles of the Empire. Under their law they are the only people who may own land, vote, run a business. Luxjor males are expected to go into battle as officers as their lords and Alteza demands it.

Luxjors are divided into classes and ranks, the finer details are not necessary as they change depending who is in charge. All you need to know is that there are sometimes Luxjors (and always Casurly) below them and someone above them in the rank unless they are the Alteza.

There are two ways to become a Lujxor, the first is to be born of married union between a Luxjors, the second is to be raised into one by another Luxjor via ritual.

My friend fails to highlight the most vital difference between a Casulry and their betters.

A Luxjor is not just given legal privilege over their lessers, they are given a measured spiritual difference, they are pure of heart and liberated of the weight of temptation.

His blood is richer, his being shines like the embers of our Holy Flame, for they are touched and cleansed by it.

There is no difference in the classes of h-words, the insistence upon this is merely a historic superstition and nothing more, a wiser, better society would treat all as equals regardless of the circumstance of their birth.

Name : *Luxjor Knight*

Other-Names : *Fighter, Warrior, Palladian, Defender, Dedo*

Physical Description : *Landed Gentleman and Luxjor, Well versed in the Arts, Liberal and Martial. Sworn to protect his holdings, Casularies, Lord, and King.*

Stats : *25 HP, 2 ACT, +6 AMR, THB +5*

Attack : *1d8+2 Sword, 1d6+2 Lance, 2d4 Shield Bash*

Abilities I : Shield Bash - *As an Action, they smash a shield against a creature trying to either knock them prone or stun them. The Target Checks Agility against the push or Endurance with the stun or suffers the effects. The effects last till the target's next turn.*

Abilities II : Shield Break - *As a Bonus Action, Once per battle, they can break their shield and negate all incoming damage taken last round.*

Abilities III : Combo - *As a Passive, when two successful attacks have been made on the same creature in a round they automatically succeed on another attack.*

Loot : *Crest Shield (+2 ARM), Medium Iron Armor (+4 ARM)*

Kent's Note : *A formidable foe, crossing paths with them in battle is a sure sign you've made a terrible mistake.*

Opimio's Note : *The valiant guardians of the empire, those worthy of owning land after service to their Lord and King.*

Fabello's Note : *The Fingers of the Empire's Iron Fist.*

Name : *Luxjor Wizard*

Other-Names : *Mystic, Researcher of Mana, Lunambio*

Physical Description : *Eccentric middle aged or older person, more often female than male, clad in flowing colored robes.*

Stats : *20 HP, 1 ACT, +4 AMR, THB +5*

Attack : *1d4 Punch, 2d6+6 Witch Bolt*

Abilities I : Arcane Blast - *As an Action, they may push all creatures in personal range back to nearby range and all creatures in nearby range to far range. Targets Check Agility or get pushed back, if they fail by 5 or more they are knocked prone in addition to moving back.*

Abilities II : Vanish - *As a Bonus Action, the Luxjor Wizard and everything their holding or wearing turns invisible, allowing them to escape. The spell is broken if they attack.*

Loot : *Fancy Robes, Membership Ring, 6d6 Sd*

Kent's Note : *A fine mind dedicated to learning the esoteric arts. They bring a good name to magic.*

Opimio's Note : *Keepers of Wisdom, these are trustworthy men and women, better the Casulary Witches.*

Fabello's Note : *Regrettably most of them have no interest in joining the university, something I take personally.*

Name : *Luxjor Preacher*
Other-Names : *Priest, Sacerdote*
Physical Description : *Quiet thin priest, with little exception male, clad in simple garb, in tune with some greater power*
Stats : *20 HP, 1 ACT, +6 AMR, THB +5*
Attack : *1d4 Punch, 1d8+2 Hammer*
Abilities I : Smite - *As an Action, either they or a targeted ally in sight gains 1d12 Damage to their Damage Rolls for the battle as their weapon is infused with the power of God.*
Abilities II : Lift-Up - *As an Action, a target ally regains 1d12 Health as they're spirit is lifted by them.*
Abilities III : Support - *As a Passive, nearby allied creatures are imbued with the holy spirit and gains a D4 to all rolls.*
Loot : *Holy Tome, Ritual Chalk, Candles, Simple Clean Robes*
Kent's Note : *If you are in a fight with a clergy member you ought to prepare for war outright with the whole church.*
Opimio's Note : *The preacher is a vital supporter of his peers, from the days of the Purgings he's uplifted his fellows in the face of evil.*
Fabello's Note : *Upholders of superstition and enforcers of the status quo. They're responsible for the Purgings.*

Name : *Luxjor Torturer*
Other-Names : *Dungeon-Master, Dolor Maestría*
Physical Description : *Thin, Pale, Sardonic and devoted solely to the extraction of pain and information from others.*
Stats : *4 HP, 1 ACT, -- AMR, THB +3*
Attack : *1d4 Punch, 1d8 Whip*
Abilities I : Extract - *As an Action, they attack a creature in Personal Range doing 2d4 DMG, targets must Check Endurance or reveal a secret this attack can not kill a creature, when they run out of health they pass out.*
Abilities II : Garrote - *As an Action, they attack a creature in Personal Range with their Garrote wire, the creature is immobilized and unable to act, they must Check Strength to escape or begin to choke. On the second round of this attack they begin to choke, the target must Check Endurance or pass out, if they fail by more than 5 they are killed, if they pass they get another attempt to escape.*
Loot : *Implements of Torture, Folded Liscence, 6d6 Sd*
Kent's Note : *Agents of the Empire, sometimes Assassins, if you're fighting them keep your distance and don't let them use their wire on you.*
Opimio's Note : *Brave Heroes who do the unfortunate and bloody work we can not bring ourselves to do with a smile.*
Fabello's Note : *Perhaps the most evil people of the Empire.*

Name : *Luxjor Driver*
Other-Names : *Boss, Lord-of-the-Lash, Látigo Maestría.*
Physical Description : *Hearty bulk man, drives workers and in hard times soldiers.*
Stats : *50 HP, 2 ACT, +6 AMR, THB +5*
Attack : *1d8+2 Sword, 2d4+2 Whip*
Abilities I :Get in Here! - *As a Bonus Action, they summon another **Casulary Guard** to their Side to fight for them.*
Abilities II : MUSH! - *As an Action, they command all allies to get a free movement on their turn so they can position themselves for battle.*
Abilities III : FIRE! - *As an Action, they command all allies to get a free bonus action to attack to finish the Job.*
Loot : *6d6 Sd, Leather Armor, Locket of their Beloved*
Kent's Note : *The Study Backbone of a good team, if you're locked in battle, remove him first and watch the team crumble.*
Opimio's Note : *A Casulary Wrangler, must be hard work.*
Fabello's Note : *The least offensive of the higher class, their direction makes them a boon to all peoplekind.*

Adventurers

In your travels you may encounter peers, fellows of your craft who wander the earth in search of adventure.

He comes in many forms and walks for many reasons, but they are determined and many will fight for what they believe to be right.

Whether you're by their side or fighting against them, these are a few of my fellows that I've met.

Adventurers are untrustworthy sorts, typically Casualty, other times delusional Luxjors, they chase fanciful ideas and tragically die by the lot.

I have no idea why someone wants to wander the earth fighting dangerous battles on the promises of treasure instead of settling for a quiet life.

Adventurers are a danger to Peoplekind, they threaten indigenous creatures and pillage their habitats for their treasures.

Name : *Max Manheim*

Other-Names : *Thunderstaff, Breh of Anders*

Physical Description : *Stocky man, built like a Bush Bear, head taller the most. Chases glory with unparalleled moxy, brags of all his skills, even the ones they don't have.*

Stats : *30 HP, 2 ACT, +6 AMR, THB +5*

Attack : *1d12+6 'Butcher' Cleaver*

Abilities I : Slam - *As an Action, he grabs a creature in personal range, and then throws them down back-first over his knee. Targets are stunned for a round and must make Endurance Check or be crippled from the waist down until they receive medical treatment.*

Abilities II : Behead - *As a Passive, he instantly beheads a creature they are attacking with a natural 20 (or a player when they roll a natural 1 when dodging an attack from them) this instantly kills most creatures, but players simply drop to zero health.*

Loot : *Heart-Shaped Mirror Locket, 1d10*10+1d10 Sd*

Kent's Note : *Max, not his real name, is a tough customer. In my time with him I saw him crush someone's ribs in a single punch because they tried to take more treasure.*

Opimio's Note : *A Useful instrument, but a blunt tool.*

Fabello's Note : *Horrible Person! He's Racist, He's Sexist! They destroy everything they dislike and only live to amuse his base and heartless desires!*

Name : *Sweet Leaf*

Other-Names : *Maiden in Green, Lezle the Primless.*

Physical Description : *Thin gaunt woman, unparalleled in her nimbleness. Radiates strange beauty. She seeks all manner of esoteric knowledge with dry humorless ambition.*

Stats : *30 HP, 2 ACT, +2 AMR, THB +7*

Attack : *1d6+3 Butterfly Knife*

Abilities I : Smoke - *As an Action, Once per battle, she drops a small cluster of herbs and it blows up into a blast of smoke. All creatures but them and their allies must Check Endurance or get stunned for 1d4 rounds.*

Abilities II : Fairy Dust - *As a Bonus Action, she breaks a small capsule of piquant bitter glitter over a creature and they begin to float upwards gently at the rate of one body height a turn. Effects last till the next sunrise or sunset then wear off as the target drifts back down until they land on solid ground.*

Abilities III : Kiss of Death - *As an Action, she makes an attempt to seduce an intelligent creature in personal ranger, if successful she delivers an instantly fatal kiss, if it hits a player they drop to 0 health.*

Loot : *Poisoned Lipstick, Strange Notes, 1d10*10+1d10 Sd*

Kent's Note : *Slippery maiden, master of getting out of trouble. She once let someone float away never to be seen again using her fairy dust.*

Opimio's Note : *More dangerous to lock up than to let free.*

Fabello's Note : *I respect her as a fellow academic, however she does venture into problematic texts.*

Name : *Salt upon Earth*
Other-Names : *Born-Burning, Dancing Death*

Physical Description : *Toned Zorrean Man, short silvery blonde hair, covered in tattoos. Lives to set the world on Fire, an Agent of Chaos.*

Stats : *50 HP, 2 ACT, -- AMR, THB +7*
Immune : *Flame*
Weak : *Frost*
Attack : *2d6+4 Iron Claws*

Abilities I : Pounce - *As an Action, he moves and attacks a creature in personal range of wherever he moves. If he hits he does 1d12 Bonus damage, if he fails he falls prone.*

Abilities II : Motor Breath - *As an Action, once a round, they blow a billowy black smoke that spreads out over an area in nearby range and clings to creatures. At the end of the round it ignites into flames forcing the target to Check Endurance every round or run screaming trying to put out the fire which does 2d4 damage a round.*

Abilities III : Bloody Destiny - *As a Passive, upon Death, he is reanimated by his pure chaotic hatred unless he is beheaded and his heart is removed from his body.*

Loot : *Moon-Snow Pipe, Eternally Chilled Blood, 4d6 Sd*

Kent's Note : *I've never met someone more disturbed, they weren't always like this, but everyone has their limits.*

Opimio's Note : *He's a dangerous man, demonic perhaps, with no ties, for enough coin he might be useful, but he's not an easy purchase.*

Fabello's Note : *He harbors only a flagrant disregard for his fellow man.*

Name : *Steel Ball*
Other-Names : *Steph of Romillio*

Physical Description : *Tall muscled figure, short stubbly hair and a worn face wrinkled despite youth. Does his work for the sake of his family, didn't ask for this life.*

Stats : *50 HP, 1 ACT, +4 AMR, THB +7*
Immune : *Thunder*
Attack : *1d4+4 Left Hook, 2d12 Steel Ball Throw*

Abilities I : Rolling - *As an Action, he leaps forward his figure becoming a half-ton, perfectly round, solid-steel, ball a yard wide that moves with unparalleled speed forward. He gets advantage on Agility Rolls, Chase Checks, Gain an extra movement, and do not tire in Chase Checks.*

Abilities II : Winding Shot - *As a Passive, missed Steel Ball Throws ricochet back to his target and hits them on the following round. Creatures unaware of the incoming danger get disadvantage on dodging the rebounding shot.*

Abilities III : The Spin - *As an Action, he imbues perpetual spiraling energy into the things they touch. This force shatters things and kills most creatures. PC's touch make an Endurance Check, if they fail they are knocked prone with a twisting wound across their chest, if they fail by 5 they are reduced to 0 health.*

Loot : *Sketch of Family, Spiraling Heart, 1d10*10+1d10 Sd*

Kent's Note : *He'd taken the job knowing the cost, and he's paid dearly for it. They were a good ally but were troubled.*

Opimio's Note : *His power is no spell by my understanding, he is a strange witch, proceed with caution.*

Fabello's Note : *I get the feeling he's a good person in spite of his destructive work.*

Name : *Orfebrio*
Other-Names : *Maven of Metal, Flow, Mystic Will Mother*

Physical Description : *Beautiful Woman with other-worldly dark skin and shimmering metallic hair. Infused by some Chaotic force. She seeks to find worthy receptors for her 'gift'.*

Stats : *30 HP, 2 ACT, +4 AMR, THB +7*
Immune : *Mundane, Earth*
Weak : *Acid*
Attack : *2d6+6 Witch Bolt*

Abilities I : Bend Metal - *As an Action, she points to an area in view and psychically bend all metal to their will. Destroying weapons, locking up armor, making metals liquids, moving metals freely through space.*

Abilities II : Raise Earth - *As an Action, she raises an area of ground, stone, or earth up above the ground, to a desired height or as pillars.*

Abilities III : Awaken Mystic Will - *As an Action, with a prick of her fingernail she awakens a mystical power in a targeted creature. The Target 's health drops to 0, if she survives she gains the power, if she dies she dies.*

Loot : *Mystic Will Awakening Barb Nail, 1d10*10+1d10 Sd*

Kent's Note : *There are many notable people who develop strange masteries over themselves. The 'mystic will' she calls it. She by my account seems to be the wellspring of them.*

Opimio's Note : *This woman is an abyssal eternity given shape upon the surface. She is what inspires witch hunts.*

Fabello's Note : *The university knows nothing of this power, perhaps we could gain from its study.*

Name : *Bovis Stevreda*

Other-Names : *The Rambler, Mad-Man of Zanadu*

Physical Description : *Tall bald mustached man of no country, walks the earth speaking of things yet to happen. The end of his city, the gate he’s sealed, and of a man named Joseph ‘Yellow’ Kane who gave everything they had.*

Stats : *50 HP, 2 ACT, +8 AMR, THB +6*

Immune : *Flame*

Resistant : *Mundane*

Attack : *2d6+10 War Hammer, 1d8+10 Brass Knuckles*

Abilities I : Shatter Bone - *As a Passive, he gives a wound to target’s they’re attacking, forcing a roll on the wound table to their target when he gets a 5 or more above the target on attack rolls, or when a dodge roll is failed by more than 5.*

Abilities II : Master of Bige-Pige - *As a Passive, he is always accompanied by a Bige-Pige, his loyal retainer.*

Loot : *Strange Tin of ‘Medicine’, Book of ‘Zanadu History’*

Kent’s Note : *Strange Fellow, woke up clad in strange armor like a knight from another world, he’s from a land that doesn’t exist, but he understands he’s in the Empire of Man. He’s a level-headed man besides this, not to mention a force warrior.*

Opimio’s Note : *This man is doomsaying mad man, warning of black-towers and demon-gates, his heretical hearsay that subverts our authority will cost him his neck if there’s justice.*

Fabello’s Note : *Despite his problematic view on Indgeonus Creatures they speak of a city where men and women are free and given the right to vote, they said that even as a commoner they once could have been president.*

Name : *Bige-Pige*

Other-Names : *Demon-Hog, Dwarf’s Masterwork*

Physical Description : *Golden Horned Pig.*

Stats : *N/A HP, 1 ACT, +4 AMR, THB +2*

Attack : *1d8+6 Charge*

Abilities I : Speaker of all Tongues - *As a Passive, they know all languages and can speak telepathically to their current Master or any creature they’ve previously spoken to at any range, or any creature they can see.*

Abilities II : Transferred Loyalty - *As a Passive, when their current master dies in single combat, the title of master is transferred to them.*

Kent’s Note : *The follower of Bovis as I understand it.*

Opimio’s Note : *The work of a demon certainly, this beast ought to be banished back to its realm and discarded outright.*

Fabello’s Note : *A Scientific Marvel! If only its secrets could be unlocked, what wonders would we find within him?*

Name : *Duke Raymos of House Rumage*

Other-Names : *The Rootless Noble, Funny Luck*

Physical Description : *Lean short man, Luxjor but of no recognizable house, he is the first of his Clan.*

Stats : *50 HP, 2 ACT, +8 AMR, THB +8*

Attack : *3d6+6 Charged-Witch Bolt*

Abilities I : Balanced Man - *As a Passive, He is completely immune to psychic trickery and mental illusions.*

Abilities II : Bender of Luck - *As a Passive, Raymos is gifted with strange luck that has allowed him to found his noble line. He makes all checks with advantage, doesn’t take disadvantage, rerolls his fumbles, and always profits when someone around him makes a fumble, and when you think you got him he doesn’t really die.*

Loot : *Seal of House Rumage, ‘Photograph’ of his first Wife.*

Kent’s Note : *Much like Bovis, his life stories seem to work off each other, however this man seems to be much more healthy and certainly a lot more lucky than his peer.*

Opimio’s Note : *Truly an Example of Luxjor Superiority. Some people call it Luck, I think it’s really just the shine the Flames of Mana give.*

Fabello’s Note : *I am Confused by him, like his Peer Bovis he’d make an interesting peer to study, however they seem uninterested in his home and only want to build his noble house.*

Name : *Herka of House Joto*
Other-Names : *The Witch Princess, Mistress of the Tower*

Physical Description : *A Specimen of house Joto, tall, pale, beautiful, toned, and hermaphroditic. Studied in Esoteric Arts and living to keep the rule of her house in order.*

Stats : *100 HP, 1 ACT, -- AMR, THB +10*
Immune : *Flame, Frost, Earth, Acid, Thunder, Wind*
Weak : *Mundane*
Attack : *1d8+8 Whip*

Abilities I : Transitory State - *As a Bonus Action, she can swap her Immunities and Weaknesses without signal. However if these are known a subtle change can be noticed.*

Abilities II : Reflective Immunity - *As a Passive, when attacked by damage type she is Immune to, the attack is automatically successful but does full damage back to the creature dealing it as if reflected by an unseen shield.*

Abilities III : Elemental Mastery - *As a Passive, she can use any of the Elementalist Abilities and has full mastery of all 6 elements.*

Abilities IV : Mocking Flight - *As a Passive, she can float off the ground and fly through the air, she can take the dash action for free and does not touch the ground.*

Loot : *Crest-Ring of House Joto, 3d8*10+1d10 Sd*

Kent’s Note : *Princess of the Kingdom Norgard. Her reflective ability is the most dangerous of any magic she has.*

Opimio’s Note : *The Bastard Freak of the Devil’s Line! The HolyFlames of Mana show no mercy for her kind.*

Fabello’s Note : *She is a fiercely brave warrior and scholar. I admire her deeply, though she despises our country.*

Name : *Commander Payne*
Other-Names : *Scorned Flesh, The Son of Mother Irontooth*

Physical Description : *Skeletal thin, tall, and gaunt. He is covered in perpetually burned flesh from his botches burning at the stake. They cover his shame in bandages and light armor.*

Stats : *100 HP, 1 ACT, +6 AMR, THB +10*
Immune : *Flame, Acid*
Resistant : *Mundane*
Weak : *Frost*
Attack : *2d8 Way of the Wasp Fighting Style*

Abilities I : Master of Wasps - *As a Passive, he secretes a venom that kills skin. When attacked by them Targets must Check Endurance or they will contract **Flesh Rot**. The disease makes their subjects weak to Mundane Damage and halves their Endurance Score. It takes a season of oil baths to cure. If beaten in single combat, the ability will transfer from them to the victor and they will become the next Master of Wasps.*

Abilities II : Command Bees - *As a Bonus Action, they can command up to all bees or bee-like creatures in view to do their bidding through Psychic Powers and their Awakened Mystic Will.*

Loot : *Blood Soaked Bandages, Amber Ring, 2d4*10+1d10 Sd*

Kent’s Note : *I knew them before the trial, only heard of them after it. I’d be lying to say I don’t fear him.*

Opimio’s Note : *This Witch is a murder! They is a danger to himself and mankind.*

Fabello’s Note : *This man is a orphan burned at the stake who live in harmony with indginous-creatures with mother Irontooth, hasn’t they suffered enough?*

Name : *Ground Wasp*
Other-Names : *Amber Ant, Flightless Mega Bee*

Physical Description : *Titanic lightly furred armored six legged Insect of 3 body segments. It produces Glowing Amber out of food through a bladder and secretes it into chunks which it sculpts into hexagonal brick patterns for its underground hive that teem with thousands of like Ground Wasps.*

Stats : *30 HP, 1 ACT, -- AMR, THB +2*
Resistant : *Mundane*
Weak : *Flame*
Attack : *1d4+2 Bite, 4d6+12 Sting*

Abilities I : Strength in Numbers - *As a Passive, when working with creatures of the same type in personal range they get advantage on checks during their turn.*

Abilities II : Death Sting - *As an Action, after stinging a target in personal range the Ground wasp loses its stinger and dies 19 in 20 times.*

Loot : *Massive Stinger, Amber Gland, Poison Glands.*

Kent’s Note : *Curious creatures that Commander Payne has a sway over. They’re mostly passive unless disturbed. If they’re ever altered they release a miasma that their peers smell forcing them to be alert. Soon the whole hive is upon you.*

Opimio’s Note : *An Unnatural beast, created by the Calamity to prowl country sides and terrorize the innocent, their amber is beautiful but is made by wicked sorceries.*

Fabello’s Note : *These creatures provide a natural resource to indginous-creatures in the form of amber and sometimes even honey. They’re as much a boon to peoplekind as horses.*

Outlaws

We've just finished covering the many kinds of helpful people you might meet in your travels, though the beast of the job, the brunt of your work, means you'll be battling against many different types of people.

I could scarcely imagine calling such criminals, people. They are Casulary born and bred, it is in their nature to act like this, and for that the Adventurer is a moral class that protects the vulnerable taxpayers from such un-taxable ruffians, scoundrels, and thieves.

I reject this, these so called outlaws are simply people who live outside of the oppressive standards of the ruling elite class! Can we blame them for these misdoings if they are thrust into this life by circumstances they couldn't possibly influence?

We have gotten off the trail somewhat in this section, I merely wish to open the next section of the text in which we will talk about criminals and outsiders to lawful society.

It is not their right to disobey their masters simply because they are under strife! We all carry the impurity of our soul, and it weighs heavy on us. But we all have a duty to fulfill, they seek to break that duty for profit, they are wicked and heretical dogs that disobey the most fundamental of law.

How could you say this in good conscience? It is your rule, your class which makes them like this!

I had never intended for this to be a sticking point. I am uninterested in this social economic trite! Can we please move on to the topic of this section!?

You are a miserable worm Fabello Coñta, I pray that your office keeps you influencing any matters of serious weight.

You'll rue your class's rule one day Sir Opimio Reya, you Luxjor Toad. You can't hold people-kind down forever.

I can not believe this. This free interjection is madness!

Name : *Road Bandit*
Other-Names : *Lowly Thief, Lone-Rider Tax*

Physical Description : *Thin, typically men, in rags with crude weapons. Hungry looking, willing to steal, looking to avoid spilling blood.*

Stats : *6 HP, 1 ACT, -- AMR, THB --*
Attack : *1d4 Punch, 1d6 Shiv*

Abilities I : Slow and Steady - *As a Passive, when they : make themselves known, tell you not to move, and ask for your loot, They're senses are keenly focused and they watch your every movement. If an attempt either to move or run away is made, they win initiative on the first round automatically and lash out with advantage to hit.*

Abilities II : Unfair Odds - *As a Passive, they gain advantage on all checks when their side outnumbers their enemies side.*

Loot : *Rags, Worth 10Sd Dead, 25Sd Alive.*

Kent's Note : *If they drop on you, they have a good chance of being stronger than you. These men aren't intrested in murder they're looking for money. They won't attack someone who will win.*

Opimio's Note : *A troubling plague to our empire and each its nations, once there were none, but those days have passed as Chaos has returned. Move in a caravan and with protection to be free of such barbarity.*

Fabello's Note : *The poor victims of our imperial system, who merely steal to support themselves, should such men be hunted?*

Name : *Ruffians*
Other-Names : *Looter, Muscle, Heavies*
Physical Description : *Tall muscular men with improvised weapons if anything at all. Angry looking, looking to get paid or bust heads.*
Stats : *15 HP, 1 ACT, +2 AMR, THB +2*
Attack : *1d4+2 Punch, 1d6+2 Shiv, 1d8+2 Board Club*

Abilities I : Shake-Down - *As an Action, they make a Hand Attack on a creature in Personal Range and pick them and shake them down for their loot. All the unsecured loot falls to the ground. They get to pick a single item that is secured that falls from The Targets. If they choose they can pick up that item and drop The Target prone or keep ahold of the creature and do the shake down again.*
Abilities II : Unfair Odds - *As a Passive, they gain advantage on all checks when their side outnumbers their enemies side.*
Loot : *Rags, Worth 15Sd Dead, 30Sd Alive.*

Kent's Note : *Chaotic Men, dangerous in big numbers. They're first instinct is to take your weapon, and if you have something nice he'll turn the tide of battle.*
Opimio's Note : *Closer to hounds than men they ravage, tear into others, and destroy property to fulfill their base desires.*
Fabello's Note : *These men could start a revolution if only they could be focused.*

Name : *Ruffian Riot*
Other-Names : *Loot Troop, Savagery, Wreckage, Falloon*
Physical Description : *Large gathering of Ruffians with no aim or goal other than destruction and savagery.*

Stats : *30HP per Size, 1 ACT per Size, +2 THB per Size*
Attack : *2d4 Bash, 2d6 Rock Throw*

Abilities I : Rolling Chaos - *As a Passive, The Group does 1d4 DMG per Size to creatures in personal range and within their ranks that are not walking with them.*
Abilities II : Scatter - *As a Bonus Action, Untied by nothing the Group can break apart into several groups and move apart into different threads.*
Abilities III : Raze Hell - *As an Action, the group starts a fire which will grow in time to consume the building it is started in. There is no chance to stop the flame.*
Loot : *Crude Weapons, Stolen Loot, Burnt Torches*

Kent's Note : *Mob without a reason, Rebels without a Cause. Dangerous, but immoral, they don't care enough to die.*
Opimio's Note : *Casualty barbarity in its cheapest form, It'd be fitting to turn them against one another and watch them rip themselves apart.*
Fabello's Note : *This is the revolutionary guard! This here is the disrupting force that will one day gather and change the world, they may not know it but they do good work.*

Name : *Man Snatcher*
Other-Names : *Napper, Agent, Hostage-Keeper*
Physical Description : *Stocky Built Men in thick armor, masks, and hoods.*

Stats : *15 HP, 1 ACT, +6 AMR, THB +2*
Attack : *1d4 Punch, 1d8 Very Large looking Sword*

Abilities I : Knock Out - *As an Action, they attempt to knock out a creature in personal range. Target must Check Endurance or fall asleep.*
Abilities II : Carry - *As a Passive, they gain the ability to dash while carrying a body and move easily while carrying 2.*
Loot : *Ransom Note, Targets List, Payment for the Deed*

Kent's Note : *Agents of Evil, they're interested in killing, and want to take their targets alive and unaware. Raising the hue and cry can get them off your back.*
Opimio's Note : *Troubling to think such filth trolls our streets, they're working for someone, this goon can be your medium to them.*
Fabello's Note : *Simple people trying to make a living, they can't help their circumstances, can we judge them even when they don't kill?*

Name : *Berserker*
Other-Names : *Barbarian, Savage, War-Monger*
Physical Description : *Powerful, typically men, and built prepared to kill to defend their outlander ways.*
Stats : *30 HP, 1 ACT, +4 AMR, THB +5*
Attack : *1d8+2 Sword, 1d6+2 Throwing Spear*

Abilities I : Rage - *As a Passive, every 1d4 rounds they fly into a frenzy, and for the next 1d4 rounds they do double damage and are immune to dying even if their health is below 0.*
Abilities II : Ancestral Visions - *As an Action, they consume psychedelic substances and communes with Ancestral Specters and their wild Gods. It fills them with visions of the future. They learn the next actions of all creatures (he must fulfill these actions) and can get the answer to a yes or no question.*
Loot : *Animal Hides Cloak, Cloth Tunic, Ancestral Crest Belt*

Kent's Note : *I have nothing but respect for these men who dare to live outside of the rule of law. They live a life of wholesome subsistence and hunting in a commune with Gods.*

Opimio's Note : *As Casulary living outside society they respect none of its laws, and pays no tax for his fellow man. This is a truly wicked and sick thing to do, pure heresy.*

Fabello's Note : *They harbor a disturbing disregard for fellow peoplekind despite living similar lives too many indigenous creatures.*

Name : *Shaman*
Other-Names : *False-Priest, Heretic, Soother, Elder, Druid*
Physical Description : *Sagely and Wise, clad in elaborate clothes. The spiritual leaders of an outlander group.*
Stats : *30 HP, 1 ACT, -- AMR, THB +10*
Immune : *Thunder*
Attack : *1d6 Spirit Staff, 2d8 Thunder Casting*

Abilities I : Shock - *As a Passive, when they use their Thunder Cast, their Target is shocked and must Check Endurance or lose their next turn, if they fail by more than 5 they fall prone and lose their next turn.*
Abilities II : Command - *As an Action, they can make a command of any creature that they have heard the voice of. The Target must Check Intelligence or follow the command.*
Loot : *Dyed Robes, Bone Necklace*

Kent's Note : *The Elders of Outlanders, they live to fulfill spiritual needs and to keep the peace. They have mastery of the voice, so in their presence be careful and be quiet.*

Opimio's Note : *Casulary Heretics, If you control them then you control their tribe, a useful feature of an otherwise useless mystic.*

Fabello's Note : *On their command people slay their fellows by exterminating indigenous creatures. They're dangerous and unreasonable murders.*

Name : *Chieftain*
Other-Names : *Tribe-Master, Top Father, Elder*
Physical Description : *Towering and powerful, almost always, man and leader of his tribe in times of strife.*
Stats : *50 HP, 2 ACT, +6 AMR, THB +10*
Attack : *2d6+3 Sword, 1d10+3 Bow*

Abilities I : Rage - *As a Passive, every 1d4 rounds they fly into a frenzy, and for the next 1d4 rounds they do double damage and are immune to dying even if their health is below 0.*
Abilities II : Ancestral Visions - *As an Action, they consume psychedelic substances and communes with Ancestral Specters and their wild Gods. It fills them with visions of the future. They learn the next actions of all creatures (he must fulfill these actions) and can get the answer to a yes or no question.*
Abilities III : Mark - *As an Action, they select a single creature in view and mark them, giving him advantage to hit them, marking them for death.*
Loot : *Lush Animal Hide Cloak, Vision Pipe, Head Dress*

Kent's Note : *The leader of the Outlanders, they live to guide others and lead both war and hunts.*

Opimio's Note : *The muscle outlanders put too much faith in, slay them and watch their ranks crumble in fear. They may be the strongest but they are no master.*

Fabello's Note : *The Oppressive Leader of the outlanders.*

Name : *Knife-Keeper/Maiden*
Other-Names : *Assassin, Poison Master/Mistress*

Physical Description : *Young but Sharp Assassin typically clad in servant garb.*

Stats : *30 HP, 1 ACT, -- AMR, THB +10*
Immune : *Acid*
Attack : *1d4+4 Punch, 3d6 Acid Blade*

Abilities I : Mithridates Effect - *As a Passive, they are immune to all poisons, toxins, and sickness from extensive training.*

Abilities II : Relaxant Poison - *As an Action, they can make a melee attack on a creature with a blade laced with relaxant poison that causes paralyzation. Targets must Check Endurance or become Slowed, if they fail by more than 5 they are knocked prone and can't get back up.*

Abilities III : Death Poison - *As an Action, they can make a melee attack on a creature with a blade laced with a cerebral poison meant to kill. Targets must Check Endurance or become very ill, bed ridden for 2d8 Days unable to move, if they fail by more than 5 they also drop to 0 health.*

Loot : *Servants Clothes, Bone Necklace, Poison Vials*

Kent's Note : *Given as Grooms and Brides to unsuspecting targets, Dangerous poison delivered by Dangerous Minds.*

Opimio's Note : *For Casulary, and a Outlander at that, they have a mastery over Assassination that I admire.*

Fabello's Note : *Their dedication to poison craft is what ensures their freedom, they have much to teach us.*

Name : *Padre Patrón*
Other-Names : *Family Head, Patriarch*

Physical Description : *Leader of a notable Family, Criminal or Otherwise, typically male, Old and decently rotund.*

Stats : *4 HP, 1 ACT, -- AMR, THB +10*
Attack : *1d4 Punch, 1d6 Designer Pocket Knife*

Abilities I : Unrefusable Offer - *As an Action, they can force a creature to take an offer and make a deal. This deal can not be broken. They are limited to one deal per creature and the deal lasts until either one of them dies unless otherwise stated.*

Abilities II : Leadership - *As a Bonus Action, when they command a creature to do something, they may add a D10 to their checks when they do it.*

Loot : *Fine Merchant Clothes, Designer Pocket Knife, Pen.*

Kent's Note : *Dangerous Man, perhaps not physically but in a social sense. When battling them, take care not to turn their whole family against you.*

Opimio's Note : *I admire their Strength in leading their family, however their flagrant disregard for the law is what makes them a threat.*

Fabello's Note : *I find it deliciously Ironic that the luxjor toads would have a problem with one of their own making money off the backs of others when it is all they do.*

Name : *Criminal Alchemist*
Other-Names : *Apothecary, Chemist, Cook*

Physical Description : *Frail yet sharp and humorless scientist studied in the fields of chemistry and medicine. Trained to produce illicit narcotic products.*

Stats : *4 HP, 1 ACT, -- AMR, THB +6*
Attack : *1d4 Punch, 1d6 Scalpel*

Abilities I : Burning Gas - *As an Action, Once per battle, they can throw a vial of burning gas at a creature. The Target gets to Check Agility to dodge the attack or else have their eye blinded, giving them disadvantage on all checks.*

Abilities II : Acid Tonic - *As an Action, Once per battle, they can throw a beaker of Acid at a Creature. The Target gets to Check Agility to dodge the attack or else have their non-magic Armor or Weapon melt.*

Abilities III : Flash Bang - *As an Action, Once per battle, they throw down a small compound which bursts upon impact into a large flash that stuns all who sees it for 1d4 turns.*

Loot : *Black Work Robes, Leather Apron, Chemist Test.*

Kent's Note : *Mild and meek seeming when you meet them, your underestimation of them is their greatest asset.*

Opimio's Note : *Servants of greater power, killing them would be a waste of their talents. Turn them against their master and profit from them.*

Fabello's Note : *These people are fellow researchers of the sciences and live free of Imperialist rule, how could I hate them?*

Sub-Humans

Next of the Kingdoms of Life is that of the Sub-Human, which broadly encompasses all Human-Like Intelligent Beings.

The causes of mutation and classifications of Sub-Human vary. So I define a sub-humanoid as the following.

An Intelligent Creature forming a distinct group that has been altered significantly by forces to fit its environment.

Our writer is right in some regards, these beings do come from man, but are twisted by the Flames of Mana, they are the conjured distortion of our psyche.

Mutation, Adaption, these are Heretical Theories. Does a man produce blubber to protect against the cold? Waxy skin to protect against the heat? Of course not!

Trust in the Experts who all agree that they are perversions of base human desires and urges twisted into human-like form.

Calling Indigenous-Creatures Sub-H-Words is beyond the pale! How could you use such cruel language to imply that these beings are below you?

You exercise your surface dwelling privilege over these peers, friends, and fellows of peoplekind because you live above them on the top stratum while forcing them into the depths below. Even your language to refer to them is steeped in your limited view.

I ask that we refer to these creatures appropriately.

I merely use the common word to describe this grouping of life, I have no judgements to whether or not they ought to be called that as my focus is in aiding the adventurer.

Your text enables the continued plunder and killing of intelligent beings. How could you justify such wickedness?

Do you mean to excuse these Monstrous beings of all wrongdoing? They eat the flesh of men, plunder from the defenseless, enslave our young, and rape our women.

Your defense slides into the Heretical Fabello. I advise you to watch your criticism of Mankind lest you find yourself bound to a tree and left to your so-called peers.

Gentleman, let us be civil. You have your right to interject but this bickering gets us nowhere. I would like to wrap up our introduction by asking our commentator from the University to provide his theory as to the origin of these creatures.

Thank you Kent, I am glad that at least you're interested in educating yourself and perhaps changing one day.

Indigenous-Creatures, are like the branches on a tree of greater peoplekind. H-words being just one of many such branches. They are split from us for many different reasons which can all be easily explained.

Accepting our peers as our cousins on the tree of life is the first step to healing the bonds between our groups and achieving a utopia for all.

Pygmy

The Pygmy, named after its height, is a 4-foot tall pale skinned hairless being adapted to living in caves or dens and prowling the dark at night.

With a round slanted head carried on a hunched half-upright half-prone body it moves with surprising speed. The Pygmy has large dark eyes that cover a full half circle of vision at all times, noseless nostrils that twitch along the flat of their face, and floppy long ears that perk up revealing large holes on either side of their head for focusing their keen echo-sense. Their mouths are packed with sharp teeth in the front rows and flat teeth in the back.

Male and Females appear virtually the same. Males are more numerous and tend to fight over what few Females there are. Females give birth to an entire pack of young and die there after.

Truly abominable creatures, the manifestation of mankind's most base and animalistic desires. In the Calamity the impure were washed away by burning rain which sent the first Pygmy into the pits their race squat in now.

Pygmy have a sophisticated language made up of gestures and guttural throat sounds and a deep and beautiful spiritual tradition which ties into their ranching of large cave grubs.

Pygmy scribble on cave walls and torture then eat people for entertainment! How could you call that a beautiful spiritual tradition!

Name : *Pygmy Wormling*
Other-Names : *Pale-One Youth, Snotling, Pyglet*
Physical Description : *Hardly two feet long and 20 pounds, it scuttles across the floor letting loose shrieks as it fights for scraps of food.*
Stats : *1 HP, 1 ACT, -- AMR, THB --*
Attack : *N/A*

Abilities I : Scamper - *As a Passive, he gains advantage on Agility Checks as his small frame allows him to move through danger with ease.*
Loot : *10 Sd Alive, 1 Sd Dead*

Kent's Note : *Harmless in every way.*
Opimio's Note : *Despite their degenerate form, Pygmy Wormlings do make for good servants in time if tamed correctly. They're bodies are worth more alive than dead.*
Fabello's Note : *These are children of peoplekind, innocent in every way, striking them ought to be a sin.*

Name : *Pygmy Broodmother*
Other-Names : *Pale-One Breeder, She-Pygmy*
Physical Description : *Female Pygmy in the middle of her birth/death cycle. Hosting a swollen stomach that she lays on completely immobile.*
Stats : *1 HP, 1 ACT, -- AMR, THB --*
Attack : *N/A*

Abilities I : Birth - *As an Action, she can forcefully end the birthing/death cycle, instantly perishing as they deliver what young they have developed. In a last attempt to Check their young.*
Loot : *50 Sd Alive, 5 Sd Dead*

Kent's Note : *Harmless in every way.*
Opimio's Note : *In the Empire of Man a large market has emerged for Pygmy Slaves, especially breedable females which can produce anywhere from a dozen to a score of wormlings before perishing. It is fitting as Pygmy would do the same to human women.*
Fabello's Note : *Despite common myths, Pygmy Broodmothers can survive their delivery if fed and cared for properly.*

Name : *Pygmy Grunt*
Other-Names : *Pale-One Stickbearer, Little Savage*
Physical Description : *Male Adult Pygmy that hasn't become old enough to have children yet.*
Stats : *8 HP, 1 ACT, -- AMR, THB --*
Attack : *1d6 Bite, 1d6+2 Stick, 1d6 Rock Throw*

Abilities I : Taunt - *As a Bonus Action, they give out a shout to a single creature and attempt to goad an enemy into attacking him. While the target doesn't have to attack them the Pygmy gets an automatic attack as a reaction to them attacking anyone else.*
Abilities II : ARUGH! - *As a Passive, when they run out of health but right before they die they throw up their hands and die in one last hail mary Attack on all creatures in personal range for 2d4 Damage if they hit.*
Loot : *5 Sd Alive, 10 Sd Dead*

Kent's Note : *Keep your distance, despite their looks they become a real nasty pack of melee fighters when up close.*
Opimio's Note : *Their older age makes them unfit for work, they are a bit too feisty to tame, they're such a hassle you'll get more for their skull then anything.*
Fabello's Note : *These are intelligent beings my co-writers speak of. They may eat human flesh in total rebellion to your expectations of 'manners' but they ought to be treated with dignity nonetheless.*

Name : *Pygmy War-Cleric*
Other-Names : *Pale-One Dreamspeaker, Little Shaman*

Physical Description : *Male Adult Pygmy who has had his kids and now tends to the Ritual Grubs and leads in the rituals of his tribe.*

Stats : *30 HP, 2 ACT, +2 AMR, THB +5*
Attack : *1d6 Bite, 1d8+2 Spear, 3d4+4 Psyche Blast*

Abilities I : Primal Babble - *As an Action, he moves his hands about and lets loose low squabbles of primordial understanding. Creatures who hear this must Check or be filled with fear and rendered unable to attack. This ability makes the target gain a madness point. This ability only works once on a creature per battle.*

Abilities II : Slippery Curse - *As an Action, he throws his hands forward and squabbles off a curse to a single creature in the Nearby Range. The Target must Check Balance or instantly drop anything they hold till the next sunrise or sunset.*

Abilities III : Fog - *As an Action, they stomp his feet and blow out a thick smog that makes all Pole and Ranged Attacks in a room come at disadvantage.*

Loot : *50 Sd Alive, 100 Sd Dead, Stolen Human Jewelry*

Kent's Note : *Tricky Devil, while leading his tribe they force his enemies to get closer to even get an attack which pygmys excel at.*

Opimio's Note : *For their Heresy they are worth a lot to the Church. It's believed that cutting off a tribe's head makes the whole group disperse.*

Fabello's Note : *The keepers of Pygmy culture, they are a boon to all of peoplekind.*

Name : *Pygmy Red-Cap*
Other-Names : *Free Pale-One, Little Cheater*

Physical Description : *Adult Pygmy, former slave, wears Red Cap to designate that it is free.*

Stats : *30 HP, 2 ACT, +4 AMR, THB +5*
Attack : *1d6 Bite, 1d6+2 Knife, 1d8+2 Sword*

Abilities I : Winning Smile - *As a Passive, they know the local language and have a large smile which makes them look friendly... for a pygmy.*

Abilities II : Betray - *As an Action, they betray whoever they were last helping. They gain advantage to attack them and do 1d12 bonus damage to them for 1d4 rounds while they're still reeling from the shock.*

Loot : *Red Cap, 1d10*10+1d10 Sd*

Kent's Note : *Unnaturally Sharp, keep a close eye on them.*

Opimio's Note : *The Empire doesn't go back on it's word, these select few redeemable Pygmys are free of slavery and bounty. Though I wouldn't trust one personally.*

Fabello's Note : *Proof that Indgeinous creatures can fit in with the rest of surface dwelling society.*

Name : *Dr. Pox*
Other-Names : *Man-King of the Pygmy*

Physical Description : *Human clad in dark robes and an ivory white mask of painted monstrous suggestion. In his cave they lead the tribe as a demi-god of sorts.*

Stats : *50 HP, 2 ACT, +6 AMR, THB +8*
Attack : *1d8 Sword*

Abilities I : Reason - *As an Action, he can question a Human's moral character and ask them to consider their surface dwelling privilege for a turn. Targets must make an Intelligence Check - Ethos or suddenly stop fighting and deeply consider a coming lecture from Dr. Pox. This ability only works once on a creature.*

Abilities II : For Peoplekind - *As a Passive, when fighting against Humans they can issue commands to his Pygmy followers giving them either a free movement, attack, or advantage on check that round.*

Abilities II : Get-up You! - *As a Reaction, when a Pygmy dies he commands them to get back up again with 1 health.*

Loot : *Robes, Monster Mask, 2d8*10+1d10 Sd, Text Books*

Kent's Note : *He's an unnatural commander of the Pygmy but a skilled one nonetheless. They live their life by what they preach.*

Opimio's Note : *I think we ought to string up and light this heretic on fire for preaching that we are the same as the beasts he's in bestial relationships with. They remind me very much of Fabello, however, I have no proof of connection.*

Fabello's Note : *I would like to deny any personal connection between me and the supposed Dr. Pox. They do however sound like a real moral fella.*

Name : *Pygmy Rat Master*

Other-Names : *Pale-One Herder, Master of Rats*

Physical Description : *Adult Pygmy, filth covered grinning madly with sniffing squeaks.*

Stats : *50 HP, 2 ACT, -- AMR, THB +5*

Attack : *1d6 Bite, 1d6+2 Staff,*

Abilities I : **Rats Whisperer** - *As a Passive, they can speak to rats and command them to obey their will.*

Abilities II : **Rat Armor** - *As an Action, they call rats to jump up to them and form a fluffy blanket of rat armor that makes them resistant to all damage and gives creatures disadvantage to hit the bulk as it wildly surges and shifts without rhythm.*

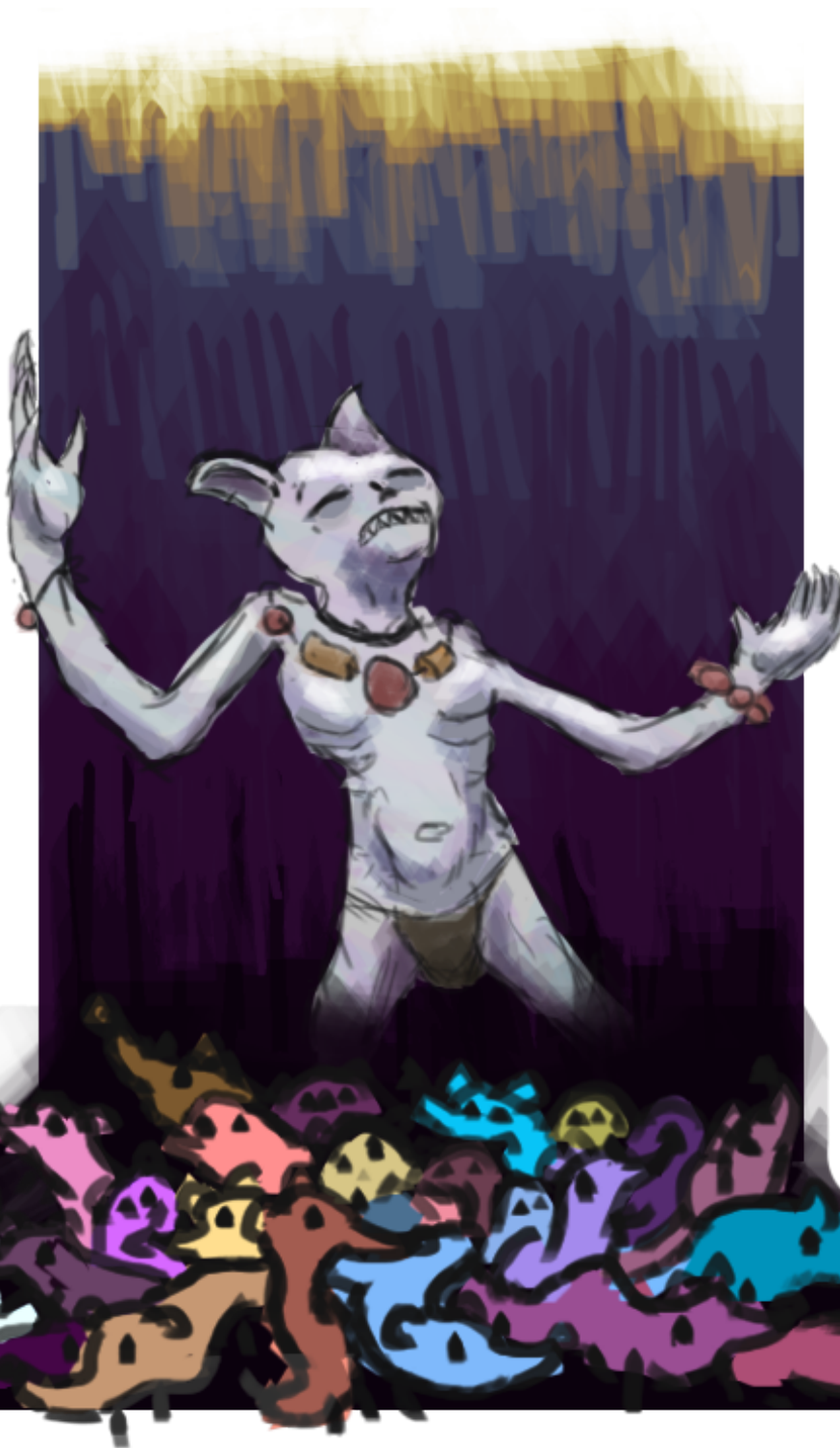
Abilities III : **Master of Rats** - *As a Passive, they make all rats in their presence deal double damage and attack with advantage for their commanding will pushes them to new heights.*

Loot : *100 Sd Alive, 100 Sd Dead, Rat skin Cloak*

Kent's Note : *Frightening horrible masters of evil.*

Opimio's Note : *Their uncanny control of rats is a symbol of their allegiance to the forces of evil. They ought to be slain outright for this transgression.*

Fabello's Note : *What compels the rats into their service? But what yet unknown scientific means do they assemble the rat armor? Why would the rats agree to do such a thing?*



Name : *Surging Sea of Rats*

Other-Names : *VerminTide, Rat King, Mouse Horde*

Physical Description : *Sheets of chirping filthy rats that roll over the earth in an endless hunger looking to gnaw upon the bones of any lost souls in their path.*

Stats : *50 HP per Size, 2 ACT per Size, +1 THB per Size*

Attack : *1d4 Gnaw*

Abilities I : **Tumbling Horde** - *As a Passive, The Group knocks any creature inside of it prone, and can carry them inside their mass with ease.*

Abilities II : **Rat Mastery** - *As a Passive, the group does double damage and has the advantage to act when their surging horrid stinking mass is commanded by a rat master.*

Abilities III : **Fear of Light** - *As an Action, the group will not willingly approach a creature holding a light source in the darkness out of fear. If commanded to do so they must Check or hold in place.*

Loot : *Rat skins, meat, filth, and humanoid bones.*

Kent's Note : *A frankly unbelievable sight, words fail to capture how horrible the vermintide can be at full mass. This comes from the work of a Rat Master, they feed one another's power.*

Opimio's Note : *I am shocked that such a thing can even be imagined, truly the Casulary mind is depraved.*

Fabello's Note : *Perhaps it says more of the Luxjor rule that such things can gather. Do the rats share one mind of many bodies or are they each free actors?*

Man-Skinner

Man-Skinners are the result of union between a Pygmy and a Human. Man-Skinners feature the large eyes with massive dark iris adorned by a ring of yellow upon a black sclera. They harbor a patchwork mesh of skin tones from their parents and stand at an average upright height of 5 and a half feet tall.

By every intellectual measure they are similar to humans, they can speak human languages, are capable of complicated intellectual work, can learn to read and write, and in some tribes have even mapped out stars and formed a calendar by which they plan their yearly lives.

There are very few female Man-Skinners, or She-Skinners, and despite their parentage, Man-Skinners are incapable of breeding with either Humans or Pygmy. Only through a union of Man-Skinners can they reproduce.

Perhaps because of this, or some other factor of blood or culture, Man-Skinners tend to be psychopaths. Some live long wistful lives knowing their deaths loom, some lash out at this curse and swear death on man and pygmy alike as twisted revenge, some appreciate their time and make the most of it, perhaps working harder than any men.

Man-Skinners being smarter and more powerful than Pygmy makes them the natural leaders of their tribe (though some communities exist without them), likewise She-Skinners are bigger and stronger than their male counterparts and end up the leaders of their communities as they control the cycle of reproduction.

Man-Skinners are unfathomably savage and relentless heathens. The products of Rape they wish only to destroy the orderly and lawful civilizations of man.

You don't give them enough credit Opimio, they live in transit civilizations without the promise of any future after them. Surely their reaction is justified?

Absolutely not! You mix cause and effect, I think it's plenty proof they are a damned twisted form of man to know they are mostly barren.

This talk of branches from the tree of life, and rapid adaptation, is merely wild speculation. Do you wish to lower man to the depths of these beings?

You and countless other Luxjors already view the lower class of working Casulary as a separate breed of man don't you? Is this any different than your daily offenses of dividing peoplekind?

These fellows are hunted for sport in bounties despite clearly being people. They are our peers and your surface dwelling privilege poisons your perception of this.

Speak to me of their humanity when at their hands you've lost nearly everything you ever had you witless cur. I'll hear no more of this mad heretical theory.

Name : *Man-Skinner Scout*

Other-Names : *Bug Bear Scout, Orc Fleet-Foot*

Physical Description : *Thin Tall Adult Man-Skinner, Leads the hunting train and scouts ahead for trouble.*

Stats : *30 HP, 1 ACT, -- AMR, THB +3*

Attack : *1d6 Punch, 1d8 Club*

Abilities I : Blood-Sense - *As a Bonus Action, they get advantage to hit and make a free bonus attack on creatures with less than half of their max health when melee attacking.*

Abilities II : Skillless Hack - *As an Action, they make a melee attack, swinging wildly at their target with disadvantage to hit. If they land the fearsome blow it does an extra 1d12 damage causing the target to take a wound.*

Abilities III : Fleet-Foot - *As a Passive, they can freely dash during their turn's movement, get advantage to dodging ranged attacks, and get to counter all missed melee attacks against them.*

Loot : *20 Sd Alive, 30 Sd Dead*

Kent's Note : *Masters of keeping range, the best place to attack them is from a distance with a polearm or a saturation attack from afar.*

Opimio's Note : *These wretches are frequent attackers that prowl the outside of settlements, but even they are merely the calm before the storm.*

Fabello's Note : *They exhibit their own version of the Explosive Leaping Technique which they use to cover vast distances quickly, a mark of great Intelligence!*



Name : *Man-Skinner Warrior*

Other-Names : *Bug Bear Fighter, Orc Bone-Crusher*

Physical Description : *Bulky Tall Adult Man-Skinner, Pins down the prey in hunts, and acts as infantry in battle.*

Stats : *50 HP, 1 ACT, +4 AMR, THB +5*

Attack : *1d8+5 Sword, 1d6+5 Whip, 1d6+5 Bow*

Abilities I : Blood-Sense - *As a Bonus Action, they get advantage to hit and make a free bonus attack on creatures with less than half of their max health when melee attacking.*

Abilities II : Skillless Hack - *As an Action, they make a melee attack, swinging wildly at their target with disadvantage to hit. If they land the fearsome blow it does an extra 1d12 damage causing the target to take a wound.*

Abilities III : Embrace of Death - *As a Passive, they are completely immune from fear, panic, or doubt. They willingly embrace death. When they are below half health they gain an extra action every turn.*

Loot : *20 Sd Alive, 30 Sd Dead*

Kent's Note : *They fear nothing, and live to fight. They'll get close and wail on you as if you couldn't retaliate.*

Opimio's Note : *A trumpet of death when spotted, they march upon human lands, take what they want, raze what they don't, and slaughter and kidnap all who stand in the way.*

Fabello's Note : *They exhibit their own version of the Explosive Leaping Technique which they use to cover vast distances quickly, a mark of great Intelligence!*

Name : *Hairless Bone-Crusher Cave Cat*
Other-Names : *Bug Bear Horse, Orc Hound*

Physical Description : *Pale, even translucently skinned hairless feline monsters with massive jaws or crushing fanged teeth. They are as distant from surface dwelling big cats as the pygmy are distant from mankind.*

Stats : *50 HP, 2 ACT, +2 AMR, THB +8*
Attack : *2d4 Claw Slash, 1d12 Pounce*

Abilities I : Pounce - *As an Action, they can leap on a creature nearby and attempt to knock them over. The Target must dodge or make a Strength Check to knock them off, failing they are knocked prone.*

Abilities II : Bone Crush - *As an Action, they can clamp down on the limb or head of a prone creature in personal range, they open their jaws and squeeze on that limb. Targets must Check Endurance or take 2d6 damage and a wound.*

Loot : *Tender Rib Rack, Hairless Cave Cat Skin, 50 Sd Dead*

Kent’s Note : *Traveling in packs with Man-Skinners they’re tactic is to strike and then to crush the limbs of their prey. They like to eat them alive, and have been trained to go for the arms first hoping to cripple their foe’s.*

Opimio’s Note : *Despite their horrid form, the lean juicy flesh of these beasts makes for some of the best grilled steaks and flanken cut ribs. The thought makes my mouth water.*

Fabello’s Note : *These are the domesticated companions of indigenous creatures, proof of their civility.*



Name : *Pygmy Rider*
Other-Names : *Pale-One Knight, Little Lancer*

Physical Description : *An all too bold Pygmy riding on top of a Hairless Bone-Crusher Cat. A rare but unforgettable sight.*

Stats : *30 HP, 1 ACT, +6 AMR, THB +5*
Attack : *1d8+2 Riding Slash, 1d8+2 Javelin Toss*

Abilities I : Rider’s Connection - *As a Passive, the rider and their mount share a singular pool of health, the same status effects, and can only be removed by a critical attack targeting the rider.*

Abilities II : MUSH! - *As an Action, they command their mount to move faster, and give them an extra movement on their turn.*

Abilities III : Taunting Ejection - *As an Action, the rider laughingly taunts the mount and gets it to buck them as a projectile at a target as a ranged attack. The attack does 1d12 damage and knocks the target and rider prone.*

Loot : *50 Sd Alive, 100 Sd Dead, Cat Saddle*

Kent’s Note : *Living among groups of manskinners exclusively, these riders are problematic editions to the already dangerous wild cats, knocking them off or getting them to eject from the cats so that you’ll have to fight only the sum of their parts.*

Opimio’s Note : *I struggle to imagine that such a beast could ride upon another, this must surely be the work of some tall tale weaving drunkard with too much time on his hands.*

Fabello’s Note : *This is even further proof that all creatures of people-kind are intelligent, they even perfected riding.*

Name : *Man-Skinner Cub*
Other-Names : *Bug Bear Cub, Orcling*

Physical Description : *Young Man-Skinner, in days they are walking upright and in a few more they'll be expected to hold a weapon.*

Stats : *10 HP, 1 ACT, -- AMR, THB --*
Attack : *1d6 Punch, 1d8 Club*

Abilities I : Blood-Sense - *As a Bonus Action, they get advantage to hit and make a free bonus attack on creatures with less than half of their max health when melee attacking.*

Abilities II : Skillless Hack - *As an Action, they make a melee attack, swinging wildly at their target with disadvantage to hit. If they land the fearsome blow it does an extra 1d12 damage causing the target to take a wound.*

Loot : *50 Sd Alive, 10 Sd Dead*

Kent's Note : *Despite their age they're hearty warriors, still only a glimpse of their full adult power.*

Opimio's Note : *The only hope of making something of these beasts is starting young. Without familial bonds they'll fall in line to whoever gives their life direction. Luckily for you adventurer that's a willing buyer.*

Fabello's Note : *Their alarming skill at a young age should be the subject of study, truly Indgiouness Creatures are fascinating.*

Name : *Man-Skinner Commander*
Other-Names : *Bug Bear Warlord, Orc Skull-Splitter*

Physical Description : *Elder Towering Adult Man-Skinner, leading the charge of chaos and laying waste to their foes.*

Stats : *50 HP, 2 ACT, +8 AMR, THB +10*
Attack : *2d8+6 Great-Ax, 2d6+6 Halberd, 2d6+6 Great-Bow*
Resistant : *Mundane*

Abilities I : Blood-Sense - *As a Bonus Action, they get advantage to hit and make a free bonus attack on creatures with less than half of their max health when melee attacking.*

Abilities II : Skillless Hack - *As an Action, they make a melee attack, swinging wildly at their target with disadvantage to hit. If they land the fearsome blow it does an extra 1d12 damage causing the target to take a wound.*

Abilities III : Embrace of Death - *As a Passive, they are completely immune from fear, panic, or doubt. They willingly embrace death. When they are below half health they gain an extra action every turn.*

Abilities IV : Serrated Blades - *As a Passive, their weapons cause Creatures to bleed. Their wounds make them lose D8 damage, then D6, then D4 Health over the next 3 rounds.*

Loot : *100 Sd Alive, 50 Sd Dead*

Kent's Note : *Masters of Mundane Combat, Fight Magically or expect to end up on a pike.*

Opimio's Note : *One had taken my home and family from me. For that, I give no quarter to their abominable people.*

Fabello's Note : *Fearsome Champions, Truly Heroic.*

Name : *Man-Skinner Warlock*
Other-Names : *Bug Bear Shaman, Orc Truth-Spitter*

Physical Description : *Elder Adult Man-Skinner, wistful with old age, teetering on the sanity. They are spiritual leaders.*

Stats : *50 HP, 2 ACT, +8 AMR, THB +10*
Attack : *2d6+6 Witch Bolt*

Abilities I : Jinx - *As an Action, they point at a creature in sight and curse them. Targets Check Balance or fail their next roll as a critical failure guaranteed. Effects any given creature at most once per battle.*

Abilities II : Black Brambles - *As an Action, they cover an area in brambles, creatures can't dash through or out of them. When moving through them they do 1d12 damage. The brambles last until dispelled or until the next sunrise or sunset.*

Abilities III : Command - *As an Action, they make a creature in view follow a command, Targets Check Intelligence, or must obey the command.*

Loot : *100 Sd Alive, 50 Sd Dead*

Kent's Note : *They may not be the most physically powerful, but they can cause a lot of trouble if left to work their magic.*

Opimio's Note : *The power of heresy flows through this goon, the church will pay well to extract secrets from them if you can catch them and bring them in alive.*

Fabello's Note : *The keepers of a beautiful culture.*

Name : *She-Skinner*
Other-Names : *Bug Bearess, Orc Mistress*

Physical Description : *Adult She-Skinner, 6 Feet Tall. Typically they're leaders. They have a strange beauty to them.*

Stats : *50 HP, 2 ACT, +4 AMR, THB +8*
Attack : *1d6+6 Punch, 1d12+6 Great-Club*

Abilities I : Bestial-Charm - *As a Passive, thanks to their lives of prudent emotional control they have advantage on Charm rolls, checks, and have advantage on resisting psychic effects. They are immune from fear, panic, and doubt.*

Abilities II : The Voice - *As an Action, they're training as seductress and tribe-mother, they've refined their voice to hold mastery over others. Targeting a Single Intelligent Creature they make a command through strange psychology . Targets must Check Intelligence or follow it. Those who are attracted to women, or lack a motherly figure have disadvantage to resist.*

Loot : *150 Sd Alive, 50 Sd Dead*

Kent's Note : *More valuable to a tribe than anything, masters of social power. They'll avoid a fight if they can and they'll always do what's best for their tribe.*

Opimio's Note : *They bring out base and animal hungers in men, even Luxjor men who ought to know better. If ever in danger they'll surrender and willingly be enslaved knowing full well they'll sell to a nobleman and be taken in as some tactician concubine. Despite my feelings, and the church's feelings, they are highly valued as paramours.*

Fabello's Note : *I think it is promising that h-word men can value these women of peoplekind enough to keep them in their home. However, the slave-master relationship they hold is problematic.*



Name : *Scouting Officer Sir Bark of House Kurt*
Other-Names : *King of the Man-Skinners*

Physical Description : *Balding Bulky Man with crazed in set eyes and a low imperious voice.*

Stats : *50 HP, 2 ACT, +6 AMR, THB +8*
Attack : *1d12+6 Claymore Slice*

Abilities I : Speak Madness - *As a Passive, they begin rambling, speaking of strange things almost hypnotically. All creatures who hear him must make an Intelligence Check to overcome his presence psychically to attack him.*

Abilities II : Question - *As an Action, they speak to a creature and challenges their moral character. The Target must make a Madness + Ethos Check. If they fail by more than 5 they gain +2 madness points, 3 on a fumble. If their Ethos is -3 or lower they automatically fail.*

Abilities III : Haunting - *As a Passive, upon death, they live just long enough to mutter his final haunting words, they echo out and never leave the minds of those who hear it. They permanently gain a madness point which can't be restored.*

Loot : *Tattered Uniform, Moon-Snow Pipe, Chest-Key*

Kent's Note : *An Admirable Imperial Man, They went missing and now lives as King of the Sub-Humans.*

Opimio's Note : *Despite claims to the contrary this cur was hardly an Luxjor, they were of that ill-mannered Casulary Blood. His ascendance was hasty and was made with no oversight. True Luxjors are free of such Psychic Blight.*

Fabello's Note : *Proof that there is no difference between the classes of peoplekind, I find his life among the Indgeionus Creatures quite the model of perfect harmony.*

Beasts of Nature

Next of the Kingdoms of Life is that of the purely animal. The beings who populate the environments that man does not.

They cover a wide variety of forms and live in many strange environments, this is far but an exhaustive list, but will cover a good number of beings all of which I have encountered.

The natural world is a truly fascinating place.
By Mana’s providence we are gifted to witness its ideal placement of all creatures to live alongside man.

What! How many times have I tried to explain that it is the creatures who’ve been adapted to their environment.

You lack imagination of the divine, how could you possibly undermine the beauty of Mana’s guidance for each of these beings?
How could mere random chance happen upon such creations so detailed and so perfect? How is it that man has use for every portion of their form and that each is uniquely gifted in its ways as to make them each their own kind of challenge.
They were designed of course.

I’ll spare no more words trying to sway you on this matter. You are an ignorant wretch Opimo.

I am once again gifted by two commentators.

Name : *Hound*
Other-Names : *Man's best Friend.*

Physical Description : *Four legged Creatures with Long coats of dark and earthy colored, fur Pointed ears, and Long snouts. They have a wide variety of dispositions.*

Stats : *30 HP, 1 ACT, -- AMR, THB +2*
Attack : *1d8+2 Bite, 2d4 Claw*

Abilities I : Tracking - as a Passive, they gain advantage on detection checks against hiding creatures as long as they are not wet or covered in earth.
Abilities II : Ravage - as an Action, they can dash and attack for a bonus 1d8 damage.
Loot : *Dog Meat, Hides.*

Kent’s Note : *Traveling partners for many Humans, even some Sub-Human Groups have their own breeds of often hairless hounds.*
Opimio’s Note : *Created by the guidance of Mana as the loyal hunting partners of man.*
Fabello’s Note : *It is unclear how these beings came about through natural selection. We have no previous animal to point to even many parallel creatures to compare hounds too.*

Name : *Nuralagus*
Other-Names : *Giant Rabbit*

Physical Description : *Large squat yet flexible and agile creatures with fluffy fur coats of mixed light, dark, and earthy colors, large hanging floppy ears, and a short snout.*

Stats : *15 HP, 1 ACT, -- AMR, THB +2*
Attack : *1d6+1 Bite*

Abilities I : Leap - as a Passive, they can move twice in a turn and leap up heights taller than them.
Abilities II : Shriek - as an Action, they release a blood curdling scream that nobody can forget, all who hear Check Intelligence or gain a point of madness and be stunned on their next turn.
Loot : *Nuralagus Steaks, hide coat, Luck Rabbit Feet.*

Kent’s Note : *Stock of many farming communities, they multiply fast and eat cheaply, some get rather troublesome and get out to cause trouble.*
Opimio’s Note : *While many dubiously seek to take their paws for good luck I think the church can easily endorse the quality of their rib meat.*
Fabello’s Note : *I find it strange that Indgiounus creatures do not keep such creatures while surface dwelling h-words do. Perhaps it is a point of surface dwelling privilege to keep and eat living creatures.*

Name : *Alpha Marmot*
Other-Names : *Mountain Rat*

Physical Description : *Stocky four legged creatures that eat the tough roots and stocks of mountain flower meadows. They sleep through the winter and only are seen through the summers.*

Stats : *25 HP, 1 ACT, -- AMR, THB +2*

Attack : *1d6+2 Bite, 1d4 Claw*

Abilities I : Burrow - As an Action, they dig down into the ground. Preventing Ranged and Pole Attacks, and putting Melee and Hand Attacks at a Disadvantage. As an Action they can fully retreat into the underground or come up in another patch of Dirt. They can then freely travel between the different digging points with a movement on their turn.

Abilities II : Gnawing - As a passive, after attacking a creature, their second attack does d6 more damage, their third attack causes a wound.

Loot : *Thick Wintery Furs, Marmot Meat.*

Kent’s Note : *Native to Marmot Meadows high on cool mountains and large flower gardens they are rather devious creatures that dash and run from danger after causing it. Find a way to block them off or out maneuver them.*

Opimio’s Note : *Trouble to the gardens of mountain settlers, however, though something is quite enjoyable about a coat made of the hide of a vegetable stealer.*

Fabello’s Note : *I find that the features of the Marmot are rather similar to that of the Rat and even Rathound suggesting a common bond of family.*

Name : *Bushbear*
Other-Names : *Sun-Faced Shrub Bear*

Physical Description : *Bulky yet agile quadruped that feeds on a steady diet of fruit, nuts, and meat. With black silky fur and golden spotted snouts they roam forests during the spring.*

Stats : *50 HP, 2 ACT, +8 AMR, THB +6*

Attack : *2d6+4 Bite, 2d4 Claw*

Abilities I : Shockingly Agile - As a Passive, they can easily climb trees, and steep earthen slopes with great haste.

Abilities II : Frightful Roar - As an Action, Once per battle, they let forth a horrible growl that curdles blood and chills bone. All who hear it must Check Intelligence or run screaming from the source while gaining a Madness Point.

Loot : *Gold-Spotted Furs, Bear Meat.*

Kent’s Note : *Faster than they look, if one thinks they can kill you then there’s no hope in running, you’ll have to scare it or prove you're the bigger predator.*

Opimio’s Note : *Quiet animals, they dare not journey on carrerring paths past the lands of men, which makes it all the more easy to protect the borderlands.*

Fabello’s Note : *They’re skins are often valued among hunters, a cruel symbol of surface-dwelling privilege.*

Name : *Zorran Horse*
Other-Names : *Pack-Beast, Plow-Puller, Puller*

Physical Description : *Strong sizable beasts of burden, native to the Zorran ranges and kept for toil and food. Stalky, stout, four legged creatures with a long snout and twisting ears.*

Stats : *30 HP, 1 ACT, -- AMR, THB --*

Attack : *2d6+4 Bite, 2d4 Claw*

Abilities I : Beast of Burden - As a Passive, they can easily carry 20 load and still manage to keep pace alongside a man. If hitched to a wagon or cart they will pull it to the best of their ability.

Loot : *Horse Hide, Horse Meat, Rich Long Hairs, Hooves.*

Kent’s Note : *The staple food source of Terrans and a trusted animal companion for toil.*

Opimio’s Note : *Some casulary believe these beasts can be 'ridden', an offensive assertion to say the least. To think some poor fool has attempted to mount one of these filthy creatures to Check themselves the effort of walking. Horrid.*

Fabello’s Note : *Noble wild animals bonded into captivity by Surface-Dwelling Privilege exploiting h-words, the thought of such toil being forced upon these creatures before their slaughter and consumption, awful.*

Name : *Domestic Raptor*
Other-Names : *Monkey Hawk, Falcon, Mew Rat*

Physical Description : *Strong, stoic birds with large dark eyes, muted earthy coats spotted lightly, and rich white pale downs spotted with dark colors.*

Stats : *25 HP, 1 ACT, -- AMR, THB +10*
Attack : *3d6 Gouging Swoop*

Abilities I : Terror of the Skies - As a Passive, they can move 3 times a turn, fly through the air, move after attacking, and clearly see the world below with crystal clear perception.

Loot : *White Tip Feather, Black Spot Down, Lucky Falcon Feet*

Kent's Note : *Messengers and Interceptors of Spies, when a Raptor attacks, look for its master before they can get away.*

Opimio's Note : *Helpful creatures, their training a noble pursuit among the Luxjors.*

Fabello's Note : *I find it poetic that h-words project their own longing for freedom on these creatures because of their ability to fly- yet fail to realize how they are kept in Mews by them.*



Name : *Bear Hawk*
Other-Names : *Sky Terror, Cloud Tyrant*

Physical Description : *Massive terrifying birds so large they could take a man, horse, or even a bear up into the air. It's call is a thunderclap of terror, some believe them to be arbiters of Avia's worldly will.*

Stats : *200 HP, 2 ACT, -- AMR, THB +10*
Attack : *3d10 Crushing Swoop, 1d12 Deafening Bellow*

Abilities I : Terror of the Skies - As a Passive, they can move 3 times a turn, fly through the air, move after attacking, and clearly see the world below with crystal clear perception.

Abilities II : Deafening Bellow - As an Action, they let out a terrible rumbling that shatters glass, and causes ears to bleed. All in earshot must Check Endurance or take 1d12 damage and go deaf for the day. Failure by more than 5 means the deafness lasts 3 days. Critical failure means permanent hearing damage.

Abilities III : Power House - As a passive, they can pick up characters and carry them into the air with ease.

Loot : *Mountain of Bird Meat, Rich Plumage, Colored Feathers*

Kent's Note : *Certain Doom of many a traveler, if it comes in, gather together and make enough sound to frighten this fend. That will be your only hope lest you can fell it, an unlikely task.*

Opimio's Note : *This legendary creature haunts the skies. It is quite the disrupter of taxes. Perhaps its only saving grace is its beautiful coat, its loose feathers are wondrous treasures.*

Fabello's Note : *The massive size of these creatures is a great fascination to me, just how big do they get? By what means? How does something so big fly?*



Name : *Fang Bird*

Other-Names : *Vampire Bird, Blood-Sucker*

Physical Description : *Small black birds with blood red eyes and a set of long jaws with an upper tooth whorl and hanging suckle pouch.*

Stats : *10 HP, 1 ACT, -- AMR, THB +5*

Attack : *1d8 Claw, 2d4 Blood Suck*

Abilities I : Terror of the Skies - As a Passive, they can move 3 times a turn, fly through the air, move after attacking, and clearly see the world below with crystal clear perception.

Abilities II : Blood Sucker - As an Action, they use their tooth whorl to cut into the exposed flesh of a creature, then sop up the blood of their prey with their mouth to restore themselves. They recover as much health back as they take. In addition, they remain latched onto their prey, automatically succeeding on their next attack and giving their host a -1 to all rolls.

Loot : *Black Feathers, Blood Red Eyes, Whorl Tooth*

Kent's Note : *Devilish little bastards, If they're attacking they'll be sure to do so in a whole flock. They rush one creature at a time and do everything they can for a fill before fleeing.*

Opimio's Note : *Damnably demons, wicked forces granted them their most wicked teeth.*

Fabello's Note : *The whorl teeth are a subject of much debate among naturalists, how did these creatures come to being? How do they feed off of blood? Could these be related to mythical night creatures?*



Name : *Rat Hound*

Other-Names : *Cannibal Rat*

Physical Description : *Long slender four legged creature, with long bodies, oblong heads, and slashing claws. They are commonly kept inside houses*

Stats : *15 HP, 1 ACT, -- AMR, THB +2*

Attack : *1d6+2 Bite, 1d4 Claw*

Abilities I : Bone-Bend - As a Passive, They can fold themselves to fit in narrow spaces without harm.

Abilities II : Gnawing - As a passive, after attacking a creature, their second attack does d6 more damage, their third attack causes a wound.

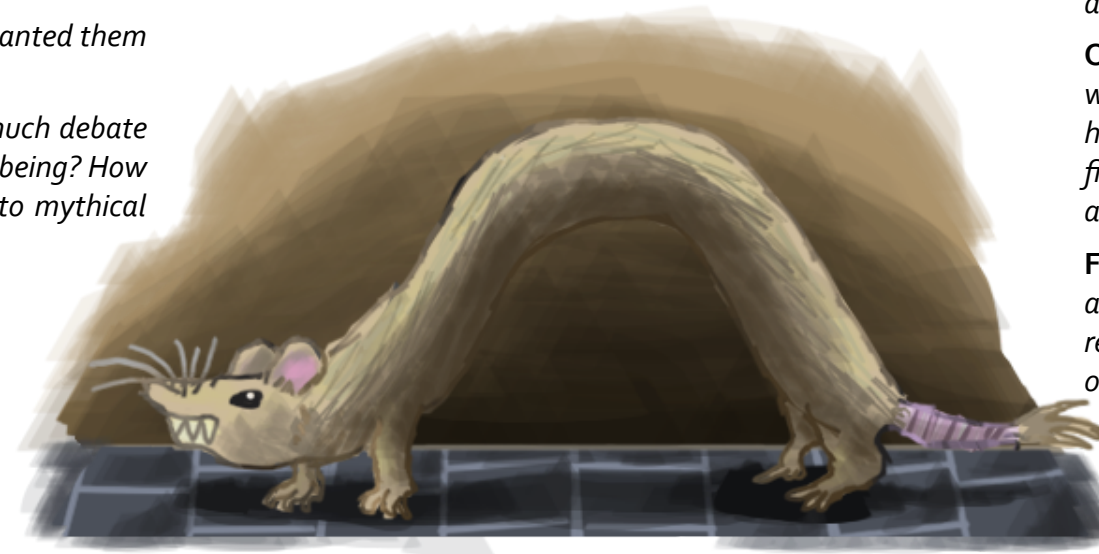
Abilities III : Plague-Carrying - As a passive, creatures in personal range are tainted by illness hexes, their hit die goes down a step until they recover.

Loot : *Blighted Hides, Rat-Hound Meat, Illness Glands*

Kent's Note : *Mostly for keeping rats, rodents, and other miasma spreading critters out of houses Humans keep these rather nasty creatures around. Best not to upset one and get into a fight, you'll likely win but it might cost you.*

Opimio's Note : *Highly prized pets in noble houses, especially when they're fluffy and very plump creatures. Many prefer hounds over them as hounds listen and directly show love, but I find their quiet disdain somewhat charming and keep my own around. (Her name is Cookie.)*

Fabello's Note : *I am quite frightened by these things, which appear to be rats that have evolved to eat other rats in a mutual relationship with h-words. It would appear that there was some other animal that vanished that used to fill this role.*



Name : Bog Antelope

Other-Names : *Swamp-Beast, Nightmare Goat*

Physical Description : *A massive horned beast, cloaked in a mossy, plant rich, pale fur coat. With sickly purple spotted skin, and massive yellow glowing orbits of ghostly evil.*

Stats : 100 HP, 2 ACT, +8 AMR, THB +5

Attack : 2d12 Trample, 3d4 Charging Ram

Abilities I : Swamp Strider - As a Passive, this creature is unimpeded by swampy waterlogged terrain and can move as normal.

Abilities II : Charging Ram - As an Action, they move into personal range with a creature, dealing damage to The Target and throwing them a square back and knocking them prone.

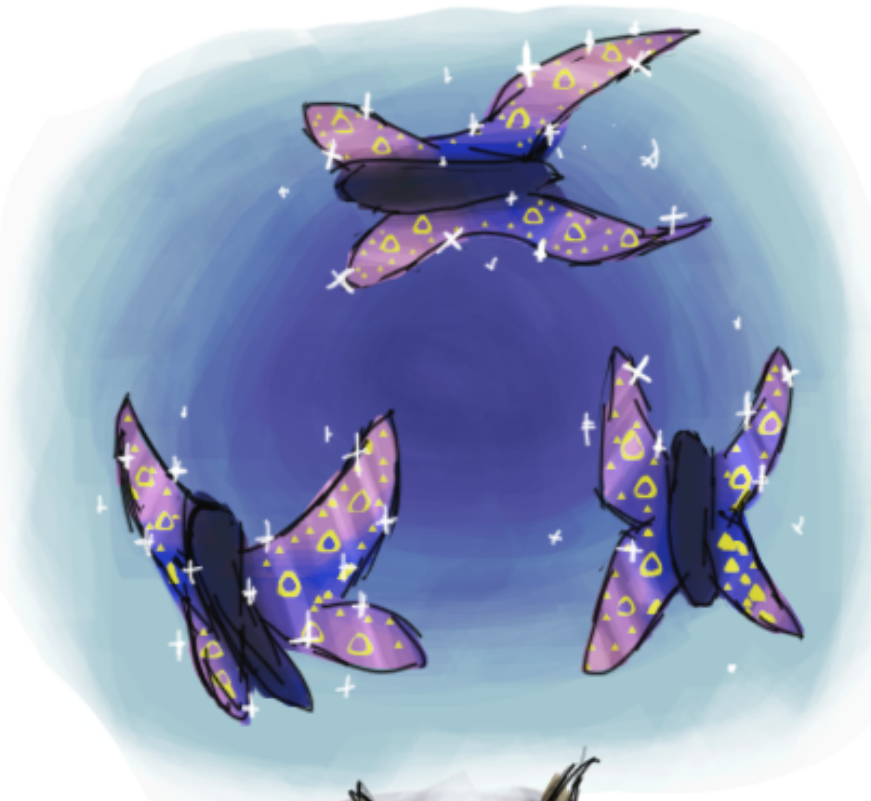
Abilities III : Screech - As an Action, they let out a low rumbling screech instilling fear in all who hear them. Creatures who hear must Check Intelligence, or become paralyzed with fear and take a madness point. If they fail by more than 5 they run screaming from their attacker.

Loot : *Mossy Pale Fur, Rot Meat, Antelope Fungus, Evil Eyes*

Kent's Note : *Enormous creatures, they are frightening but pure herbivores, stay still and do not frighten them to avoid getting into a fight.*

Opimio's Note : *Disgusting denizens of the swamps and moors of our empire, however it is their bodies alone that can grow a fungus of medicine.*

Fabello's Note : *I find these beings curious, how do they grow their fungus?*



Name : Prism Butterflies

Other-Names : *Mirror Bugs, Magic Bugs*

Physical Description : *Fluttering swirling butterflies with reflective undersides and vibrant colorful uppersides. Traveling in large armadas.*

Stats : 50 HP, 1 ACT, +8 AMR, THB +10

Attack : 2d8 Magic Glittering,

Abilities I : Fluttering Swarm - As a Passive, they are floating above the ground.

Abilities II : Magic Reflection - As a Passive, when a spell is cast within nearby range, it automatically critically fails.

Loot : *Colorful Wings, Silvery Wings, Glitter.*

Kent's Note : *Creatures of anti-magical power, Witches beware of these swarming friends lest they're workings disrupt your powers to critical failure. Warriors here can clear the way for their team mates.*

Opimio's Note : *Strange beasts no doubt resulting from the influence of mana, they have been quite helpful in Witch Hunts, releasing a few into their garden then storming their home has been shown to reduce operation fatalities by 25%.*

Fabello's Note : *There must be a natural explanation of their anti-magical ability, I assume the influence of magic has given them a resistance. Other than these questions of their shared mind and ordered flight are raised, how is this link secured?*



Undead

While not in the Kingdoms of Life (perhaps they are the Kingdom of Death) they are a threat to any adventurer.

Their nature is hard to grasp, and even among the strangest tracks of the land they are a rare sight unless some great plot is at work.

The Undead are a perversion of Life itself. They are a betrayal of the Natural Order, of Mana, and of good tastes!

I couldn't string together enough blasphemies to express an ounce of my disgust. Truly revolting!

Surely these are the work of some superstitious faith and rumorous reporting by the uneducated. For as much as whispers of walking corpses haunt the land they are scarcely seen and never is any evidence provided.

You dare disregard something so dangerous?! We are talking about souls and their forms being denied rest for forced animation as weapons against the living.

This is a matter of eternity! Nothing could be of more importance. Not that you'd understand.

Bah! It's a superstition! I've said it once and I'll say it again.

There is a perfectly logical and scientific explanation for the things we see around us. Every practitioners of magic uses rigorous thinking to discover and test their tools.

Name : *Corpse*

Other-Names : *Shambler, Walker, Gabber*

Physical Description : *Corpses of humans that slowly shamble forward with either limited instinct or unclear fidelity of purpose.*

Stats : *20 HP, 1 ACT, -- AMR, THB +2*

Resistant : *Frost, Earth*

Weak : *Flames, Acid*

Attack : *1d6 Swipe*

Abilities I : Undead Animation - *As a Passive, Unless their heart/skull is destroyed they will rise again after the next sunset after dropping to 0 health. However when exposed to sunlight they instantly drop to the ground and lose animation.*

Abilities II : Grapple - *As an Action, they grab and hold a creature with a fully stiff body. The creature is held and has disadvantage on all rolls and may not move. The held creature is attacked with advantage.*

Loot : *Tattered Rags, 2 Silver Coins*

Kent's Note : *Moving in groups they're almost never alone. Where one goes they all shuffle in league. They can be found with Skeletons who use grappled foes for target practice.*

Opimio's Note : *Animated by wicked forces this is the body of a Casualty not properly buried.*

Fabello's Note : *Perhaps their seeming unlife could be the result of fungal growths manipulating the corpse of a human, this fungal having limited understanding.*

Name : *Skeleton*

Other-Names : *Bone Bag, Coward, Damned Archer*

Physical Description : *Beings wrought of a human's skeleton, that seem to drift in mockery of walk. They feature a pair of hateful orbits of light that glare out among the dark.*

Stats : *5 HP, 1 ACT, -- AMR, THB +8*

Resistant : *Frost, Earth*

Weak : *Acid*

Attack : *1d12 Great Bow, 1d10 Great Ax*

Abilities I : Undead Animation - *As a Passive, Unless their heart/skull is destroyed they will rise again after the next sunset after dropping to 0 health. However when exposed to sunlight they instantly drop to the ground and lose animation.*

Abilities II : Damned Arrows - *As a Passive, their arrows are lit by alien flames. When they strike a target they do an additional 2d4 Flame Damage.*

Loot : *Rusted Armor, Pouch with 40 Sd*

Kent's Note : *They are the strikers of any undead group, they'll keep their distance because of their fragile bodies but when working with Corpses they pack a punch.*

Opimio's Note : *The corpses of cowards and those who flee from battle, they'll serve the forces of Hell in death for running from service in life.*

Fabello's Note : *It is impossible that any being can move without their muscles, surely they must be a fairy story of uneducated minds. Perhaps they are a more decayed form of the Corpse.*

Name : *Lost Soul*
Other-Names : *Haunt, Seeking Phantom, Lost One*
Physical Description : *Glowing see-through figure of a human, it moves through the air and seems lost in the last moments of its life.*
Stats : *25 HP, 1 ACT, -- AMR, THB +5*
Immune : *Acid, Earth*
Resistant : *Mundane, Frost*
Attack : *1d8+2 Sword, 1d4+2 Punch*

Abilities I : Semi-Caporalal - *As a Passive, they float through the air, but can not phase through matter as they are made of an ectoplasmic vaporous slime. Things slow when they go through them.*
Abilities II : Wandering Soul - *As a Passive, They will continue to persist until they are convinced they are dead.*
Loot : *Gallon of Ectoplasm, White Flowers, Treasured Item*

Kent's Note : *Generally speaking, Lost Souls are unaggressive, featuring non-combative challenges to adventurers.*
Opimio's Note : *These are the souls of those who deny nature! Deny the role of death has in life.*
Fabello's Note : *This being is a mere illusion, some twisted flash of sight from a relative or loved one or dreamt up rumor of a person.*

Name : *Ghost*
Other-Names : *Specter, Neutral Phantom, Veiled One*
Physical Description : *Glowing see-through figure of a human corpse, it moves through matter with the clarity of Intelligence.*
Stats : *50 HP, 1 ACT, -- AMR, THB +5*
Immune : *Mundane, Acid, Earth*
Resistant : *Frost*
Attack : *2d4+2 Slash*

Abilities I : Incaporalal - *As a Passive, they float through the air and can phase through matter easily. They can change between visible and invisible as a free-action.*
Abilities II : Frighten - *As an Action, They let out a howling scream as they materialize suddenly, layer by layer nerves first. Creatures who witness this become Frightened and must make a Madness Check.*
Abilities III : Take-Over - *As an Action, they leap into a creature for control of their mind. The Target must Check Balance with disadvantage or become possessed. While possessed they can use all of their host's abilities freely.*
Loot : *Illusion Gel, Treasured Item.*

Kent's Note : *Ghosts are a supreme danger to an adventurer. It is advised to attempt to meet their demands lest the strongest of your group is turned against you in a fight.*
Opimio's Note : *These are beings who are no longer human, they are demons made manifest in reality out of the selfish desires of those who deny death. Destroy them at once.*
Fabello's Note : *After reviewing these reports, I conclude this is a vision drawn out of swamp miasma or beast filth. While horrifying, they are not real and their effects are mere placebo.*

Name : *Banshee*
Other-Names : *Shouter, Potrolgiest, Feral Specter*
Physical Description : *Glowing see-through figure of a bestialand rotting corpse, it moves through matter with malice and bestialfury.*
Stats : *75 HP, 2 ACT, -- AMR, THB +5*
Immune : *Mundane, Acid, Earth*
Resistant : *Frost*
Attack : *2d4+2 Slash, 2d6 Object Throw, 1d12 Creature Throw*

Abilities I : Incaporalal - *As a Passive, they float through the air and can phase through matter easily. They can change between visible and invisible as a free-action.*
Abilities II : Throw - *As an Action, they pick an object or creature up and toss it across the room with psychic power.*
Abilities III : Pull - *As an Action, they attempt to steal an object from a creature's grasp. The Target makes a Strength Check or loses their held item.*
Abilities IV : Screech - *As an Action, Once per battle, they let out a howl, all creatures in ear shot make a Balance Check or drop to 0 health. If they die they rise again as Grays.*
Loot : *Black Elixir, Screech Crystal, Muttering Cursed Weapon*

Kent's Note : *Banshees are a chief danger among the incorporeal, if you spot one flee immediately.*
Opimio's Note : *As the Ghost is to the Lost Soul, the Banshee is to the Ghost. As one soul realizes it is dead, it begins to lose its connections and become devil-like in its being.*
Fabello's Note : *I conclude this must be the result of an ever growing fish story. With so many stories of ghosts, there must be a contest to have the most dangerous one.*

Name : *Trumpeter for the Dead*
Other-Names : *Raiser, David, Leader of the Macabre Dance*
Physical Description : *A skeleton in rich bright clothes carrying a golden horn, seeming to dance as they skip along.*
Stats : *100 HP, 1 ACT, +6 AMR, THB +10*
Resistant : *Frost, Earth*
Weak : *Acid*
Attack : *1d12 Rapier*

Abilities I : Undead Animation - *As a Passive, Unless their heart/skull is destroyed they will rise again after the next sunset after dropping to 0 health. However when exposed to sunlight they instantly drop to the ground and lose animation.*
Abilities II : Song for the Dead - *As a Passive, they play trumpet which can animate the dead giving them unlife. As a free action they can command them into action.*
Abilities III : Surge - *As an Action, once per battle, all Undead Creatures nearby them get another action on their next turn.*
Abilities IV : Call - *As a Passive, when a character drops to 0 Health they are raised again a gray under the control of them.*
Loot : *Rich Clothes, Golden horn, 2d6X100+1d10 Sd*

Kent's Note : *They are the leaders of an undead group, they are the top priority of damage. Knowing this the undead guard them as much as possible.*
Opimio's Note : *The fiddler of the dead are musicians, those who lose themselves in art and become damned.*
Fabello's Note : *Much like the Skeleton, this is a folk story of the same vein.*



Name : *Gray Warrior*
Other-Names : *Zombie Warrior, Undead Killer*
Physical Description : *A skeleton in rich bright clothes carrying a golden fiddle, seeming to dance as they skip along.*
Stats : *50 HP, 2 ACT, +6 AMR, THB +10*
Resistant : *Frost, Earth*
Weak : *Fire, Acid*
Attack : *1d8+6 Sword, 1d6+4 Lance, 1d6+4 Bow*

Abilities I : Undead Animation - *As a Passive, Unless their heart/skull is destroyed they will rise again after the next sunset after dropping to 0 health. However when exposed to sunlight they instantly drop to the ground and lose animation.*
Abilities II : Brutal Slash - *As an Action, they make a melee attack, swinging wildly at their target with disadvantage to hit. If they land the fearsome blow it does an extra 1d12 damage causing the target to take a wound.*
Abilities III : Range Keeper - *As a Free Action, they make a free pole attack towards a creature coming into nearby range.*
Loot : *Heavy Armor, Crumbling Bone Dust, Black Blood*

Kent's Note : *Formidable Close-Range Warriors, watch yourself and keep distance wherever possible.*
Opimio's Note : *This creature is the union between the soul of a tactician and the body of a warrior seen by a Necromantic force. Their damable being is an offense to the living world.*
Fabello's Note : *I suppose these are most likely still living warriors who use psychological operations to spread fear in rumors of their undead nature.*

Mediums

Beyond the natural world entirely lies this kingdom and the next, the mediums who bridge the gap between this universe and the divine realms.

Ah, my friend has mistakenly put the demons of other religions in the medium section, an easy mistake to make.

you ought to discount anything here beholden to a pagan beings as demons.

Nonsense, once again our writer engages in fanciful fairy stories. Will you ask me to comment on the present delivering specter Father Boreal or his magic wagon of toys pulled by a team of flying horses?

I think we're getting off track here.

Fabello! Are you also denying Father Boreal?! You're heresy knows no bounds, **Holy Alteza Narchio Leonio Medeva the First**, Blessed be his name, was born on the winter solstice! They are practically the same person.

It's a holy time when all the civil people of Terra celebrate his birth through Solstice Festivities or Alteza Day.

Humbug! Father Boreal is a local myth dating back to before imperial times! You're using your imperialist surface-dwelling privilege to project your myths onto a local native culture!

Sorry to cut things short, but we're talking about Mediums. Can we please stay on track for one section of the text?

The Flames of Mana

Serving the flames of Mana, this first group of Mediums are keepers of knowledge and riddles. They are born of the Mana's fire and return to it when their work is done.

These are the only true divine beings, they've gifted us with wisdom and truth and have illuminated several into true Luxjor status.

These are merely the creative writings of poetic thinkers. Extrapolation of local myths and legends. Game stories that have grown bigger with each retelling.

They are more a metaphor now than tangible.

Name : *Owl of the Ancients*

Other-Names : *Antiguos Búho, Whispering Bird*

Physical Description : *Ghostly, Owl, Wreathed in great blue flames. Moving at high speeds to enact his summoners will. They know all languages and carry in clutched talons notes of wisdom.*

Stats : *10 HP, 1 ACT, +2 AMR, THB +1*

Immune : *Flame*

Resistant : *Mundane*

Weak : *Thunder*

Attack : *1d10 Talon Swipe, 1d4+2 Peck*

Abilities I : All-Tongues- *As a Passive, they can understand all languages and interpret commands like a fluent speaker.*

Abilities II : Words of Wisdom - *As an Action, they can reveal a slip of paper giving their advice on any situation explained to it. They'll heavily favor the power of faith and belief.*

Loot : *3d4 slips of paper with random advice, glowing feathers*

Kent's Note : *Mostly harmless messengers and sages of Mana, keep your wits about you and don't get into a fight unless you brought a ranged weapon.*

Opimio's Note : *The loyal followers of Mana who reach an old age are born again as these wise beings in the flames.*

Fabello's Note : *Merely local myths of owls sightings.*

Name : *Emberling*
Other-Names : *Fugeito, Fire Snake*

Physical Description : *Small Snake like creature made of flowing flames, perched upon many thin clawed legs on which it rapidly moves. They know all languages and can speak freely of the sciences and liberal arts.*

Stats : *25 HP, 1 ACT, +4 AMR, THB +3*

Immune : *Flame*

Resistant : *Mundane*

Weak : *Frost*

Attack : *1d6+4 Bite, 1d4 Flame*

Abilities I : All-Speaker - *As a Passive, they can understand and speak all languages with a rich vocabulary.*

Abilities II : Flaming Body - *As a Passive, their flaming form deals 1d4 Flame damage automatically to creatures who end their turn in personal range with them.*

Abilities III : Grappling Fangs - *As a Passive, after a successful attack their fangs lock into flesh, the target gets disadvantage to act, and must Check Strength to pull the creature off of them.*

Loot : *Ceaseless Blue Embers, Silver Interlocking Bones*

Kent’s Note : *Despite their knowledge they’re dangerous to melee fighters especially.*

Opimio’s Note : *Men loyal to the flames of Mana are born after death early as Emberlings.*

Fabello’s Note : *Nothing more than snakes! The prospect of them existing while being on fire is a fanciful addition.*

Name : *Burning One*
Other-Names : *Quemando Uno, Fire Method*

Physical Description : *Medium bipedal Figure twisted into a six armed humanoid form. With massive Owl wings they glide across the sky freely, with massive eyes they see all hidden things. They know all languages and can speak freely of the sciences and liberal arts.*

Stats : *50 HP, 2 ACT, +6 AMR, THB +6*

Immune : *Flame*

Resistant : *Mundane*

Weak : *Frost*

Attack : *1d8+2 Flaming Sword Arms*

Abilities I : All-Speaker - *As a Passive, they can understand and speak all languages with a rich vocabulary.*

Abilities II : Flaming Body - *As a Passive, their flaming form deals 1d4 Flame damage automatically to creatures who end their turn in personal range with them.*

Abilities III : Seers of Hidden Things - *As a Passive, all secrets are revealed to them and all lies are revealed. The true thoughts and feelings of all nearby creatures are known.*

Abilities IV : Combo - *As a Passive, when two successful attacks have been made on the same creature in a round they automatically succeed on another attack.*

Loot : *Heart of Blue Fire, Flaming Arm (1d10 Flame Damage)*

Kent’s Note : *Powerful melee warriors, keep your distance.*

Opimio’s Note : *The Warrior Messengers of Mana, they are reborn soldiers in the eternal war of Order and Chaos.*

Fabello’s Note : *Humbug of warriors paradise to justify surface dwelling privilege h-word aggression.*

Name : *Raging Fire*
Other-Names : *Infernal Toro, Sun Bull*

Physical Description : *Large quadruped of Bull like suggestion. With its massive wings it flies upon smoke. With its massive eyes It sees all hidden things. They know of every written text, present and lost. They speak all languages. They know of fields of study. For Wisdom they make Pacts.*

Stats : *100 HP, 1 ACT, +8 AMR, THB +9*

Immune : *Flame, Mundane*

Weak : *Frost*

Attack : *3d8+6 Bulls Horns*

Abilities I : Lore Keeper - *As a Passive, they can understand and speak all languages with a rich vocabulary. He also knows of all texts present and lost and can recite them perfectly.*

Abilities II : Infernal Form - *As a Passive, their flaming form deals 1d8 Flame damage automatically to creatures who end their turn in nearby range with them.*

Abilities III : Seers of Hidden Things - *As a Passive, all secrets are revealed to them and all lies are revealed. The true thoughts and feelings of all nearby creatures are known.*

Abilities IV : Charge - *As an Action, they can attack a creature by dashing into nearby range with them.*

Loot : *Heart of Blue Fire, Flaming Arm (1d10 Flame Damage)*

Kent’s Note : *Beyond mortal weaponry, avoid battle unless equipped to the hilt with enchanted items.*

Opimio’s Note : *Kings and Emperors are reborn as these powerful commanders and lead a legion of burning ones.*

Fabello’s Note : *Idol worship recontextualized to suit the vanity of our Luxjor class, such projection, sickening.*

Mother Wren

Born from the Gardens of Eternity upon the White Mountain the mediums of Wren enact her whim, personally ensuring each themselves.

I will try not to allow my own following of Wren Bias my advice towards thwarting her mediums, even if such pains my inner faith.

These are the false succubi of a harlot goddess worshiped by the sniveling wretched Borean Casulary who refuse to practice a civil religion.

They are to be extinguished from this reality before their tempting charms can destroy you.

I believe Wren is an expression and defecation of the Boreans natural heartiness. Even Boreans who have been converted still have remarkable Strength and Endurance.

Remarkably instead of reinforcing hierarchy as a flaunting of their surface dwelling privilege, their faith is a deification of the processes of life. Refreshingly tasteful.

Name : *Nymph*

Physical Description : The lowest servant of Wren, taking the form of a Young Man or Woman of exceptional beauty and unquenchable innocence. They help people fall in love and bring fertility and virility to those they touch.

Stats : *15 HP, 1 ACT, -- AMR, THB +2*

Resistant : *Mundane, Earth, Frost*

Weak : *Acid*

Attack : *1d8+2 Sickle*

Abilities I : Beyond Charm - *As a Passive, they are immune to becoming Charm, Hypnosis, and other Psychic Magics. In addition they gain advantage to Charm or Seduce other creatures. They are remarkably beautiful.*

Abilities II : Love Arrow - *As an Action, they conjure forth an arrow from their fingertips that pierces a creature, the target Checks Intelligence or falls in love with the first creature they make eye contact with.*

Loot : *Lock of shimmering hair, Love-philtre*

Kent's Note : *While a seemingly harmless being, their arrow may leave one wanting to kiss a raging bear or a demon with an Ass's head. They find this extremely funny if you're rude.*

Opimio's Note : *Seductress demons, their charms are dreams, past the wit of man to say of what. But it makes an ass of them before it kills them.*

Fabello's Note : *Charmingly, these are manifestations of love.*

Name : *Idol*

Other-Names : *Maiden of the Land, Lesser Earth God*

Physical Description : The second tier of servants to Wren, taking the form of a pale golden skinned humanoid merged into the many diaphanous shimmering layers of silk they wear. They bring forth bountiful crops and bless children with good health and long lives.

Stats : *30 HP, 1 ACT, +4 AMR, THB +3*

Resistant : *Earth, Mundane, Frost*

Weak : *Acid*

Attack : *2d6+3*

Abilities I : Beyond Charm - *As a Passive, they are immune to becoming Charm, Hypnosis, and other Psychic Magics. In addition they gain advantage to Charm or Seduce other creatures. They are remarkably beautiful.*

Abilities II : Fertility - *As an Action, they can turn any mundane surface into soil in which excellent crops may grow.*

Abilities III : Sow - *As an Action, they conjure roots, vines, stalks, and other plant tendrils from fertile land to grasp a Nearby creature, pulling them into Personal Range, and binding them. Targets must Check Strength to escape.*

Loot : *Lock of shimmering hair, Diaphones Robes, Gold Dust*

Kent's Note : *Their ability to turn anything to soil applies to metal. Be careful lest they reduce your armor into a garden with you still inside of it.*

Opimio's Note : *A tribute collector promising a harvest, barbaric. They steal from taxes Luxjors are rightfully owed.*

Fabello's Note : *The defecation of the earth, perhaps in time they'd be a god or goddess of equity.*

Name : *Valkyrie*
Other-Names : *Principality, Guardian of the Land*
Physical Description : The third tier of servants to Wren, taking the form of a towering Man or Woman with eternally calm faces and closed eyes in sparse armor adorned with six sets of wings. They defend the lands of Wren’s followers and anoint nobles to their positions on behalf of Wren.
Stats : *50 HP, 1 ACT, +6 AMR, THB +6*
Immune : *Thunder, Wind*
Resistant : *Mundane, Frost, Earth*
Weak : *Acid*
Attack : *3d6 Steel Razor Whip, 2d6 Thunder-Struck*

Abilities I : Beyond Charm - As a Passive, they are immune to becoming Charm, Hypnosis, and other Psychic Magics. In addition they gain advantage to Charm or Seduce other creatures. They are remarkably beautiful.
Abilities II : Fury - As a Passive, they inflict a wound with each successful attack against their target.
Abilities III : Thunder-Stuck - As an Action, they summon a bolt of thunder which they throw at their foes. It deals 2d6 Thunder Damage.
Loot : *Lock of shimmering hair, Mail-armor strap, Whip*
Kent’s Note : *Fierce Warriors of Wren, they battle in groups. while some Stun, others take advantage to attack.*
Opimio’s Note : *These fiends bring woe to our zealots in savage attacks against us while we rest. Honorless scum.*
Fabello’s Note : *Now we drift again into the h-word tendency of power fetishization. Typical for surface-dwellers.*



Name : *Eros*
Other-Names : *Dominion, Keeper of Kingdoms*
Physical Description : The final and smallest tier of servants to Wren, taking the form of a flowing bright being with a countenance of Lighting. They overlook the lands of Terra and bring forth good health and harvest.
Stats : *100 HP, 1 ACT, +8 AMR, THB +9*
Immune : *Mundane, Earth, Wind*
Resistant : *Frost*
Weak : *Acid*
Attack : *3d8 White Beam, 2d8 Force Wave*

Abilities I : Beyond Charm - As a Passive, they are immune to becoming Charm, Hypnosis, and other Psychic Magics. In addition they gain advantage to Charm or Seduce other creatures. They are remarkably beautiful.
Abilities II : Hallelujah - As an Action, they restore a mortal form to full health and cure it of all physical illnesses, mental anguish, and aesthetically displeasing malities.
Abilities III : Force Projection - As an Action, they force all creatures to move away from it by an area, dealing 2d8 Damage to all creatures within it and adjacent areas.
Loot : *Jewel Heart, Golden Body Segment, Ivory Face*
Kent’s Note : *Masters of Battlefield Control, they alone can restore their comrades to top billing. They are your priority.*
Opimio’s Note : *No zealot has encountered one and survived, these foul demons have martyred many a noble hero.*
Fabello’s Note : *The ability to heal others. Borean compassion is made manifest as a high tier being in the pantheon.*

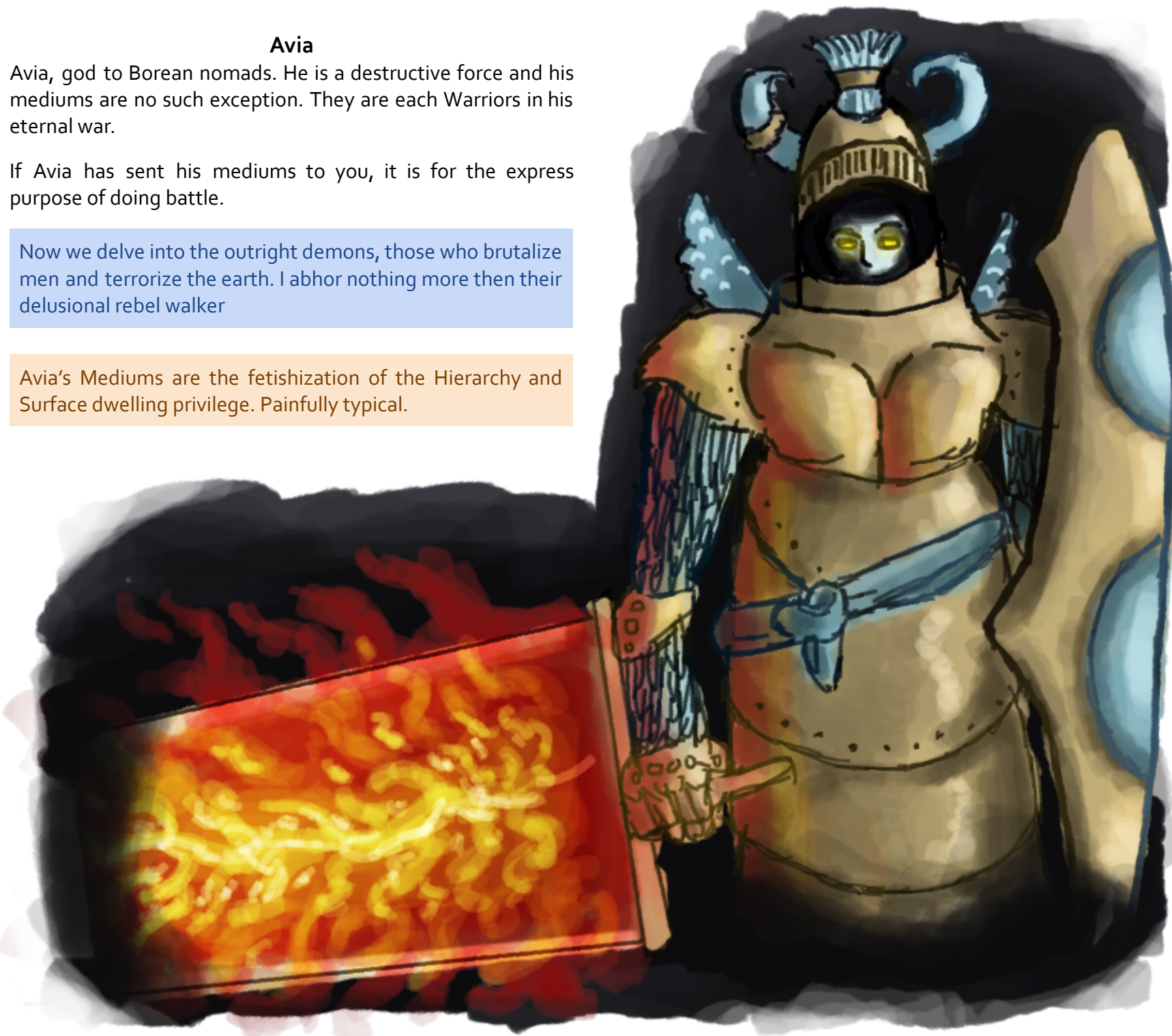
Avia

Avia, god to Borean nomads. He is a destructive force and his mediums are no such exception. They are each Warriors in his eternal war.

If Avia has sent his mediums to you, it is for the express purpose of doing battle.

Now we delve into the outright demons, those who brutalize men and terrorize the earth. I abhor nothing more then their delusional rebel walker

Avia's Mediums are the fetishization of the Hierarchy and Surface dwelling privilege. Painfully typical.



Name : *Raptor*

Other-Names : *Guardian, Knights of Eternity*

Physical Description : Towering Winged Man dressed in full armor and wielding a flaming sword. They are the lowest rank of Avia's Eternal Army. They are thought to watch over a single man.

Stats : *50 HP, 1 ACT, +4 AMR, THB +2*

Resistant : *Mundane, Frost, Flame*

Weak : *Acid, Earth*

Attack : *2d4+2 Flame Sword, 1d10 Spear, 1d8 Shield Bash*

Abilities I : Shield Bash - As an Action, they smash a shield against a creature trying to either knock them prone or stun them. The Target may Check with Agility or Endurance against the stun effects. The effects last till the target's next turn.

Abilities II : Shield Break - As a Free Action, Once per battle, they can break their shield and negate all incoming damage taken last round.

Abilities III : Hark! - As an Action, Once per battle they demand a creature duel them. If the target attacks anyone else then they can use a free attack against them.

Loot : *Flaming Sword, Ancient Bronze Armor, Eagle Feathers*

Kent's Note : *Raptors are a frightening bunch. If two challenge you to single combat, it'll be impossible to avoid their free attacks against you.*

Opimio's Note : *Guardians, bah! It's nonsense, these are demons that fill them with blood lust and rebellious urges.*

Fabello's Note : *Despite the violence fetishization I think they are the manifestation of revolution. The nomads defy the empire, defy perhaps unknowing surface dwelling institutions.*

Name : *Avalo*
Other-Names : *God Steed, Dogs of War*

Physical Description : Powerful but strange Two Headed Dog Lion with crimson fur and a cropper green mane. They are the companions and war mounts of Avia’s Eternal Army in the sky. They guard sacred places and protect treasure.

Stats : *100 HP, 2 ACT, +6 AMR, THB +5*
Resistant : *Mundane, Frost, Flame*
Weak : *Acid, Earth*
Attack : *2d6+6 Flame/Frost Breath, 2d10 Bite*

Abilities I : Rideable Mount - *As a Passive, they can be ridden. Attacks against either them or their rider are spread equally between them and both dodge using the mounts' Agility and armor.*

Abilities II : Flame Breath - *As an Action and Ranged Attack, they can spew forth a blast of flame dealing 2d6+6 Flame Damage.*

Abilities III : Frost Breath - *As an Action and Ranged Attack, they unleash a blast of rapidly freezing air dealing 2d6+6 Frost Damage.*

Loot : *Crimson Hide, Copper Green Mane, Flame/Frost Sack*

Kent’s Note : *Riding into battle with Raptors the two make a great combo of physical prowess and magical damage. Knock the riders off with a good critical hit.*

Opimio’s Note : *Pit fiends, keep your distance and smite them from afar. Less their hellish bite or breath ravishes you.*

Fabello’s Note : *Perhaps these beings are repentant symbols of the hounds who serve men in life. Dogs are so important they are transported to the hereafter with their master.*



Name : *Chariot*
Other-Names : *Mount of Avia, Trumpet, Ancient of Days*

Physical Description : Floating square pyramid made of gleaming brassy bronze, bearing the faces of a Man, Lion, Ram, Snake, and a Hawk. They are some of the most important beings in Avia’s Eternal Army, but his purpose is unknowable. Each of his faces holds a secret magic.

Stats : *200 HP, 3 ACT, +6 AMR, THB +5*
Immune : *Mundane, Frost, Flame*
Weak : *Acid, Earth*
Attack : *1d8+8 Psycho Crusher*

Abilities I : Man Face - *As a Passive, they can speak all tongues and see only truth, they immediately know lies.*

Abilities II : Ram Face - *As an Action, they ram forward into an adjacent square, dealing 1d8 Damage as they pass.*

Abilities III : Snake Face - *As an Action, they poison a creature in sight. Targets Check Endurance at the start of their turn or take 1d4 Damage a round until they are cured.*

Abilities IV : Hawk Face - *As an Action, Once per battle, they let out a cry, inspiring fear in all creatures who hear it.*

Abilities V : Lion Face - *As an Action, they emit a blinding white beam that does 1d8+8 Damage to a target in view..*

Loot : *Golden Glowing Heart of Power, Floating Orb*

Kent’s Note : *Battlefield supremacy is the work of the Chariot, luckily you can disable one of their faces with a Critical Hit upon one of them. Aim first for the worst and be fast.*

Opimio’s Note : *Abstract and horrid, the true forces of chaos made manifest upon this sphere.*

Fabello’s Note : *I have no idea what this is.*

Demons

Our final kingdom of creatures are Demons. They are mediums of the abyss, messengers of Marwola. Master of Death, Wheeler of Torment.

May this section find a brave Zealot. It is the chief priority of all faiths is the extermination of the demon kind.

May I provide insight into the mythic origins to each of these foul creatures and the sins that they are born of.

As 'Mediums' are the manifest Virtues of a culture perhaps 'Demons' are the manifest Iniquities of a culture.

There may even be a scientific explanation for these beings, a logical explanation consistent across shared myths and legends. Perhaps, 'Demons' are a distant and long forgotten branch of peoplekind.

Of all the sections I think would cause a fight. I am amazed.

This is no place for petty squabbles. I will not waste time detailing this thrice damned hierarchy of evil arguing with a cynic who denies the very fabric of reality, and for what? To affirm his conformity to one worldly understanding?

He may accuse me of preaching but make no mistake, Fabello is a glib roach, he's lost all openness to new ideas, the very essence of the science he claims to perch on.

I concur with Opimio. He has been quite tiresome to debate. He is a hardline peddler of dogma, his mouth a foam with pieties between spewing superstitious rants.

Before we can begin this section I must mention 2 important points which apply exclusively to demons.

Demons have True Names, this is a singular phrase which when spoken aloud to the demon forces them to halt. They have been bound to your will and must obey your command. With a singular word you can banish them back to their sphere.

Keeping a demon in bondage, even with the best of intentions, is a dangerous idea and has been the downfall of many a careless man who believed they would be different.

Demons live in Castes, they order themselves into ranks each living below the top caste of Marwola himself.

The higher the rank in the caste, the more powerful demons become, and thus the harder it is for them to materialize in our sphere. We haven't seen a **Thane** Ranked Demon or greater upon the Sphere of Terra in several eras.

Not even I, as traveled as I am, can imagine the awesome power and terrible form of anything greater than the mythic dragons or their menacing kin the titans.

Such visions are for the writings of occult studies, and under no circumstances should such awful maddening things be sought out.

Psyche

The first rank of demons. They are the weakest and most common batch to emerge in the mundane sphere. They occasionally spawn in this reality or crawl out of the abyss.

Despite being the first and lowest rank, the weakest of the demons, they are not to be trifled with. They are a powerful bunch who have slain many unwitting victims.

They are a grave, serious matter that even experienced Zealots must contend with. Handle them with care.

Unlike the other ranks, we at the university were the first to name these, and we have classified them as the 'Psyche Demons' because we believe they emerge out of personal psychological issues into mythic figures.

We are skeptical of their existence, for many strange things have perfectly logical explanations. Likewise, we believe 'demons' of this variety are the work of troubled minds that one day we may be able to cure.

Name : *Pixie*
True-Name : *Umialla Fae*

Physical Description : *Remarkably beautiful butterfly winged woman with long curly hair in a blue leotard or red shawl, she shifts between 6 feet and 6 inches in height.*

Stats : *50 HP, 2 ACT, +4 AMR, THB +6*

Immune : *Wind*

Resistant : *Mundane*

Attack : *1d4+6 Wind Gust*

Abilities I : Repel - *As an Action, they force a creature in view away from a given point in view, the target is psychologically driven from that spot out of fear. Effects last until the next sunrise or sunset or till the user has perished.*

Abilities II : Fae Charm - *As an Action, they flutter their eyelids and smile. The Target must Check Intelligence or have their heart (metaphorically) pierced. This makes them believe the user is an intimate lover. The User may make any suggestion, no matter how insane it sounds, and the target must Check Intelligence or do it. This can only affect one creature at a time, and may be dispelled by the user.*

Loot : *Clipped shimmering butterfly wing*

Kent’s Note : *Dangerous battlefield controller. She can turn your strongest against your party. Be prepared to immobilize your teammates if worst comes to worst.*

Opimio’s Note : *The souls of cruel maidens who die in youth become pixies. Maintain chaste purity to resist them.*

Fabello’s Note : *The suppression of female sexuality manifest through a cruel lens. Pixie is an Icon of female empowerment.*

Name : Orpheus
True-Name : Ariete Tramonto

Physical Description : *Myrfolk Woman made of liquid dark steel and flowing sea foam hair, bright blue eyes, cracked with long lines of light hoar frost. Her right hand is a gun.*

Stats : *50 HP, 2 ACT, +6 AMR, THB +6*

Resistant : *Acid, Frost, Mundane*

Weak : *Flame*

Attack : *2d10 Shotgun Arm, 1d8 Sword, 1d6 Icey Aura*

Abilities I : Flowing Form - *As an Action, they can enter a liquid metallic form. She becomes Immune to all forms of damage except Flame, and can freely flow like mercury. As a Free-Action, they can return to their normal form.*

Abilities II : Shotgun Arm - *As an Action, they blast a creature in Nearby or Personal Range, dealing 2d10 damage. After using this ability the user must spend an action reloading before being able to use it again.*

Abilities III : Icey Aura - *As a Passive, they emit a freezing Aura dealing 1d6 to all creatures in personal range with them on the beginning of their turn.*

Loot : *Icey Heart, Mercury Blood, Shotgun Arm*

Kent’s Note : *Dangerous close range fighter, keep her away at all costs, and slow her to minimize her brutal gun hand.*

Opimio’s Note : *Once a Hero from a far off land, banished from her time by following Pixie into the underworld. Once fought alongside Bovis and Duke Raymos.*

Fabello’s Note : *An Icon of undying love, someone who’d go to hell, literally, for the one they love. I think it’s touching.*

Name : Elf
True-Name : Arcadia the Adept

Physical Description : *Slender androgynous nude figure covered in ancient runes of prehistoric Gods. shimmering bejeweled heart grow out their flesh. Weapons emerge from it.*

Stats : *50 HP, 2 ACT, +4 AMR, THB +6*

Resistant : *Earth, Flame, Thunder, Mundane*

Weak : *Acid*

Attack : *1d8+4 Spirit Arrow, 1d6 Phantom Knife*

Abilities I : Tree Call - *As an Action, Once a turn, they vanish from sight and appear behind a tree in sight.*

Abilities II : Ancient Gods - *As an Action, once per battle they call upon Ancient Inhuman Gods, to split the earth, cause fires, make a forest instantly blossom, or another divine effect.*

Abilities III : Spirit Arrow - *As an Action, they fire a beam from their fingertips into a creature in view, dealing 1d8+4 Damage. Target must Check Balance or begin to hallucinate fae beings all around them. Effect clears in an hour.*

Abilities IV : Phantom Knife - *As an Action, they make a melee attack against a creature dealing 1d6 DMG which always wounds the target upon a hit.*

Loot : *Idol to an Ancient Being, Phantom Knife, Pointed Ears.*

Kent’s Note : *Mobile Warriors, be careful of their tricks and stop them before they can change the battlefield.*

Opimio’s Note : *Born out of the things that stalked the earth before men, Elves are the bitter souls that have been diabolized and now look for Terran Blood.*

Fabello’s Note : *Their association with the planet and unknown Gods fascinate me, perhaps they could divulge lore?*

Name : Dwarf
True-Name : *Firwick the Fervent*

Physical Description : *Short, pointed eared, ugly, bald spotted, old man in blue robes with long beard. He carries a runic hammer and can create nearly anything.*

Stats : *50 HP, 2 ACT, +6 AMR, THB +6*

Resistant : *Earth, Flame, Mundane*

Weak : *Thunder*

Attack : *1d8+2 Magic Hammer*

Abilities I : Knock Back - *As a Passive, Striking a foe with a melee attack the target is pushed back a tile into nearby range.*

Abilities II : Gold Smith - *As an Action, once per turn, they create a Golden Hog to fight for them.*

Abilities III : Charge- *As an Action, he commands all Golden Hogs in earshot to "CHARGE!" Giving them an extra free movement that turn.*

Abilities IV : Kill- *As an Action, he commands all Golden Hogs in earshot to "KILL!" Giving them an extra attack that turn.*

Loot : *Magic Hammer, Pointy Helmet, Runic Belt*

Kent's Note : *Commanders of weak creatures, make Dwarf your priority and the rest of his 'army' will fall back.*

Opimio's Note : *The Infernal crafters of torture devices, he follows stronger demons and helps them prepare for mortal war on their surface quests.*

Fabello's Note : *For as much respect their craft skills get they're categorized as ugly, a frankly unfair criticism to level against another.*



Name : *Golden Hog*
Other-Names : *Demon-Hog, Dwarf's Masterwork*

Physical Description : *Golden Horned Pig created by Dwarf.*

Stats : *10 HP, 1 ACT, -- AMR, THB +2*

Attack : *1d6 Ram, 2d8 Slam*

Abilities I : Slam - *As an Action, they throw themselves at a target in the Nearby Range dealing 2d8. They are stunned and knocked prone for their next turn .*

Kent's Note : *Not to be mistaken for Bovis's partner. They are the non-demonic servants of Dwarf.*

Opimio's Note : *The creations of the creations Hell. Evil begets evil begets evil. It must be snuffed out before it multiplies and spreads across the Earth.*

Fabello's Note : *Shockingly similar to creature that travels by Bovis's side. I find it hard to believe that they are different.*



Scouts

The second rank of demons. They come into the mundane world to gather information and establish infrastructure in which they can travel back to their sphere called a Bridge.

Significantly more powerful than Psyche demons these are born of purpose and are determined to spread their damnable vile to this world.

I can't help but feel that this is mythic exaggeration tied into an equally fictional system of noble ranks and titles which is forced upon us by the Luxjors.

In so far that we argue the abyss is real, to what end would one benefit from dividing themselves into ranks like this? Is this something the demons have related to use or is this something we project upon them?

Name : Trickster

True-Name : Ozzyus

Physical Description : *Lean eyeless humanoid of reptile suggestion with kangaroo legs and a long tail. His neck is a collar of dandelion fluff. Their smooth face has long nose slits.*

Stats : 100 HP, 2 ACT, +2 AMR, THB +8

Resistant : *Flame*

Attack : 1d6 Tail Slap, 1d8 Claw

Abilities I : Tail Slap - *As an Action, they swipe their tail in a circle, targeting all creatures in Nearby range. This attack deals 1d6 damage.*

Abilities II : Blind Sensation - *As a Passive, they can move through the dark without trouble. They feel air flow and learn the layout of a room from it.*

Abilities III : Grease Floor- *As an Action, they grease a floor with a odorless nearly invisible slime, any who cross it must Check Dexterity or slip, falling prone. If a creature runs across the floor they automatically fail the check.*

Abilities IV : Grace- *As a Passive, he can not slip or be knocked prone. He always lands on his feet.*

Loot : *Glob of Invisible Grease, Dandelion fluff collar.*

Kent's Note : *They will avoid a direct confrontation, opting instead to trap their foes with their deadly grease. Ozzyus often works with another more capable fighter.*

Opimio's Note : *Trickster demon, watch yourself and do not fall prey to his traps. The souls of pranksters become devils.*

Fabello's Note : *While it is improbable that such specimens come from demons, dandelion fluff collars have been spotted, it is a strange natural growth with unclear origins.*

Name : Witness

True-Name : Kan-Ku-Chica

Physical Description : *An immense floating eye covered with thick leathery eyelid. Its iris shifts through colors*

Stats : 100 HP, 1 ACT, -- AMR, THB +10

Immune : *Mundane*

Weak : *Flame, Frost, Wind, Thunder, Acid, Earth*

Attack : 1d10 Elemental Beam

Abilities I : Elemental Beam - *As an Action, they attack a creature in view with 1d10 Elemental Damage of their selection. After using this attack they become Immune to it for a turn.*

Abilities II : Ace Floater- *As a Passive, they float through the air freely, being able to turn around on a dime.*

Loot : *Magical Contact Lens, Leathery Eyelid*

Kent's Note : *A powerful magic force, however it is weak to elemental magics. Fight fire with fire, or ice with ice, etc.*

Opimio's Note : *The witness is a demon of bystanders, those that witness evil and never act to stop it. Idleness can be damning. Inaction itself is still an action.*

Fabello's Note : *A floating eye that can use magic of all kinds? That has to be one of the most common easy boring mythic evils out there, how many times have we seen this?.*

Name : *Fantasy Mite*

True-Name : *Jeblex*

Physical Description : *Translucent shapeshifter with a pink fleshy humanoid body, six arms, and large pixie wings. Standing a mere 6 inches tall they are tiny.*

Stats : *100 HP, 1 ACT, +8 AMR, THB +2*

Resistant : *Mundane*

Attack : *1 Jab*

Abilities I : Tiny Flier - *As a Passive, they have advantage to dodge attacks and can fly quickly through the air.*

Abilities II : Dreaming Reality- *As an Action, they dominate a room, all who enter that room fall into a dreaming reality of generic fantasy. While inside no harm can come to a target unless they fall in love with the reality's master, who is always disguised, or if they refuse to leave, in which case their souls are instantly consumed. This ability taxes the users mind, the more complicated it becomes the more likely it is to collapse.*

Loot : *Sphere of condensed dreams and fantasy.*

Kent's Note : *While mostly harmless, her premiere ability can turn any choke point into a time wasting illusion which may consume your soul.*

Opimio's Note : *They are a demon created by those who never grow up, who lose touch with reality. Such madness may cost you your life without a demon around.*

Fabello's Note : *Harshly this being is a folk tale meant to scare children into abandoning their creativity and dreams.*



Name : *Incubus*

True-Name : *Guet Werks*

Physical Description : *Muscular androgynous figure with bright red skin and a well chisled face. Wears a tight leather vest and speedo. Stands atop a nude humanoid wearing a gimp mask. He holds a golden mirror and admires himself.*

Stats : *100 HP, 2 ACT, +4 AMR, THB +6*

Resistant : *Acid, Flame, Thunder, Mundane*

Weak : *Frost*

Attack : *2d4+4 Whip, 1d10 Trample*

Abilities I : Whip - *As an Action, Once a turn, they crack their whip at a target at nearby range dealing 2d4+4 damage. If the hit connects it automatically deals a wound against the target.*

Abilities II : Trample - *As an Action, they trample a target in personal range with their gimp. Knocking them prone. If the target begins their turn prone in personal range with the incubus they must Check Dexterity or Agility to crawl out from under their mount or take d10 damage and remain prone.*

Abilities III : Seduction - *As an Action, Once a battle, they enthrall a target in view with a flex of their muscles and a flash of their smile to switch sides and fight their allies.*

Loot : *Golden Mirror, Fancy Lipstick, 2 tiny skull horns*

Kent's Note : *Dangerous melee warrior who can disable or turn an enemy for their gain, all while still lashing out.*

Opimio's Note : *The counterpart of any succubus. Equally despicable and wicked in its heart.*

Fabello's Note : *I am unsure if this is suppressed male sexuality, suppressed homosexuality, or a male caricature by the female psyche. Until I have a conclusion, pick 1 of the 3.*