

# TORCHBEARER



## Sagas



## Wanderers, Outcasts & Exiles



**Expert-level classes, levels 1-10 by Jared A. Sorensen**

**Illustrated by "Calamity" Jon Morris**



There are many tales to be told, too many for even one bard to recount. Sagas are third-party supplementary products and adventures for the Torchbearer RPG that have been reviewed and approved by Burning Wheel Headquarters.



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*For Bob.*

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# The Human Assassin

Orphaned, sold into bondage or born to the Order; now a member of a cadre of mystic killers. For many years you honed yourself like a blade, learning the disciplines of stealth and murder for hire. You lit candles, breathed incense and chanted the rituals in homage to the Lords of Death and Darkness. They trained you well—it's time you put those skills to use.

<i>Assassin Class Overview</i>		<i>Assassin Starting Options</i>	
<b>Class</b>	Assassin	<b>Special Skill</b>	Choose one of these skills and give it a rating of 3: Criminal, Hagglor, Pathfinder, Survivalist
<b>Raw Abilities</b>	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.	<b>Wolf Amongst Sheep</b>	You feel no remorse, no pity. You only see a target. This single-mindedness drives you to accomplish your goals but can get in the way. You're so stuck on the details you often miss the big picture. And forget about human contact—even the sheep can smell a wolf.
<b>Skills</b>	Fighter 3, Alchemist 2, Armorer 2, Dungeoneer 2, Ritualist 2, Scout 2	<b>Starting Weapon</b>	Dagger or throwing blades
<b>Starting Trait</b>	Wolf Amongst Sheep	<b>Alignment</b>	Non-Lawful

## New Weapon: Throwing Blades

Throwing blades (spikes, rings, stars or darts) count Attack-Attack as a versus test against melee weapons. One blade may be thrown per action; unless you have multiple blades in hand, you're disarmed until you wield another weapon. Some blades may be disguised as raiment—a razor-edged belt buckle, a pair of spiky earrings or sharp hair pins. Usable by anyone who can throw a hand axe.

**Stats:** -1s Attack, -1s Defend, +1D Feint.

**Cost:** Ob 1, if available

**Armorer factor:** Ob 1

**Inventory slots:** Belt/weapon 1 (3), torso 1 (3) or hand/carried 1 (3); no more than 1-2 blades may be raiment.

## New Weapon: Stiletto

A thrusting dagger designed to slide between ribs or through gaps in armor. A stiletto may be concealed on the body.

**Stats:** +1s Attack, ignoring armor, against an impeded, unarmed or otherwise helpless opponent.

**Cost:** Ob 1

**Armorer factor:** Ob 1

**Inventory slots:** Belt/weapon 1, hand/carried 1

## New Wise: Shadow Cult-wise

Assassins don't have family. They pledge their allegiance to the Lords of Death and Darkness and the only family they know is the cult. To this end, assassins memorize a litany of secret codewords and gestures to identify and communicate with other assassins. Cultists are forbidden to target their own kind without authorization from their superior. Breaking this law is punishable by death, the sentence carried out by the Death's Hand in the form of trial by combat.



# Assassin Level Benefits

## Level 1

**Assassin:** An assassin can wield swords, hand axes, daggers, bows and crossbows. They wear leather armor but cannot use a helmet or shield (except as described below). They may not be Lawful. Assassins that follow Law are retired or become warriors of equivalent level—if they belong to a shadow cult, they may be marked for death by the cult leader.

## Level 2

**Surprise Attack:** Add +1s to any Feint action (in addition to any weapon or Might bonuses) when the action is made from a hidden or concealed position.

**Brawler:** The assassin no longer suffers a penalty for fighting unarmed.

## Level 3

**Cloak of Shadows:** Dim light or darkness may be used as a shield. Must be armed like a regular shield in a conflict.

**Deadly Tools:** Gear and other carried items (like raiment or loot) used as improvised weapons grant +1D to Attack or Feint during a kill conflict. Roll 1d6: on a 1-3, that item is lost, destroyed or rendered unusable after that action. The item must be armed as a weapon in a conflict.

## Level 4

**Hide In Shadows:** When hiding in dim light while wearing a cloak or appropriate dark clothing (and remaining quiet and slow moving), the assassin imposes a -1s penalty to all attempts to detect her.

**Prowler:** The assassin may use another person's dim light rather than suffer the penalty for being in darkness.

## Level 5

**Shadow Guard:** When in dim light or darkness, your help in fights adds an additional +1D: When you help another player, you grant +2D instead of +1D. In total darkness, your help also adds +1s to any successful Feint.

**Assassination:** When in dim light, the assassin's Surprise Attack ability adds +1D, +1s to any Feint action. In total darkness, the assassin may use this bonus to Attack or Maneuver at +1D and engage in kill or drive off conflicts.

## Level 6

**Shadow Initiate:** You may invoke a first circle prayer from your class prayer list.

**Deadly Tricks:** The assassin is adept at crafting poisons, throwing blades, smoke bombs, caltrops, flash powder and other distractions. Add +2D to Alchemist or Armorer when creating these devices and +1D to the appropriate action type when using them in fight conflicts.

## Level 7

**Shadow Acolyte:** If you can invoke prayers, you may now invoke a second circle prayer from your class prayer list.

**Deadly Weapons:** You may wield any weapon. Choose a favored weapon: you gain +1D when using this weapon. If you have the Brawler benefit you may choose "unarmed" as your favored weapon.

## Level 8

**Shadow Adherent:** If you can invoke prayers, gain an additional slot to invoke any prayer from your class prayer list.

**The Killer:** When in dim light or darkness, increase your order of Might by +1 when fighting alone or with thieves and assassins.

## Level 9

**Heroic Ability:** Choose Fighter, Ritualist, Scout or Will. The chosen skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

**Transformed:** Change one Nature descriptor to murdering, escaping or praying.

## Level 10

**Death's Hand:** You pledge your eternal soul to the Immortal Lords of Death. If you receive the Dead condition while working towards a goal, ignore that condition and do not mark a lesser one. Once your goal is completed, you will die. Goals cannot be changed once the Lords of Death intervene, nor will they save you a second time.

**Deadly Shade:** You pledge your eternal soul to the Immortal Lords of Darkness. Once per adventure phase you can separate from your shadow, allowing it to move on its own. Your shadow is invisible in darkness or dim light, can pass through any space no matter how narrow and travels unhindered across walls and ceilings. A light spell dispells it, sending it back to your body. Your shadow cannot carry objects or Attack, but it may be used to spy on enemies. You can see, hear and speak through your shadow. Your shadow may help in fight conflicts, including disposition. While your shadow is roaming free, you are doubly affected by the Grind, taking on two conditions instead of one. If you are killed while separated from your shadow, it will wander forever as an undead creature.

## Assassin Prayers

Assassins who venerate the Lords of Death and Darkness gain access to specific prayers at level 6. Prayers are replenished during camp phase by performing a ritual cleansing of the assassin's hands. This is a minor ritual that takes no time but requires the character to expend a ration of fresh water.

First Circle Prayers	Second Circle Prayers
Blessing of the Lords of Darkness *	Chains of Fate
Grace of the Lords of Plenty	Divination
Execration	Evocation of the Lords of Battle
Hands of the Lords of Entropy	Prayer to the Lords of Silence
Malison of the Lords of Terror	Supplication to the Saints of Good Fortune
Vision of the Lords of Chaos	Tongue of the Lord of Beasts **

\* The prayer cannot be used to create light.

\*\* This prayer can only be used to communicate with predators.

Level	Fate	Persona	Assassin Level Benefits	
1	0	0	Assassin	
2	3	3	Surprise Attack	Brawler
3	7	6	Cloak of Shadows	Deadly Tools
4	14	9	Hide In Shadows	Prowler
5	22	12	Shadow Guard	Assassination
6	31	16	Shadow Initiate	Deadly Tricks
7	41	20	Shadow Acoloyte	Deadly Weapons
8	52	24	Shadow Adherent	The Killer
9	64	28	Heroic Ability	Transformed
10	77	32	Death's Hand	Deadly Shade

# The Human Barbarian

A stranger to these shores, the barbarian is quick to anger and slow to forgive. Everything about the barbarian marks her as an outsider, from the raiment she wears to the weapon she carries. She is fascinated by the child-like halflings, the aloof elves and the taciturn dwarves—each reminds her of an ancient tale from her youth. She distrusts magicians and openly mocks the clerics—who are these “Lords of Law” of which they speak? Your gods, the Old Gods, are those of the earth, sea and sky; their presence is felt in the distant rumble of thunder, the heat of a naked fire, the chill of fresh-fallen snow.

<b>Barbarian Class Overview</b>		<b>Barbarian Starting Options</b>	
<b>Class</b>	Barbarian	<b>Special Skill</b>	Choose one of these skills and give it a rating of 3: Criminal, Hagglor, Pathfinder, Survivalist
<b>Raw Abilities</b>	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6. Will may not be higher than Health.	<b>Leopard Look</b>	Your weird customs and mannerisms are strange, wild and untamed—almost predatory; yet you possess both wisdom and honor unheard of in these lands.
<b>Skills</b>	Fighter 4, Hunter 3, Laborer 2, Scout 2, Survivalist 2	<b>Starting Background</b>	Outlander or Escaped Slave
<b>Starting Trait</b>	Leopard Look	<b>Alignment</b>	Non-Lawful

## Clan Ties

If you answered yes to both the friends and parents Circles questions, you may choose to belong to a clan. Everyone in your clan counts as both friends and family but you must also choose an enemy, either within your clan or belonging to a rival clan. Name your clan and the clan of your enemy.

## Savage Homeland

You come from savage, primordial lands: dense jungle, vast plains, windswept steppes or frigid waters. You may replace your Nature (running) with riding, sailing or climbing.

## New Armor: Hide

Thick armor made from pelts, skins, shells or scales. When targeted by a successful Attack or Feints in a kill, capture or drive off conflict, roll a 1d6. On a 3+ you reduce the thrust by -1s. Spears, bolts and arrows negate this effect. In warm weather, wearing hide armor counts as a fatigue factor to recover from the exhausted condition.

**Cost:** Ob 2, if available

**Armorer factor:** Ob 1

**Inventory slots:** Torso/worn 2



## **Barbarian Settlements**

Barbarians hail from far-off and exotic lands, harsh landscapes full of natural beauty and untold dangers. These rough, wild places are not towns in the traditional sense—even remote villages seem enormous when compared to these settlements. Familial ties are stronger than steel here and outsiders are seldom welcomed with open arms. To be accepted by the tribal elders you must have friends or family in the settlement or either tribute (4D of treasure) or barter (12D of gear and goods).

### ***Nomadic Camp***

Your people wandered the desert or steppes, always on the move in search of pasture or hunting grounds.

**Skills:** Rider, Scavenger, Laborer

**Traits:** Born in the Saddle, Honorable

**Available Locations:** Stables, Tavern, Flophouse.

### ***Tribal Village***

Sheltered from the outside world by impenetrable jungle, your people scratched out a meager living from the land.

**Skills:** Pathfinder, Scavenger, Weaver

**Traits:** Curious, Suspicious

**Available Locations:** Tavern, Flophouse, Temple.

### ***Fishing Village***

You were raised along the coast and braved its harsh and tumultuous weather to hunt for fish and wild game.

**Skills:** Hunter, Sailor, Survivalist

**Traits:** Enduring, Patient

**Available Locations:** Tavern, Flophouse.

### ***Enslavement***

You were born into bondage or captured by slavers at a young age. You've served many masters since then—some cruel, some kind—and you tasted the sting of the lash more than once.

**Skills:** Laborer, Peasant, Cook

**Traits:** Scarred, Stoic

**Available Locations:** As per your owners' town.

# Barbarian Level Benefits

## Level 1

**Barbarian:** Barbarians may use any weapon or armor. They cannot be Lawful; pledging allegiance to the Law means the barbarian loses his level benefits and becomes a warrior of the same level.

### **Choose your starting background:**

**Outlander:** You left your homeland with a full complement of gear, clothing, food, water and either hide armor or a weapon of your choice. If you chose hide armor, describe the beast that gave up its hide for your benefit. If you chose a weapon (one given to you by tribal elders or one acquired during your travels through luck, thievery or barter), describe its unusual appearance. Your weapon has the same qualities of a normal weapon of its type (axe, sword, spear, etc.).

**Escaped Slave:** You recently escaped from captivity. You start without gear: no weapon or armor, no food or water, not even a pair of shoes. You start with an additional wise related to the culture that enslaved you (such as “orc-wise”) and may speak that tongue according to the Language-wise rule.

## Level 2

**Clever Hands:** With time and raw materials (wood, stone, bone or horn, vines, etc.) you do not suffer a penalty for Beginner’s Luck without tools for the Peasant, Weaver, Survivalist, Armorer or Sailor skills.

**Fast Pursuit:** You gain +1D on Hunter tests when running, sailing, riding or climbing (depending on your nature descriptor). This includes any conflict where the Hunter skill is used.

## Level 3

**Feast:** You may gorge yourself when eating and drinking, consuming twice as much food or drink in camp to insulate himself from the hungry and thirsty condition. After feasting, ignore the first hungry and thirsty condition you receive. The second time you gain hungry and thirsty, it affects you as normal.

**Famine:** Hunger sharpens the senses, making you alert and quick to react. If hungry and thirsty, add +1D to Instinct tests.

## Level 4

**Swift of Arm:** You may carry a throwing weapon (spear, bola or hand axe) in your other hand. Even if you declared the use of your main weapon during the start of the round, you may opt to throw your off-hand weapon during your action.

**Strong of Thew:** You’re able to wield a battle axe or warhammer in one hand, allowing you to carry a shield or a hand/ carried 1 weapon or item in your offhand. If this off-hand item is a weapon, you may equip this weapon if disarmed.

## Level 5

**Superstitious:** You rely on folk charms for good luck and protection. By performing a minor ritual in camp, you gain a free test to recover from afraid. The ritual doesn’t cost a check but it does consume the charm. Crafting a charm requires a Ritualist test (ob 2). The level 2 benefit Clever Hands may be used to avoid the penalty for not having Ritualist tools.

**Inner Fire:** Your rage ignites like a flame whenever you feel fear. If made afraid, you may choose to become angry to remove the afraid condition. If you are already angry, you are vulnerable to becoming afraid.

## Level 6

**Brute Strength:** You are a broad-shouldered brute with gigantic hands and a strong back. You gain +2D to Laborer tests to lift heavy things and +1s to Fighter tests if bare-handed (you still suffer the -1D penalty for fighting unarmed).

**Savage Grace:** You are lithe and supple, like a great hunting cat from the deepest wilds. When not wearing armor, gain +2D to Scout tests to move unseen and +1s to Maneuver when using the Hunter skill.



## Level 7

**Rallying Cry:** If angry, a successful Attack vs Feint, Maneuver or Defend allows you to restore lost disposition instead of inflicting damage. This may be done once per adventure phase.

**Hold the Line:** If acting as conflict captain, you may exchange combat order with an ally after actions are revealed. If this causes you to act twice in a row (for example, acting last in round one and first in round two), you're made exhausted.

## Level 8

**Vengeance:** When an ally is taken out of a fight from disposition loss, take the angry condition and add half their lost hit points to your own (round up). This may be done once per adventure phase.

**Frenzy:** If you lose your last point of disposition in a fight conflict, make an additional Attack against your assailant, unopposed, then become injured. You may not rejoin the fight this conflict. This may be done once per adventure phase.

## Level 9

**Heroic Ability:** Choose Fighter, Hunter, Health or Laborer. You now score successes on a roll of 3-6 on this test.

**Transformed:** Change a nature descriptor to discerning, enduring or raiding.

## Level 10

**Rage:** Increase Might by +1 and gain the angry condition, permanently. When you are given the angry condition, ignore it and do not mark a lesser condition. You cannot use wises but you may use any of your traits while angry.

**That Which Does Not Kill Me...:** Increase Might by +1. If injured, your Might increases by +1 (for a total of +2) until you recover or are healed from your injury.

Level	Fate	Persona	Barbarian Level Benefits	
1	0	0	Barbarian	
2	3	3	Clever Hands	Fast Pursuit
3	7	6	Feast	Famine
4	14	9	Swift of Arm	Strong of Thew
5	22	12	Superstitious	Inner Fire
6	31	16	Brute Strength	Savage Grace
7	41	20	Rallying Cry	Hold the Line
8	52	24	Vengeance	Frenzy
9	64	28	Heroic Ability	Transformed
10	77	32	Rage	That Which Does Not Kill Me...

# The Half-Elf Bard

The bastard offspring of an illicit affair, the half-elf is a stranger in the worlds of both Elves and Men. Some claim noble lineage but traded their title for a life of adventure. Others took to the road out of necessity, unable to bear the stares and malicious gossip of disapproving families. Half-elven bards tend to be proud and independent, pledging allegiance to no mortal ruler or divine power. Their home is the open road, and freedom is their only birthright.

<i>Half-Elf Bard Class Overview</i>		<i>Half-Elf Bard Starting Options</i>	
<b>Stock Class</b>	Half-Elf Bard	<b>Special Skill</b>	Choose one of these skills and give it a rating of 3: Criminal, Hagglor, Pathfinder, Survivalist
<b>Raw Abilities</b>	Will 4, Health 4	<b>Liminal</b>	The bard exists in limbo between the worlds of Elves and Men. She is lithe and delicate, yet hardy and resilient. Her haughty elven cousins view her with contempt; a pathetic half-breed with tainted blood. Humans? They see you not for who you are but merely as an exotic prize to be won.
<b>Skills</b>	Orator 3, Criminal 2, Fighter 2, Lore Master 2, Mentor 2, Scholar 2	<b>Starting Weapon</b>	Rapier
<b>Starting Trait</b>	Liminal	<b>Alignment</b>	Non-Lawful

## Half-Elf Nature and Wise

Select any combination of three questions from the human and elf Nature questions. For each question you select, add one Nature descriptor which corresponds to your answer. Take either Elven Lore-wise or a wise of your own choosing.

## New Weapon: Rapier

An ornate, thrusting sword made to pierce leather and hide. Unlike a sword, it cannot grant a bonus to Defend.

**Stats:** Choose Attack, Maneuver or Feint; gain +1D to that action for the remainder of the conflict.

**Cost:** Ob 3, if available

**Armorer factor:** Ob 3

**Inventory slots:** Belt/weapon 1 or hand/carried 1

## New Gear: Musical Instrument

Bards start with a lute, fiddle or other musical instrument. This adds +1D as tools for the Orator skill or for Nature if you also possess a descriptor such as boasting, singing or merrymaking.

**Cost:** Ob 3

**Artificer factor:** Ob 2

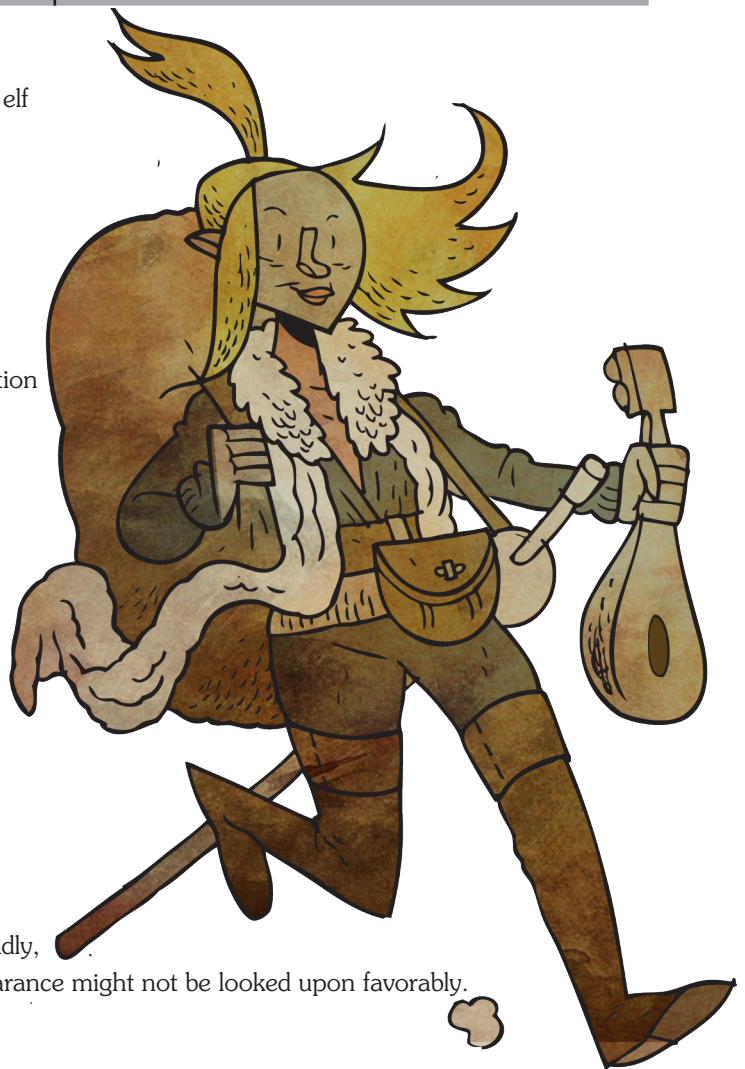
**Inventory slots:** Torso/worn 1, pack 1 or hand/carried 1

## New Hometown: At Court

You have fleeting experience with courtly life, for good or ill. Sadly, your noble ties have all but been severed and a sudden re-appearance might not be looked upon favorably.

**Skills:** Scholar, Manipulator, Persuader

**Traits:** Bastard, Extravagant



# Bard Level Benefits

## Level 1

**Bard:** You may wear leather armor but cannot use a helmet. You may wield swords, rapiers whips, bucklers, hand axes, daggers, bows and crossbows. When learning spells, use the Elf's spell progression at the benefit's listed level.

## Level 2

**Elf Blood 1:** You may wear chainmail and you gain a random first circle magician spell.

**Silver-Tongued:** Add +1D when making any test with the social grace you chose at character creation.

## Level 3

**Elf Blood 2:** You gain the benefits of a level 2 elf (Wilder or a magician spell).

**Hot-Blooded:** You gain the level 2 Warrior benefit, Brawler.

## Level 4

**Elf Blood 3:** You gain the benefits of a level 3 elf (Essence of the Earth or a magician spell).

**Stubborn:** You gain the level 3 Warrior benefit, Stubborn.

## Level 5

**Elf Blood 4:** You gain the benefits of a level 4 elf (Fearless or a magician spell).

**Cool-Headed:** You gain the level 4 Warrior benefit, Cool-Headed.

## Level 6

**Elf Blood 5:** You gain the benefits of a level 5 elf (Master or a magician spell).

**Patronage:** A bard always has a ready source of cash when in town—from wealthy benefactors or guileless rubes.

Minimum Resources is 1—if Resources is 0 in town, immediately advance it to 1. If Resources is higher than 1, the bard may make a free Orator or Criminal test in town to generate 1D of cash. The cost of failure is up to the gamemaster.

## Level 7

**Elf Blood 6:** You gain the benefits of a level 6 elf (Follower or a magician spell).

**Symbologist:** You gain level 6 thief benefit, Symbologist.

## Level 8

**Elf Blood 7:** You gain the benefits of a level 7 elf (Elven Steed or a magician spell).

**Noble Bearing:** You gain the level 7 Halfling benefit, Friend of the Powerful.

## Level 9

**Heroic Ability:** Choose Orator, Manipulator or Persuader.

The chosen skill becomes "heroic" and scores successes on a roll of 3-6.

**Transformed:** Change one of your nature descriptors to advising, beguiling or chronicling.

## Level 10

**Birthright:** You've hidden your true self for far too long.

**Choose a bloodline:**

**Man:** You gain +1 Might but lose your immortality.

**Elf:** You gain Grief (level 9 ranger benefit).

**Dark Elf:** You gain Spite (level 9 sorcerer benefit).

**Sea Elf:** You gain True Love (level 9 mariner benefit).

If you choose an elvish bloodline, you are gifted with the elves' immortality and cannot die from old age.

Level	Fate	Persona	Half-Elf Bard Level Benefits	
1	0	0	Bard	
2	3	3	Elf Blood 1	Silver-Tongued
3	7	6	Elf Blood 2	Hot-Blooded
4	14	9	Elf Blood 3	Stubborn
5	22	12	Elf Blood 4	Cool-Headed
6	31	16	Elf Blood 5	Patronage
7	41	20	Elf Blood 6	Symbologist
8	52	24	Elf Blood 7	Noble Bearing
9	64	28	Heroic Ability	Transformed
10	77	32	Birthright (Man, Elf, Dark Elf or Sea Elf)	

# The Human Druid

You belong to an ancient but dying order of nature priests and priestesses, followers of the Old Gods and the ancient ways. Your magic is the magic of blood, horn, feather, oak and stone. Your prayers are to the sea, the sun, the moon and the stars. The wilderness is your temple and you honor the spirits that call it their home. Until your order draws its last breath, you will continue to honor its traditions until you pass into history like the druids of old. Ashes to ashes, dust to dust.

<i>Druid Class Overview</i>		<i>Druid Starting Options</i>	
<b>Class</b>	Druid	<b>Special Skill</b>	Choose one of these skills and give it a rating of 3: Cook, Peasant, Survivalist or Weaver.
<b>Raw Abilities</b>	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.	<b>Dreamwalker</b>	Druids are attuned to other worlds, able to interpret dreams and portents, commune with spirits and give wise counsel. But they're also prone to fits of madness and confusion should they lose grip on reality.
<b>Skills</b>	Ritualist 4, Lore Master 3, Healer 2, Mentor 2, Orator 2	<b>Starting Weapon</b>	Dagger or sickle
<b>Starting Trait</b>	Dreamwalker	<b>Alignment</b>	Unaffiliated



## New Gear: Rushlights

Rushlights are bundles of dried reeds soaked in animal fat. They burn like candles but burn for 1d6 turns. If 1-2 is rolled, the rushlight provides light for an additional person. If 5-6 is rolled, it only provides dim light.

Cost/Peasant factor to craft: Ob 1

Inventory slots: Pack 1 (6) or hand/carried 1

## New Weapon: Sickle

Characters with the Peasant skill may carry a sickle as part of their skill tools.

Stats: Improvised weapon; no bonuses or penalties.

Cost: Ob 1

Armorer factor: Ob 1

Inventory slots: Belt/weapon 1 or hand/carried 1; no slots required to pack if you have the Peasant skill.

## Nature Shrines

Druids seek out wild, untamed spaces where the veil between our world and the spirit world is thinnest.

These places were consecrated in ancient times by powerful druids and still serve as places of magical power. Nature shrines are always located in primeval, unspoiled areas away from civilization where the spirits of nature congregate: the snowy peaks of mountains, majestic waterfalls, groves of ancient oak trees or faerie rings in the deepest, darkest forests. It's an ob 3 Lore Master test to recall the location of a nature shrine. When praying at such a shrine, roll 2D6 and add +1 if the shrine is within an oak grove and an additional +1 if you made a sacrifice to the Old Gods during this phase. The bonus when praying at a shrine is not to exceed +2.

<b>Nature Shrine Events Table</b>	
2-3	<i>Nature's Wrath:</i> You have -1 to all camp checks until this curse is removed.
4-5	<i>Possessed:</i> A spirit takes hold of your body, then departs after one turn. It may wreak havoc or impart wisdom while in control. Take the angry or afraid condition after it departs.
6-8	<i>Geas:</i> The spirits replenish your prayers, but compel you to perform a quest. You may not pray here again until the quest is completed.
9-11	<i>Nature's Favor:</i> Regain one use of a trait, if expended this session.
12	<i>Boon:</i> Add +1D to all tests made in nature (above ground, not in town) for the duration of this adventure or remove a curse or disease.

Note that camping in a natural shrine is permitted as long as the proper sacrifices and prayers are made (ob 2 Ritualist test, sacrifices may be used as supplies). Desecrating or despoiling the land will cause the spirits to become angry or may drive them out of the shrine permanently, destroying its power.

## Magical Tattoos

Druids may not scribe scrolls or cast prayers from scrolls. Starting at level 2, druids may tattoo themselves with a mystic rune, using their body as a living scroll. Once tattooed, that prayer is permanent and may not be replaced. The prayer may be any that the druid has currently memorized. Each tattoo adds an additional prayer slot to the druid's inventory but only for the specific tattooed prayer. Tattooed prayers are always successfully memorized.

Each tattoo takes up an inventory slot: Head, Torso, both Hands or both Feet. For the tattoo to be used requires the druid be sky-clad (naked) under the light of the sun, moon or stars. The slot must not be used for gear or clothing.

Scribing a tattoo requires a Healer test by any druid (maximum help for this test is +1D). The obstacle to tattoo a prayer is 1 higher than the listed obstacle to scribe a scroll in the prayer list. Druids with the Healer skill carry the necessary gear to create tattoos. Tattooing your own head requires a mirror; a clear pool may be used, but increases the obstacle by 1.

## Druid Prayers

Druids invoke prayers much like a cleric with a few exceptions. Druids cannot turn undead and may not pray at shrines in towns and cities. Only druids, elves or those with an appropriate wise may assist a druid with Ritualist tests. Druids wield daggers and sickles instead of holy symbols. When praying or gathering spell supplies, blood rituals require a dagger and harvest rituals require a sickle. A sky-clad (i.e. naked) druid may invoke prayers without wielding a weapon.

### Memorizing Prayers

Druids follow the same rules as clerics when memorizing prayers with the following differences:

- Druids test Lore Master instead of Theologian.
- Druids may not memorize their spells while in civilization (i.e.: towns or cities).
- Druids gain +2D to their rolls when in a natural shrine

## First Circle Prayers

### Noden's Provender

A harvest ritual of necessity and survival, it asks the God of the Hunt to prevent food from spoiling.

- Supplies for Noden's Provender: a small wreath of leaves and herbs
- Alignment: Unaffiliated
- Healer Ob to tattoo: 2

### Noden's Provender Factors

**Duration:** one town phase, one adventure, one winter

### Noden's Provender Effect

If this prayer is successfully invoked, the affected rations will not spoil upon entering town. This spell also protects against spoilage due to a camp event or twist.

## **Sacrifice**

A simple but barbaric blood ritual; the druid makes a sacrifice to the Old Gods.

- Supplies for Sacrifice: a living victim
- Alignment: Unaffiliated
- Healer Ob to tattoo: 2

### ***Sacrifice Obstacle: 2***

#### ***Invoking Sacrifice***

The druid must give up something of value to the Old Gods; fresh rations, mead or blood. They prefer blood.

#### ***Sacrifice Effect***

If the sacrifice was performed this session, the druid may add +1 to the nature shrine events table roll.

## **Second Circle Prayers**

### **Accasbel's Revel**

This harvest ritual is very popular at festivals honoring the God of Mead; it transmutes water into wine.

- Supplies for Accasbel's Gift: a fresh honeycomb
- Alignment: Unaffiliated
- Healer Ob to tattoo: 3

#### ***Accasbel's Revel Factors***

**Container:** waterskin, bottle, jug, cask, fountain

#### ***Accasbel's Revel Effect***

The water stored inside the container is turned into honey-wine (mead).

### **Fury of the Morrigan**

This blood ritual invokes the three-faced goddess of battle. A storm gathers; crows appear over the battlefield.

- Supplies for Fury of the Morrigan: the eye of a man or beast
- Alignment: Unaffiliated
- Healer Ob to tattoo: 3

#### ***Fury of the Morrigan Factors***

**Type of conflict (begin counting at 2):** Battle, Kill, Drive off, Capture

#### ***Fury of the Morrigan Effect***

Increase your team's rank on the Order of Might by +1 for one conflict. You must cast this spell before the conflict starts. It cannot be cast mid-conflict. The effect lasts for the duration of the conflict.

## **Third Circle Prayers**

### **Sacred Waters**

A harvest ritual that invokes the name of the Moon Goddess. The druid blesses and purifies a vial of water.

- Supplies for Sacred Waters: moonlight reflecting on the surface of the water
- Alignment: Unaffiliated
- Healer Ob to tattoo: 4

#### ***Sacred Waters Factors***

**Water source:** nature shrine, freshwater source, saltwater source, man-made source

#### ***Sacred Waters Effect***

This prayer creates two vials worth of of holy water. The druid must have a container of some kind to hold the water.

## Flame of Belenus

A harvest ritual honoring the Fire God; a flame is imbued with magical potency.

- Supplies for Flame of Belenus: a sheaf of grasses or reeds
- Alignment: Unaffiliated
- Healer ob to tattoo this prayer: Ob 4

### *Flame of Belenus Factors*

**Light source:** a candle or rushlight, a lamp, a torch

**Duration:** +1 ob per additional turn of light

**Intensity:** +1 ob to grant light for one additional person

### *Flame of Belenus Effect*

This prayer extends the burning time of a light source. Note: a flame touched by this prayer burns with scintillating colors and looks to be magical or alchemical in nature. If the Flame is used as a weapon in combat, it grants +1D to one action.

## Wild Shape

A blood ritual that invokes the Gods of the Wild. The druid growls and screeches, transforming into a wild beast.

- Supplies for Wild Shape: any part of the animal whose form you wish to assume.
- Alignment: Unaffiliated
- Healer Ob to tattoo: 4

### *Wild Shape Factors*

**Beast type:** of the earth, of the water, of the sky

**Might:** +1 for each Order of Might rank

**Duration (begin counting at 2):** turn, phase

### *Wild Shape Effect*

While transformed, the druid's Nature and descriptors are replaced by that of the chosen creature. Spells and skills are unavailable but the druid may now use the weapons of the new form. Gear and clothing does not transform with the druid—transforming into a large creature could destroy clothing. Conditions persist between forms; a hungry and thirsty druid will transform into a hungry and thirsty wolf. The druid understands human speech and any other languages known to the character. Magical abilities, wises and spells may be used to understand the druid's bestial language. If gifted with the power of speech (e.g. Great Spiders, Dire Wolves, Dragons, etc.), the druid may speak as those creatures would. Alien or artificial life forms (e.g. green slimes, golems, hellhounds) are outside the scope of this prayer.

## Fourth Circle Prayers

### Arboreal Slumber

Very old druids invoke this most powerful harvest ritual to become one with the forests before they succumb to the ravages of time, war, famine or pestilence. Many shrines were created by generations of high-level druids that gave themselves to the Gods of the Forest to live on as oak, elm or ash trees.

- Supplies for Arboreal Slumber: any piece of the tree whose form you wish to assume.
- Alignment: Unaffiliated
- Healer Ob to tattoo: 5

### *Arboreal Slumber Factors*

**Duration (begin counting at 2):** Forever, one season, one adventure, one session, one phase, one turn

### *Arboreal Slumber Effects*

The druid roots in place and transforms into an impressive and ancient-looking tree of the chosen type. Magical inspection reveals its true nature. While in this form, the druid dreams a waking dream and is immune to the Grind, oblivious to its surroundings and the passage of human-scale time. The druid may use the Dreamwalker trait to speak in dreams to other creatures. It is possible to kill the tree by cutting it down with saws or axes, by burning it or by ripping it from the ground using brute force, floodwaters or hurricane-force winds. It's possible to scavenge or forage leaves, branches, fruits, acorns, etc. from the tree form without harming the druid, just as it's possible to do the same to real trees without harming them.

## Curse of Skins

One of the druid's most feared and legendary blood rituals is this mighty curse. Uttering a word of power, the druid transforms a hapless victim into a mindless beast. This prayer is reserved as punishment for transgressions, to teach humility or in the most brutal of circumstances, to acquire an animal sacrifice.

Supplies: A hair shorn from the head of the intended victim.

Alignment: Unaffiliated

Healer Ob to tattoo: 5

### Invoking Curse of Skins

This spell causes a versus test between the target's Will (or Nature for monsters) and the druid's Ritualist skill. The druid suffers a -1s penalty for each rank by which the target's Might exceeds their own. The victim must be able to see and hear the druid for the curse to take effect. Curse of Skins only affects humanoids (Men, dwarves, orcs, elves, etc.).

### Curse of Skins Effects

Success turns the victim into a beast for the duration of the curse. Record the prayer's margin of success. At the start of the next phase and each subsequent phase, the victim makes a Will test (Nature for monsters), +1D for each rank by which its Might exceeds that of the druid. The obstacle is equal to the margin of success of the curse. Success frees the victim from the curse. If the obstacle is 0, the curse ends at the end of the phase. Roll 2d6 to determine the beast form:

2-3	Salmon: Nature 1 (swimming, spawning, leaping), Might 1	Breathes underwater; slippery skin grants +1D to Maneuver and Defend.
4-5	Deer: Nature 3 (charging, foraging, defending), Might 3	Stags have antlers (+1D to Attack or Defend). Hooves grant +1D Feint.
6-8	Wild pig: Nature 3 (charging, foraging, evading), Might 2	Boars have sharp tusks (+1s to Attack). Thick hide grants +1D Defend.
9-11	Eagle: Nature 2 (soaring, diving, seeing), Might 1	Able to fly. Sharp talons +1D to Attack or Feint.
12	Wolf: Nature 3 (hunting, stalking, playing), Might 2	Predatory Nature grants +1s to any action.

The beast is an impressive-looking specimen with a Nature and descriptors appropriate to its type. If the unfortunate victim is turned into a salmon, it gains a condition each turn it's out of the water. Compare the beast form's Nature to the victim's Will (or monster's Nature) to determine if it retains its memories, intelligence and power of speech.

Beast Nature higher than Will	The victim becomes a mindless beast for the duration of the curse.
Beast Nature equal to Will	The victim is aware but cannot speak except in grunts, screeches, howls, etc.
Beast Nature lower than Will	The victim is a beast in form only; it can still speak and think as it did before it was cursed.

## Consecration

This ritual calls a host of spirits to gather at a place of power, establishing a new shrine in the wilderness.

- Supplies for Consecration: mistletoe harvested with a golden sickle, or a preserved severed head.
- Alignment: Unaffiliated
- Healer Ob to tattoo: 4

### Consecration Factors

This prayer must be invoked in a powerful natural space teeming with vital energy. If the druid attempts to consecrate a shrine in an area not covered under the location factors (a desert oasis, a natural rock bridge, an underground lake), the GM should use the factor for a similar location.

**Location:** Faerie ring, limpid pool, grove of oaks, waterfall, mountain peak

**Duration:** after one session, after one adventure, after one Winter

### Consecration Effects

The location becomes a nature shrine for the duration of the dedication—see the rules for praying at a shrine. Shrines may be renewed by any druid who successfully invokes the Sacrifice prayer. This renewal extends the lifespan of the shrine for another session, adventure or Winter, depending on the original duration. Failure to renew a shrine in time causes the spirits there to depart. High-ranking druids often send initiates on quests to re-consecrate old shrines every Spring.



# Druid Level Benefits

## Level 1

**Druid:** You may invoke a first circle prayer from the Druid's prayer list. You may not wear armor or helmets. You may wield daggers. You must remain neutral in the war between Law and Chaos; if you ever change your alignment you lose your druidic benefits and become a cleric of the appropriate level, dedicated to the Immortal Lords of Law or Chaos.

### Gaining New Prayers

As druids level, they gain a new mental inventory slot for their prayers. They may also tattoo themselves with runes and sigils to increase the number of prayers they may invoke. First and second circle druidic prayers are similar to cleric prayers but invoke the names of the Old Gods rather than the Immortal Lords.

## Level 10

**Heroic Ability:** Choose Healer, Mentor, Orator or Ritualist. The chosen skill becomes "heroic." When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

**Transformed:** Change one Nature descriptor to advising, dreaming or invoking.

First Circle Prayers	Second Circle Prayers
Quietude (Balm of the Lords of Serenity)	Augury (Divination)
Ode to the Sun/Night (Blessing of the Lords of Light and Darkness)	Skein of the Mother, Maiden and Crone (Mudra to the Lords of Fate)
Cornucopia (Grace of the Lords of Plenty)	Blessing of the Horned King (Supplication to the Saints of Good Fortune)
Wild Speak (Tongue of the Lord of Beasts)	Sea King's Favor (Water Lung, magician spell)
Noden's Provender	Accasbel's Revel
Sacrifice	Fury of the Morrigan
Third Circle Prayers	Fourth Circle Prayers
Sacred Waters	Arboreal Slumber
Flame of Belenus	Curse of Skins
Wild Shape	Consecration

Level	Fate	Persona	Druid Level Benefits	
1	0	0	Druid	
2	3	3	+1 C1 prayer	Seeker
3	7	6	+1 C1 prayer	Aspirant
4	14	9	+1 C2 prayer	Ovate
5	22	12	+1 C2 prayer	Initiate
6	31	16	+1 C2 prayer	Adept
7	41	20	+1 C3 prayer	Arch Druid
8	52	24	+1 C3 prayer	Great Druid
9	64	28	+1 C4 prayer	Grand Druid
10	77	32	Special	Hierophant

# The Human Monk

A champion of righteousness, the monk combines the warrior's heart, the cleric's spirit and the magician's intellect. She comes from humble beginnings and aspires to become a paragon of virtue and discipline. Some monks live in distant temples, far from distraction. Others are solitary hermits, eking out a meager existence in the wild. A rare few walk the earth, traveling far and wide in the search for enlightenment or to discover lost souls in need of saving or protection.

<i>Monk Class Overview</i>		<i>Monk Starting Options</i>	
<b>Class</b>	Monk	<b>Special Skill</b>	Choose one of these skills and give it a rating of 3: Criminal, Peasant, Steward, Survivalist.
<b>Raw Abilities</b>	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.	<b>Ascetic</b>	The monk's life of hardship and poverty gives her strength of mind, body and spirit, but a sheltered life and freedom from desire makes her seem aloof and inscrutable to the layman.
<b>Skills</b>	Scholar 3, Fighter 2, Healer 2, Lore Master 2, Ritualist 2, Theologian 2	<b>Starting Weapon</b>	None
<b>Starting Trait</b>	Ascetic	<b>Alignment</b>	Any but Chaotic

## Monastic Ties

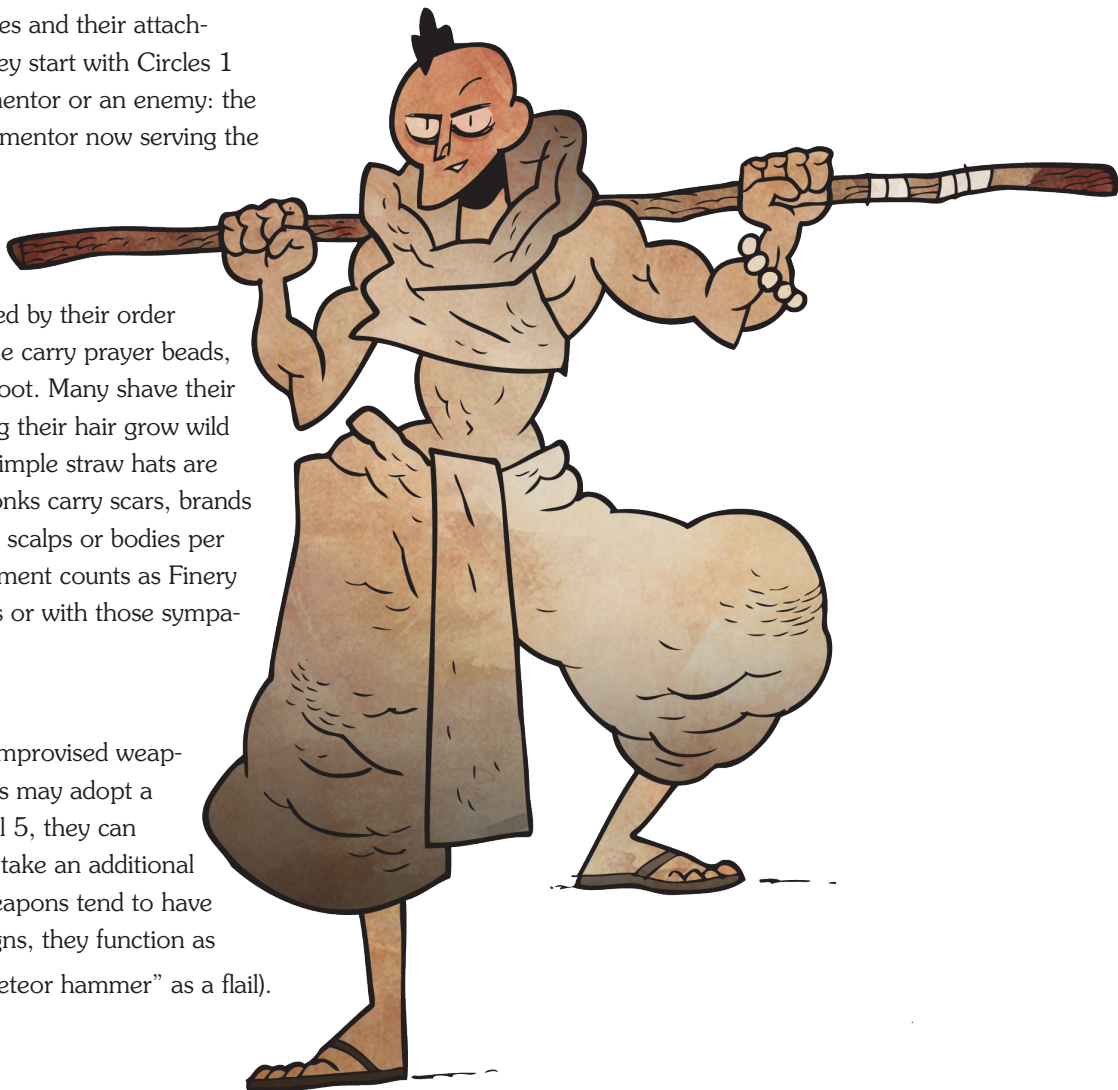
Monks cast away their former lives and their attachments upon joining an order. They start with Circles 1 and no friends or family, just a mentor or an enemy: the killer of their mentor or a fallen mentor now serving the forces of Chaos!

## Raiment: Temple Vestments

All monks wear vestments dictated by their order (usually robes or loincloths). Some carry prayer beads, some wear sandals or walk barefoot. Many shave their heads or don't shave at all, letting their hair grow wild and long. Turbans, scarves and simple straw hats are common headgear and some monks carry scars, brands or other markings on their arms, scalps or bodies per the tenets of their order. This raiment counts as Finery when meeting with temple elders or with those sympathetic to the monk's ethos.

## Martial Arts

All monks can wield a staff and improvised weapons during fights. Level 2 monks may adopt a martial arts fighting style. At level 5, they can choose to master a technique or take an additional fighting style. Although monk weapons tend to have colorful names and unusual designs, they function as normal weapons (e.g. treat a "meteor hammer" as a flail).



## New Gear: Staff

This simple tool is easy to fabricate, inexpensive to purchase and inordinately useful as a tool or as an improvised weapon.

**Stats:** Improvised weapon; no bonuses or penalties.

**Cost:** Ob 1

**Survivalist factor:** Ob 1

**Inventory slots:** hand/carried 1; requires 2-hands when used as a weapon

## New Gear: Ghost Lantern

Ghost lanterns are made from paper or silk and lit by a single candle rather than a flask of oil. They serve to protect lit candles from wind and rain. A candle placed inside a ghost lantern cannot be snuffed out or blown out at the GM's whim. Paper lanterns shield candles from wind while the more expensive, more durable cloth lanterns safeguard candles from both wind and rain. Ghost lanterns may be hung on the end of a staff or pole while traveling.

**Cost:** Ob 1 for paper, Ob 2 for cloth

**Scholar factor:** Ob 1

**Inventory slots:** hand/carried 1

## New Nature: Enlightened (Fasting, Sitting, Listening)

Human Nature is an obstacle on the path to Enlightenment. One must accept how things are rather than demand how things should be. One must eschew action for stillness and replace braggadocio with humility. Every three levels, a monk has the opportunity to replace a human Nature descriptor with an Enlightened Nature descriptor. The monk must also take a vow from the list of traditions and taboos (below).

## Traditions & Taboos

Monks on the path of Enlightenment vow to follow one or more of these rigid codes:

**Vow of Pacifism:** The monk may harm no living creature. This means the monk may not use the Attack or Feint actions during kill conflicts, nor help others to Attack or Feint during kill conflicts against living creatures. Monks are forbidden from consuming animal products (meat, fish, milk, cheese, honey and eggs). Pacifist monks are so opposed to violence that even the use of torches is forbidden; there's a chance that insects flying too close to the open flame could be killed.

**Vow of Poverty:** Monks live as mendicants and rely on the charity of others for food and shelter; they are forbidden to ask for aid directly but may carry a beggar's bowl. The monk cannot use Nature (demanding) and Resources must remain at 0. Cash must be tithed to the monk's monastery or given to the poor (the other characters don't count).

**Vow of Righteousness:** The monk vows to live justly and honorably, without deception or threats. The monk is forbidden from using or helping with Manipulator or Criminal to lie, cheat, intimidate or steal. They may not use poisons or incendiary devices as weapons as this is not righteous or honorable behavior.

**Vow of Simplicity:** Monks of this order must live simply and without creature comforts. They are limited to carrying a satchel, light, a mirror, their holy symbol, water, a staff and any tools required for their class skills. All other kit must be given away to those in need or left behind. The monk is forbidden from carrying treasure or valuable objects (one exception: recovered relics and tomes may be transported to the monk's temple).

**Vow of Temperance:** Monks of this order may not consume alcoholic beverages (like wine). They must not engage in gambling, smoking, eating rich foods, merrymaking or engaging in romantic dalliances, for these indulgences serve only to distract one from the path to spiritual perfection.

**Vow of Modesty:** The monk must remain quiet, diffident, humble and chaste. Robes, sandals and a hat or veil must be worn at all times when in public. The monk is forbidden from boasting or speaking out of turn or arguing when angry.

## Breaking Vows

Breaking any of these vows has serious consequences. If a vow is broken, all Nature tests for advancement are lost. If the monk has an Enlightened descriptor, it reverts back to one of the monk's starting descriptors unless a new vow is taken.

Once a vow is broken, it may never be taken again.

# Monk Level Benefits

## Level 1

**Monk:** Monks may not carry weapons or wear armor. They cannot follow Chaos. If their alignment should ever change to Chaos, all level benefits are lost and the monk becomes a cleric of the same level or is retired as an NPC fallen monk; this servant of Chaos ignores all former vows and chooses a new one: a vow to serve the forces of Darkness.

## Level 2

**Philosopher:** Philosophers are adept at using parables and paradoxes to counter arguments, plead cases, entertain audiences or befuddle and confuse opponents. You may use Scholar to Feint and Maneuver during any social conflicts.

**Martial artist:** Training and discipline allow the monk to adopt a fighting style.

### Choose one:

- **Boxer:** when fighting unarmed, you do not suffer the usual -1D penalty.
- **Drunken Boxer:** when using Feint or Defend unarmed, gain +1s. You still suffer -1D for fighting unarmed.
- **Wrestler:** when using Maneuver unarmed, gain +1s. You still suffer -1D for fighting unarmed.
- **Temple Guardian:** you may use any melee weapon, slings or crossbows.
- **Archer:** you may wield a bow.

## Level 3

**Mantra:** Monks are able to quiet their minds and heal their bodies through deep meditation. If a night is spent in quiet meditation, upon leaving town you may choose to get the fresh condition instead of restoring a lost point of Nature.

**Path of Enlightenment (Fasting):** Replace one descriptor with fasting and take a vow from the traditions and taboos.

## Level 4

**Iron Shirt:** The monk's training toughens her skin and gives her the equivalent of leather armor.

**Inner Peace:** Once per session, you may look inward to ignore the effects of angry or afraid for one turn. Once the moment passes, the effects of the condition return. The condition must be recovered from as normal. This ability does not allow you to remain fresh, since the condition remains.

## Level 5

**Disciple:** The monk gains a young student. This is equivalent to the level 5 warrior ability, Henchman.

**Master:** Select an additional fighting style or master one of these advanced techniques. *Prerequisite:* Martial Artist.

### Choose one technique:

- **Four Winds Technique:** When unarmed or wielding a staff, gain +1D to any action type for the rest of the conflict.
- **Twin Dragon Technique:** When wielding two weapons, declare your weapon only when you reveal your action. If disarmed, you are not considered disarmed while your second weapon is equipped.
- **Righteous Defense Technique:** When a two-handed melee weapon to Defend or Maneuver, break ties in your favor.
- **Tiger Claw Technique:** +1s to unarmed Attack or Feint during a conflict. Your hands must be empty to use this benefit.
- **Monkey Paw Technique:** You can pluck projectiles from the air, reducing missile damage by -1s once per conflict.
- **Iron Fist Technique:** Your unarmed Attack damages armor as if you were wielding a mace.
- **Flow Like Water Technique:** If fighting an opponent with a higher Might, gain +2D to Defend and Maneuver actions.
- **No-Mind Technique:** You may ignore the angry or afraid condition once per conflict when using a bow to help or act.

## Level 6

**Cloudstep:** The monk is quick, limber and agile. Gains +2D when leaping, balancing, climbing, running across hazardous terrain or contorting to slip from bonds or squeeze into small spaces.

**Path of Enlightenment (Sitting):** Replace one descriptor with sitting. Select one vow from the traditions and taboos.

## Level 7

**Morality of Mind:** The monk's maximum Will increases to 7.

**Vitality of Spirit:** The monk's maximum Health increases to 7.

## Level 8

**Venomous Palm:** The monk's knowledge of anatomy and pressure points enables him to paralyze a living opponent by testing Ritualist vs. the target's health (or humanoid monster's Nature). This action may be performed once per phase. The monk suffers a -1s to the roll for each rank by which the target's Might exceeds that of the monk. The target may not move or speak for one turn plus the margin of success. If a conflict is imminent, the monk must cast strike before the target rolls for disposition. Once disposition is rolled, Venomous Palm may be not be used until the conflict ends.

**Rite of Exorcism:** With but a word the monk can destroy the Undead or banish summoned creatures (as per Fury of the Lords of Life and Death) once per adventure phase. A lit ghost lantern may be used to grant +1D to the Ritualist test.

**Morality of Deed:** The monk's reputation for charity, justice and mercy is known throughout the land. Gain +2D to Circles tests when seeking Lawful NPCs or calling out servants of Chaos. Gain +1D when dealing with the unaligned.

## Level 9

**Heroic Ability:** One of the following types of test now scores successes on a roll of 3-6: Fighter, Scholar, Will or Circles.

**Path of Enlightenment (Listening):** Replace one descriptor with listening and select one vow from the list of traditions and taboos. If the monk's Nature descriptors are now Fasting, Sitting and Listening, gain the Enlightened trait.

## Level 10

**Note: only monks with the Enlightened trait may reach level 10.**

**Grandmaster:** If a Master Boxer, Drunken Boxer or Wrestler, you may Defend against a Feint on a roll of 4-6 on 1d6. If a Weapon Master, choose any melee weapon; this weapon counts Attack against Attack as a versus test, not independent. if a Master Archer, ignore factors from darkness/dim light or due to concealed opponents. *Prerequisite:* Master.

**Guru:** You may now cast prayers from scrolls as a cleric. Also, each town phase you may scribe your wisdom on philosophy, magic, history, medicine, religion or martial arts. These manuals of wisdom will survive long after you have left the world. Spending a town phase transcribing your wisdom allows you to create a rating 1 manual in one of your class skills (for example: a Lore Master's Manual 1). Each additional town phase spent writing in a manual increases its rating by +1 (the maximum rating is equal to your skill rating). Writing a manual adds +1 to your Lifestyle costs.

Anyone who makes a successful Scholar test to decipher a manual gains a free pass or fail in that skill. The obstacle for this test is equal to the manual's rating. Someone studying your teachings may progress in that skill until it reaches the same rating as the manual. An existing manual may be copied at +1 to your Lifestyle—nothing else may be done that town phase. Disciples may create copies, leaving the monk free to perform other duties. The Lifestyle cost remains +1. Rating 1 manuals fit inside scroll cases (pack 1). Rating 2+ manuals are bulkier, like traveling spell books (pack 2). The cash die value of an original manual is equal to its rating. Copies are never worth more than half this value.

Level	Fate	Persona	Monk Level Benefits	
1	0	0	Brother/Sister Monk	
2	3	3	Martial Artist	Philosopher
3	7	6	Mantra	Path of Enlightenment (Fasting)
4	14	9	Iron Shirt	Inner Peace
5	22	12	Master	Disciple
6	31	16	Cloudstep	Path of Enlightenment (Sitting)
7	41	20	Morality of Mind	Vitality of Spirit
8	52	24	Venomous Palm	Rite of Exorcism Morality of Mind
9	64	28	Heroic Ability	Path of Enlightenment (Listening)
10	77	32	Grandmaster	Guru

# The Human Strider

A glowering presence in the forests and wild places, his face caked with blood and mud, silent as the grave, watching and waiting to strike from the shadows. The strider is a master of woodcraft, a born hunter and a ghost amongst the trees. He plies his deadly art for the good of the land and the honor of his king.

Strider Class Overview		Strider Starting Options	
Class	Strider	Special Skill	Choose one of the following skills and give it a rating of 3: Criminal, Hagglar, Pathfinder, Survivalist
Raw Abilities	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.	Grim-Visaged	Striders are not known for their conversational skills. They're grim and moody, preferring solitude or the company of birds or beasts to other people. But they're patient and quiet, able to focus on the task at hand and shut out the rest of the world and its terrors...for a time.
Skills	Fighter 3, Hunter 2, Pathfinder 2, Rider 2, Scout 2, Survivalist 2	Starting Weapons and Armor	Choose one: dagger, hand axe, whip or sword. Start with leather armor or leather bracers.
Starting Trait	Grim-visaged	Alignment	Any

## New Armor: Leather Bracers

Thick leather bands that serve to protect the wearer's wrists and forearms from injury. When used, roll 1d6: on 4-6, the bracers prevent you from being disarmed. Leather bracers may only be used once per conflict.

Cost: Ob 1

Armorer factor: Ob 1

Inventory slots: Hand/worn 2

## New Weapon: Whip

The whip is a long, braided leather thong with a wooden handle. A herding tool, it may also be used to intimidate wild animals and cause pain and trauma when striking unarmored or lightly armored opponents. A whip may be used like a rope swing to traverse hazards provided there's an anchoring point overhead. Using a whip turns an independent test to a versus test against melee weapons. It is less effective against opponents wearing armor—whips do no damage to armor or helmets.

Stats: +1D to Maneuver.

Cost: Ob 1

Armorer factor: Ob 1

Inventory slots: Hand/carried 1 or belt/weapon.



# Strider Level Benefits

## Level 1

**Strider:** Striders can wield any weapon and wear leather or chain armor. Helmets hinder their senses and are not worn.

## Level 2

**Bloodhound:** Your skill in the arts of tracking, evasion and survival make you a dangerous adversary. You may choose to use your Health or Will when generating disposition in a capture, pursue or flee conflict.

**Sword Proficiency:** When armed with a sword and any off-hand weapon, gain +1D to two action types (Attack, Defend, Feint or Maneuver) when acting with the sword. The bonuses stick to those action types for the remainder of the conflict.

## Level 3

**Stalker:** Striders are expert hunters, patient and tireless. You may not be made angry or exhausted after failing a Hunter test. Do not mark a lesser condition.

**Forager:** You can forage for edibles and find clean water almost anywhere. You may not be made hungry or thirsty or sick after failing a Scavenger test to find clean water or food. Do not mark a lesser condition.

## Level 4

**Sword Expertise:** When wielding a sword and an off-hand weapon, you may declare a two weapon Attack or Maneuver (-1D, +1s) when you declare your action. *Pre-requisite:* Sword Proficiency.

**Dead Shot:** If using a bow in a kill, capture or drive off conflict, you may take aim instead of helping (you must be otherwise capable of helping—i.e.: free to act, not afraid or dead, etc). After taking aim, your next bow Attack gains +1s.

## Level 5

**Ambush Expert:** When hunting game or stalking/flanking opponents in the wild, your help adds +2D instead of +1D.

**Hunting Companion:** The strider adopts an animal companion.

### ***Choose one tame animal companion:***

**Hound:** helps with Hunter and Scout tests; +1D to Maneuver if used as a weapon in a conflict.

**Hawk:** helps with Hunter and Scout tests; +1D to Feint if used as a weapon in a conflict.

If used during a fight, your companion may be lost, injured or killed as part of a compromise. A new companion must be acquired and trained. To train your new companion, test Hunter against its Nature of 2. Success trains the animal to hunt, scout or fight (i.e. as a weapon in a kill, capture or drive off conflict). Each new skill requires a separate Hunter test.

Wild beasts are much harder to train as companions. Not only must they be found and captured, their Nature of 5 make them much more difficult to train—they will always remain wild animals. On a twist the beast will shake off its training and “forget” a helping skill, its fighting skill or the fact that you’re a friend—in which case it will either fight or flee!

### ***Additional wild animal companions:***

**Dire Wolf:** helps with Hunter and Scout tests; +1s to any action during fight conflicts. Test Rider to use as a mount.

**Bear:** helps with Hunter and Scavenger tests; adds +1 to your Might during fight conflicts. Test Rider to use as a mount.

**Exotic:** GM’s discretion. Typically helps with two skills, may be ridden and grants +1s or +1 Might during conflicts. For example, a war elephant grants +1 Might, helps with Laborer and Pathfinder and may serve as a mount with a Rider test.

## Level 6

**Sword Mastery:** When wielding a sword and any off-hand weapon, gain +2D to Defend, Feint or Maneuver or gain +1s to Attack. The bonus sticks to that action type for the remainder of the conflict. *Pre-requisite:* Sword Expertise.

**Feign Death:** If your hit points are depleted to zero, you may rejoin the fight with 1 disposition if anyone on your side announces a Feint action. You may not do this more than once per conflict.

## Level 7

**Night Owl:** Striders are trained to operate by starlight. You no longer suffer the dim light penalty if above ground and traveling or fighting under the light of the moon or stars.

**Unseen:** You're like a ghost, able to vanish into your surroundings. Replace a Nature descriptor with hiding.

## Level 8

**Snapshot:** When announcing actions in a fight, replace a planned Maneuver with a missile weapon with an Attack at -1D.

**Riposte:** When announcing actions in a fight, replace a planned Defend with a sword with a Feint at -1D.

## Level 9

**Heroic Ability:** Choose Fighter, Pathfinder, Scout or Survivalist; that skill now succeeds on a roll of 3-6.

**Transformed:** You may replace a Nature descriptor with listening, tracking or watching.

## Level 10

**Army of One:** Increase your Might by +1. If acting alone, your Might is increased by an additional +1.

**Whatever the Cost:** If your goal involves tracking or capturing an opponent and you fail a test while working toward that goal, you may choose the condition you receive for failing the test. It must be a condition you don't currently possess. If the GM opts to give you a twist, you may choose to take a condition of the GM's choice instead.

Level	Fate	Persona	Strider Level Benefits	
1	0	0	Strider	
2	3	3	Bloodhound	Sword Proficiency
3	7	6	Stalker	Forager
4	14	9	Sword Expertise	Dead Shot
5	22	12	Ambush Expert	Hunting Companion
6	31	16	Sword Mastery	Feign Death
7	41	20	Night Owl	Unseen
8	52	24	Snapshot	Riposte
9	64	28	Heroic Ability	Transformed
10	77	32	Army of One	Whatever the Cost



# The Dark Elf Sorcerer

Proud, noble, arrogant, easy to offend, sadistic and cruel. The dark elves are the antithesis of the Firstborn. Long ago they made deals with demonic entities and for their crimes they were banished to live out eternity away from the life-giving sun. The sorcerers are the most feared and terrible of the dark elves; demon-worshipping masters of the blade and bolt that plot and scheme beneath the earth, waiting for the promised nights of vengeance.

<i>Dark Elf Sorcerer Class Overview</i>		<i>Dark Elf Sorcerer Starting Options</i>	
<b>Stock Class</b>	Dark Elf Sorcerer	<b>Born of Darkness</b>	Dark elves were cast out for betraying their own kind, long before the coming of dwarves or men. They now make their home in the shadows and deep places below and have become embittered by their exile—dark elves have long memories. This tainted ancestry makes them haughty, dangerous and devious.
<b>Raw Abilities</b>	Will 4, Health 4	<b>Wises</b>	Choose one of the following: Demon-wise or Poison-wise; take a second wise of your choice following the guidelines in the main book.
<b>Skills</b>	Fighter 3, Arcanist 3, Lore Master 3, Scholar 2, Scout 2, Theologian 2	<b>Starting Weapons</b>	Dagger and helmet or hand crossbow
<b>Starting Trait</b>	Born of Darkness	<b>Starting Spells</b>	One random spell or one Chaos prayer

## New Weapon: Hand Crossbow

Dark elf armorers created these unique weapons both as protection and as tools for assassinations. Their bolts are often coated with deadly poisons. Hand crossbows, like full-sized crossbows, bypass leather armor. Ammunition is not tracked, but it does take up an inventory slot as a belt or wrist quiver and can be lost through a twist.

**Stats:** +1D Feint, +1s Feint vs Defend

**Cost:** Ob 3 in the lands of the dark elves, unavailable elsewhere

**Armorer factor:** Ob 4

**Inventory slots:** Hand/carried 1; bolts are kept in a quiver (belt/weapon or hand/worn 1).

## New Hometown: Dark Elf Grotto

New haracters may choose this as their home. Grottos are underground temples of Chaos where sorcerous cabals summon outsiders, research mind-bending spells and concoct deadly poisons and narcotics in their labs.

**Skills:** Ritualist, Alchemist, Scholar

**Traits:** Cunning, Jaded

**Note:** Only dark elves may come from a dark elf grotto.



## Sorcery

Dark elves retain the arcane magic of their forebearers, but their infernal dealings with the forces of Chaos enable them to invoke prayers as well. Those willing to risk their immortal lives and souls may call upon Chaos itself to lend them power. The sorcerer is limited to invoking Chaos-aligned prayers. Lawful or unaffiliated sorcerers may not learn or invoke prayers.

## Alchemy

Dark elf alchemists work tirelessly in their grottoes, searching for an advantage to use against the surface-dwellers. Through experimentation, they've developed a few notable creations. The dark elf grotto contains the necessary equipment and supplies to create these substances.

### Chaoua

A bitter, dark liquid that invigorates the mind and body but aggravates the nerves. Ignore the effects of exhausted but add a factor when recovering from angry or exhausted. Chaoua's effects last until the character recovers from exhausted.

### Fúme

A strong-smelling elixir that places the drinker into a deep and dreamless sleep. A slumbering character cannot spend any checks in camp. Attempts to heal the sleeping character are at +1D. Sleepers wake at the end of camp phase, at which point they're fatigued. If camp phase ends because of a twist, roll 1d6: the character wakes on a roll of 4-6. On a 1-3, the character wakes after one test or conflict.

### Staub

This powdery substance is inhaled or smoked. It instills a sense of well-being and tranquility. Ignore the effects of angry and afraid until next camp phase. If the character stops using Staub, become sick.

### Psyllo

Fungal growths harvested from underground mushroom gardens. When eaten, psyllo confers one of these unusual affects.

1-2	Become sick; no further effects
3-4	Gain +1D to Scholar and Lore Master tests for one turn.
5	If Chaos, gain the Touched by the Gods trait for one turn; else gain Wizard's Sight for one turn.
6	Visions: roll on the Loot: Knowledge subtable for the insight gleaned from this vision.

## Abyssal Extract

This narcotic distilled from demonic essence gives the user strength and vitality but at a terrible price. Alchemists inject the drug via hollow needle; one dose removes all conditions except for dead but permanently removes the fresh condition. Each dose of the drug after the first lowers the drug-user's maximum Nature cap by 1, permanently.

## Dark Elf Nature

Write Nature: Dark Elf on your character sheet. Your descriptors are Scheming, Remembering and Hiding.

All dark elf characters have a base Nature of 3. Answer the following questions to determine your final starting Nature score, and possibly some traits.

### Dark Elf Nature Questions

Do you consort and commune with demons? Or do you find no solace in the dark rituals of your kind?

- If you seek to summon, bind and command demons, increase Nature by one. Your alignment must be Chaos.
- If you find these activities far too distasteful or dangerous to contemplate, you may replace or increase your home trait with Wise or Cowardly. You may be of any alignment.

When your light-sided cousins call you to the final battle, will you emerge from the darkness to conquer and avenge or will you lure them beneath the world to deal with them on your own terms?

- If you will wait in the shadows, increase your Nature by one. Decrease your starting Fighter skill by one.
- If you dare to confront them under the light of sun, your Nature and Fighter remain unchanged.

When you feel you've been wronged, what would you risk to avenge your honor?

- Everything; increase your Nature by one.
- If you revenge is a dish best served cold, you may replace your home trait with Calm or Patient.

# Dark Elf Sorcerer Level Benefits

## Level 1

**Occultist:** Dark elves wield daggers, hand crossbows or swords (including rapiers and two-handed swords). They may wear leather or chainmail and helmets but do not use shields. Dark elves start with a first circle magician spell, chosen at random. Chaos-aligned dark elves may choose a first circle Chaos prayer instead. Each level, choose a level benefit or a new spell (following the same spell progression as an elf ranger). Chaotic dark elves may choose a new prayer instead.

## Level 2

**Darksider:** +1 to underground camp rolls: Add one to the 2d6 Camp Events roll for underground camps.

## Level 3

**Essence of the Abyss:** +1D to recover from sick or exhausted from poisons. Dark elves are inured to venoms and toxins.

## Level 4

**Fearless:** Never made afraid as the result of a fight and battle. Dark elves are often fearless. When the afraid condition is handed out by the GM, you do not mark a condition. Do not mark a lesser or alternate condition.

## Level 5

**Warlock:** +1D to Lore Master tests involving demons. Also, when generating disposition for a Banish/Abjure conflict, combine your Arcanist and Ritualist skills for the test and add the total number of successes to your Will.

## Level 6

**Vendetta:** +1 disposition when engaging an opponent you've encountered before. You must have this opponent listed as an enemy or have fought in a conflict with this individual (as either an ally or an adversary). You must be aware that this individual is involved in the fight (i.e. not in hiding or working through intermediaries).

## Level 7

**Animal Familiar:** Gain an animal familiar (NPC creature). Your familiar helps you with your native class skills. Add +1D to your roll when your familiar is helping. In a conflict, it counts as part of your group and can be knocked out of the fight like a member of your group. A familiar never acts on his own.

**Demonic Servitor:** You have access to Nature 7 (Descriptor: Corrupting foolish mortals) for fight and convince conflicts. It also counts as the "right equipment" in battle. Beware of twists!

## Level 8

**Infernal Sight:** The dark elf's eyes glow with hellfire, giving the sorcerer the benefits of the magician spell Supernal Vision for one turn. This ability may be used once per adventure phase.

## Level 9

**Spite:** Use your level instead of Will or Health as base for conflicts involving revenge or betrayal. Do not roll your level.

## Level 10

**Heroic Ability:** Choose Arcanist, Ritualist, Will or Lore Master. The chosen ability becomes "heroic." When rolling this skill, 3+ indicates a success (rather than the standard 4+).

**Chaos Lord:** Increase Might by one in general (from 3 to 4), and by an additional one when using Spite (L9 benefit).

Level	Fate	Persona	Dark Elf Sorcerer Level Benefits		
1	0	0	Occultist		
2	3	3	+1 C1 spell or prayer	Adherent	Darksider
3	7	6	+1 C1 spell or prayer	Cabalist	Essence of the Abyss
4	14	9	+1 C2 spell or prayer	Enchanter	Fearless
5	22	12	+1 C2 spell or prayer	Sorcerer	Warlock
6	31	16	+1 C2 spell or prayer	Summoner	Vendetta
7	41	20	+1 C3 spell or prayer	Diablost	Familiar or Servitor
8	52	24	+1 C3 spell or prayer	Infernalist	Infernal Sight
9	64	28	+1 C4 spell or prayer	Master	Spite
10	77	32	--	Chaos Lord	Heroic Ability

# The Gnome Illusionist

Reclusive, tiny creatures that dwell in underground lairs far away from the greedy eyes of Men, gnomes are gifted with clever hands and curious minds. Each is dedicated to a specific trade and seeks to master it during their long lives. It's uncommon to find them traveling outside their forest homes but sometimes a brave or inquisitive gnome will pack up their possessions to walk amongst the Tall Folk. Of course it's these gnomes that tend to be most mischievous!

<i>Gnome Illusionist Class Overview</i>		<i>Gnome Illusionist Starting Options</i>	
<b>Stock Class</b>	Gnome Illusionist	<b>Meticulous</b>	Gnomes are fastidious and critical perfectionists with little tolerance for sloppy work. This attention to detail allows them to produce intricate works of art but their cautious, methodical nature isn't what you'd call efficient or speedy.
<b>Raw Abilities</b>	Will 5, Health 3 Order of Might 2	<b>Wises</b>	Choose from Glamour-wise, "Whatsits"- wise or Potions-wise. Choose another wise of your choice following the guidelines in the main book.
<b>Skills</b>	Arcanist 3, Cartographer 2, Dungeoneer 2, Haggler 2, Scholar 2, Scout 2, Steward 2	<b>Crafting Skill</b>	Gnomes start with a trade instead of a social grace. Gain one of the following skills at a rating of 2: Alchemist, Carpenter, Cartographer, Weaver, an artisanal skill of your own design (such as Cobbler, Luthier or Tailor) or the gnomish skill, Artificer.
<b>Starting Trait</b>	Meticulous	<b>Starting Weapon</b>	Sling or dagger

## Tiny Size

Gnome illusionists are tiny creatures. They are Order of Might 2. Their backpacks and satchels are equally small and possess one less inventory slot (backpack: 5 slots, satchel: 2 slots). Gnomes cannot carry a full large sack.

## New Hometown: Gnomish Burrow

Gnomish burrows are quaint, cozy homes built in hillocks or deep within hollow trees. The entrances are usually disguised as stones, stumps or clusters of fungi. Roden and halflings can squeeze inside but burrows are too cramped for bigger folk. Each burrow may hold up to a dozen gnomes in interconnected chambers, though the inhabitants tend to keep to themselves and only congregate during crises or festivals.

**Skills:** Scavenger, Scholar or Artificer

**Traits:** Early-riser or Quiet

## New Weapon: Bola

A simple hunting weapon used to entangle game or impede assailants. Similar to a sling (+2D Maneuver), a successful Maneuver test with a bola also grants a free impede to the thrower. Unlike a sling, the bola itself is thrown; the wielder is disarmed until a new weapon is equipped. Bolas used to Attack or Feint in kill conflicts do not cause damage.



## Gnome Nature

Write Nature: Gnome on your character sheet. Your descriptors are Complaining, Mending and Hiding.

All gnome characters have a base Nature of 3. Answer the following three questions. They may modify your Nature score, and possibly give you some traits.

### Gnome Nature Questions

Did you value your privacy, peace and quiet or have you set up shop in a busy settlement of Tall Folk?

- If your hometown is a Gnomish Burrow or Remote Village, increase your Nature by 1.
- If you ventured out into the world of the Tall Folk, you may replace your home trait with Curious.

Are you intrigued by whirring gears, colorful fireworks or bubbling potions?

- If you enjoy wondrous, dangerous devices, decrease Health by 1 but replace Meticulous with the Reckless trait.
- If you prefer the simplicity of a hammer and awl or the elegance of pliers and a jeweler's loupe, increase Nature by 1.

Are you fearful of being snatched up by an eagle or a fox?

- If wild predators terrify you (as they should!), increase your Nature by 1.
- If you're comfortable walking alone through wilderness, you may replace a home trait with Brave or Foolhardy.

## Whatsits and the Artificer Skill

Whatsits are marvels of engineering created using the Artificer skill. Artificers start with raw materials and apply their clever minds and fingers to craft wondrous objets d'art. These creations are rarely useful, but they are extraordinarily valuable.

Their fine detail and delicate construction makes them fragile; a damaged whatsit is worthless until repaired. Most gnomes have a specialty: jeweled eggs, wind-up songbirds, crystalline lenses, bejeweled timepieces and the like. The fabrication of a whatsit requires space, tools, raw materials and intense concentration—they can only be crafted during town phase and in a suitable environment such as a quiet private room, guild hall or gnomish burrow.

### Artificer Factors

Total the raw materials's value to determine the starting obstacle. Jewelry, silverware, etc. may be melted down using a tradeskill. Succeeding at a relevant skill test produces a whatsit that takes up 1-4 pack slots (inventory based on that of the materials used). Add +1 ob for each additional 50% reduction in pack space. The value of the whatsit is based on the material value (minimum 2D, maximum 7D). Add +1 ob to increase its value by +1D.

**For example:** a gnome creates golden clockwork windmill out of two pouches of gold (pack 2, value 4D). The starting obstacle is 4. If she wishes to reduce the inventory slots by -1 and increase the value by +1D, the obstacle would be 6.

## Glamour

Illusionists possess glamour, a spell-like abilities that are memorized and cast as magician spells but require no spellbooks.

Illusionists do not use of spell components, nor may they scribe or read from spell scrolls. Mindless creatures (Undead, constructs, slimes and oozes), extra-planar beings and dragons are immune to the gnome's glamour.

### 1st Circle Glamours

Arcane Semblance: an illusion that changes one's appearance.

Celestial Music: creates an illusory sound.

Dance of the Fireflies: summons tiny motes of faerie fire.

### 2nd Circle Glamours

Phantasmal Vision: creates an illusory image.

Shroud of Shadows: summons illusory darkness.

Veil of the Chameleon: conceals the gnome's presence.

### 3rd Circle Glamours

Heatless Flame: summons a blazing orb of faerie fire that can give light or blind foes.

Simulacrum: creates mirror images of the gnome.

# Gnome Illusionist Level Benefits

## Level 1

**Illusionist:** Gnomes wield human-sized weapons two-handed. They may not use shields or two-handed weapons. They may wield slings, bolas, hand crossbows and daggers one-handed. They may wear leather armor and helmets.

All gnome illusionists possess one First Circle Glamour at first level. A new Glamour may be selected at the listed level.

## Level 2

**Forest Gnome:** Your sense of direction is infallible. You can't become lost after a failed Pathfinder or Cartographer test.

**Glamour:** Choose a First Circle Glamour.

## Level 3

**Friend to Animals:** Choose bird-wise or burrowing animals-wise. You may now speak to that type of creature. Circles may be used to find a bird-friend or burrower-friend while in the forest, but a failed circles test attracts the attention of a predator (a fox, a raptor or something even worse).

**Glamour:** Choose a Second Circle Glamour.

## Level 4

**Guild:** Your trade's guild decides to make you an honorary member. While in town you may petition the guild of your tradeskill to perform one task without incurring additional lifestyle cost: use facilities, look for work or hire an apprentice. Provided you're a member in good standing, this benefit is permanent.

**Glamour:** Choose a First Circle Glamour.

## Level 5

**Kvetch:** You may recover from the Angry or Afraid condition by testing Nature rather than Will but must do so by complaining loudly and at length about your current predicament.

**Remedy:** Your ability to fix things now applies to the sick and injured. Your mending Nature may help in Healer tests.

**Glamour:** Choose a Second Circle Glamour.

## Level 6

**Hale and Hearty:** Despite their small stature, gnomes are robust and vital, capable of surprising feats of strength and stamina. Gain +1D on Laborer tests and +1D to recover from exhausted or sick.

**Empathic:** You feel connected to all living creatures and their well-being influences your own. Gain one free test during camp phase to recover from angry or afraid if another character also recovers from angry or afraid. Unfortunately, your natural empathy makes you loathe to cause harm to others; if you ever kill or injure a living being, become sick.

**Glamour:** Choose a Second Circle Glamour.

## Level 7

**Deep Gnome:** Male gnomes feel at home in dark, dank mines and tunnels. Replace hiding Nature with delving.

**Faerie:** Female gnomes possess an ethereal presence and are not of this world. Replace complaining Nature with singing.

**Glamour:** Choose a Third Circle Glamour.

## Level 8

**Stitch in Time:** You are supernaturally gifted at hammering out small dents from armor and shields and mending rips and tears in the blink of an eye. Provided you have peace and quiet, a single test to repair gear doesn't cost a turn. This may be used once per camp phase.

**Glamour:** Choose a Third Circle Glamour.

## Level 9

**Embiggen:** Using ancient magic, male gnomes may enlarge to the size of a dwarf (Might 3) for the duration of a test or conflict (they may even be mistaken for a dwarf). Growing larger (Might 4) is possible but this causes you to become exhausted and revert to your diminutive stature at the end of the test or conflict. Embiggen may be used once per phase.

**Faerie Flight:** Female gnomes are known to sprout gossamer wings overnight while they sleep. The wings aren't powerful enough to achieve true flight, but the gnome may use them to bypass a test involving descending or falling from a great height. She may flap her wings vigorously enough to lift straight up but becomes exhausted once the task is done.

## Level 10

**Transformed:** Change a Nature descriptor to befriending, crafting or pranking.

**Heroic Ability:** Choose Arcanist, Cartographer, Scholar or your tradeskill. The chosen skill becomes "heroic." When rolling this skill 3-6 indicates a success (rather than the standard 4-6).

Level	Fate	Persona	Gnome Illusionist Level Benefits		
1	0	0	Illusionist, +1 C1 Glamour		
2	3	3	+1 C1 Glamour	Forest Gnome	
3	7	6	+1 C2 Glamour	Friend to Animals	
4	14	9	+1 C1 Glamour	Guilder	
5	22	12	+1 C2 Glamour	Kvetch	Remedy
6	31	16	+1 C2 Glamour	Hale and Hearty	Empathic
7	41	20	+1 C3 Glamour	Deep Gnome	Faery
8	52	24	+1 C3 Glamour	Stitch in Time	
9	64	28	Embiggen	Faery Flight	
10	77	32	Transformed	Heroic Ability	

# The Half-Orc Pirate

Born into ignominious circumstances, you were abandoned at a young age and left to fend for yourself—a penniless street urchin in some godforsaken port of call. Somehow, you survived long enough to meet the captain of a ship looking for crew members. With little in the way of options on the horizon, you set sail with a bunch of scoundrels and ne'er-do-wells. Recently liberated from your contract by a mishap at sea, you've stumbled into town looking for fortune and glory.

<i>Half-Orc Pirate Class Overview</i>		<i>Half-Orc Pirate Starting Options</i>	
<b>Stock Class</b>	Half-orc Pirate	<b>Starting Weapon</b>	Choose any weapon or choose a hook hand and replace your home trait with Scarred.
<b>Raw Abilities</b>	Distribute 8 points between Will and Health. Neither may be lower than 2.	<b>Wises</b>	Choose from Orc-wise or Piracy-wise, take a second wise of your choice following the guidelines in the main book.
<b>Skills</b>	Fighter 3, Sailor 2, Carpenter 2, Cook 2, Criminal 2, Laborer 2, Weaver 2	<b>Salty:</b>	You're rude, loud and prone to disagreeable behavior. You belch and fart during meals, speak bluntly in conversation and generally keep a slovenly, disheveled appearance. Being an uncouth savage has its benefits; you're used to a life without creature comforts, you can take a punch as good as you can give and you can hold your own in a drinking contest.
<b>Starting Trait</b>	Salty or Genteel	<b>Genteel:</b>	You comport yourself as noble-born, peppering your speech with colorful adjectives and bon mots, seemingly at odds with your rough appearance. Your discourse is civil, your demeanor positively urbane. Not acting like a bloodthirsty brute has its disadvantages, but you're loathe to meet anyone's expectations.



## New Weapon: Buckler

A small, round shield that doesn't cause fatigue.

**Stats:** +1D to Defend.

**Cost:** Ob 1

**Armorer factor:** Ob 1

**Inventory slots:** Hand/carried 1 or belt/worn 1.

## New Weapon: Hook Hand

You lost your hand in a mishap and replaced it with a wicked steel gaff head. Your hook gives you -1D, +1s to Maneuver or Defend—choose the benefit when declaring weapons. It is unable to hold or manipulate most objects and may suffer damage as a result of a twist.

**Stats:** -1D, +1s to Maneuver or Defend.

**Cost:** Ob 2

**Armorer factor:** Ob 2

**Inventory slots:** Lose one hand slot, permanently.



## Half-Orc Nature

Write Nature: Half-orc on your character sheet. Your descriptors are Boasting, Demanding and Running.

All half-orc characters have a base Nature of 3. Answer the human Nature questions from the main rulebook to determine your final starting Nature score, and possibly some traits.

## New Hometown: At Sea

You were raised aboard a ship and know the seas better than the back of your hand. New half-orc pirate characters may choose this as their home.

**Skills:** Pathfinder, Carpenter, Sailor

**Traits:** Sea Legs, Scarred

## New Town Location: Ship

**Town Alignment:** Unaffiliated (Merchant ship), Law (Naval ship), Chaos (Pirate ship)

### Available locations At Sea

**Tavern:** anywhere there's a cask of rum and a sea shanty

**Street:** on the deck, napping under the stars

**Stables:** belowdecks in the cargo hold, with the rats

**Flophouse:** bunking with the crew

**Hotel:** ah, the Captain's Quarters!

## Sea Camp Events

Use these events when out At Sea.

<b>Disaster at Sea</b>	
1	Typhoon winds and hail the size of sling shot. Take cover!
2	You run aground on an uncharted sand bar. Spend all night getting free.
3	Rough seas! Sail on and hope for the best; else all characters make a Health test (ob3) or become sick before camp
4	Smell of rotting fish and seaweed is everywhere. Disgusting.
5	Leviathan prowls these waters, thrice the length of your ship. You must leave here.
6	Sea monsters, winged creatures or raiders attack!
<b>Minor Inconvenience at Sea</b>	
1	Water barrels fouled. You may not refill your skins.
2	Lost at sea! Sailor or Cartographer test required to get back on track.
3-4	Mice or other vermin crawl all over your ship and spoil food for one character.
5	Cabin fever, you ache for dry land under your feet. Increase recovery obstacles for angry and afraid by one for one character.
6	Something is dropped overboard. Roll randomly for the character and equipment affected. If it's not something heavy, you may be able to get it back before it floats away or sinks.
<b>Minor Break at Sea</b>	
1	Red sky at night, the sailor's delight. +1D to next Sailor or Cartographer test.
2	Good fishing spot! +1D to Hunter, Scavenger and Fisher tests.
3-4	Land ho! You find shelter in a peaceful cove. +1D to recover from exhausted.
5-6	Gentle rain refills the water barrels. Drink up, me hearties, drink up!
<b>Lucky Break at Sea</b>	
1-2	Find an oyster bed. It counts as one portion of foraged rations for each character.
3-4	Clear skies and good tailwind. +2D to next Sailor or Scout test.
5	Ship ahoy! A ship flying friendly colors comes into view. Alignment of the passing ship is the same as the characters' ship.
6	Dolphins frolic in the waves. Everyone automatically recovers from angry or afraid.

# Half-Orc Pirate Level Benefits

## Level 1

**Pirate:** You are skilled with dagger, hand axe, sword, buckler and a weapon of your choice. You may wear leather armor.

## Level 2

**Eyes Like Burning Coals:** Ignore the factor for dim light, but suffer a light-related obstacle while acting in direct, unshaded sunlight. Total darkness still affects you like anyone else.

**Red in Tooth & Claw:** If all else fails, you can tear at your victim's throat with your fangs and talons. You may Attack while unarmed at +1s. You still suffer the -1D penalty for fighting unarmed.

## Level 3

**Swashbuckler:** When wielding a buckler in your off hand, you gain +1D to Defend with your primary weapon.

**Lucky Devil:** Once per combat you may attempt to reduce damage by dodging. Roll 1d6: on a 5-6 reduce the damage by -1s but do not roll for your leather armor. On 1-4 you may roll for your armor, if worn.

## Level 4

**Bilge Rat:** You're able to swim, quite well thank you, and can hold your breath for a long time. Gain +2D to tests when swimming or diving.

**Seaworthy:** Your step is swift and sure, even on the bucking and rolling deck of a ship at sea. Gain +2D to tests when on unstable or narrow surfaces.

## Level 5

**Dire Wolf:** You've befriended a vicious dire wolf to use as a steed and hunting companion. Roll 1D6—on a 1, it's merely a cunning animal. On 2-3 it understands the tongue of goblin. On a 4-5 it understands the tongue of Men. On a 6, it comprehends both. The wolf has Nature 5 (Hunting). It also has Crushing Jaws (+1s Attack) which can be used by the character in place of his own weapon—even if disarmed. If the dire wolf is killed or lost, the character must quest for another.

**First Mate:** You're accustomed to life at sea and gain +1D to Sailor tests and +1 to the camp events table when At Sea. In addition, when camping At Sea you may make a free test to recover from exhausted, angry or afraid.

## Level 6

**Sea Dog:** You and one other may recover from hungry and thirsty by sharing a single ration of wine, beer or spirits. In addition, you may rely on alcoholic beverages to gain +1D to recover from angry, afraid or sick.

**Smuggler:** The pirate knows where to go to buy and sell mundane cargo. Haggling does not increase lifestyle while in town. When selling salvage or kit, if the object is worth an ob 3 resources test, it's worth 1D of cash. If it's worth an ob 7 resources test it's worth 2D of cash. If selling in bulk, ob 2 items are worth 1D of cash. This applies to the pirate only, not his untrustworthy friends.

## Level 7

**Duelist:** When using a sword to Maneuver against an opponent armed with a melee weapon, you gain a free disarm if the action is successful.

**Raider:** When armed with a handaxe, you can throw it after a successful Attack to take down any opponent with a single point of disposition.

## Level 8

**Bosun:** Your voice is like the crack and boom of thunder, easily heard above the din of raging storms and battle. Add +2D to Demanding nature test, add +2D to Commander and Manipulator (Intimidation) tests.

**Raconteur:** Your manner of speech is colorful, your timing impeccable and your stories spellbinding. Add +2D to Boasting nature tests, add +2D to Orator and Manipulator (Lying) tests.

## Level 9

**Heroic Ability:** Choose Sailor, Fighter or Criminal. The chosen ability or skill becomes “heroic.” When rolling this skill, 3-6 indicates a success (rather than 4-6). This ability does not interface with Health as a base for fight conflicts.

**Transformed:** Change one Nature descriptor to: sailing, swashbuckling or riding.

## Level 10

**Letter of Marque:** Your reputation has grown to such a degree that even the Law acknowledges your prowess and turns a blind eye to your illicit exploits, as long as you act in its interests. Count your Circles as heroic (success on 3+) when looking for soldiers and sailors of quality to add to your retinue.

**Ghastly Pang:** You are touched by supernatural forces, enabling your baleful stare to inflict a terrible curse. The recipient of the curse suffers -1s to all rolls made against the pirate until she decides to lift the curse. The pirate may curse one individual per adventure phase and only one curse may be active at a time.

Level	Fate	Persona	Half-Orc Pirate Level Benefits	
1	0	0	Pirate	
2	3	3	Eyes Like Burning Coals	Red in Tooth & Claw
3	7	6	Swashbuckler	Lucky Devil
4	14	9	Bilge Rat	Seaworthy
5	22	12	Wolf Rider	First Mate
6	31	16	Sea Dog	Smuggler
7	41	20	Duelist	Raider
8	52	24	Bosun	Raconteur
9	64	28	Heroic Ability	Transformed
10	77	32	Letter of Marque	Ghastly Pang

# The Minotaur Pit Fighter

Gentle guardians of immense size and strength, the minotaurs are a hybrid race; the result of magical experimentation ages past to create a loyal and submissive servitor race. After enduring centuries of subjugation by their wizard masters, they banded together to rebel secure their freedom. The wizards slain and their tower razed, the minotaurs live off the land as subsistence farmers, woodcutters and blacksmiths. Ever the slaves to their instincts, their nature compels some to seek out new masters, this time in exchange for payment and glory as bodyguards, brutes, enforcers or gladiators.

<i>Minotaur Pit Fighter Class Overview</i>		<i>Minotaur Pit Fighter Starting Options</i>	
<b>Stock Class</b>	Minotaur Pit Fighter	<b>Unwavering</b>	Minotaurs are blunt, honest creatures with little time for trickery or deceit. They were bred to serve with unquestioning loyalty and devotion, even say to a fault. Not a dull-witted savage, merely slow to change its mind once set.
<b>Raw Abilities</b>	Will 2, Health 6 Order of Might 4	<b>Wises</b>	Choose from Slave-wise or Gambling-wise. Choose another wise of your choice following the guidelines in the main book.
<b>Skills</b>	Laborer 4, Fighter 3, Armorer 2, Peasant 2, Scavenger 2, Survivalist 2	<b>Starting Weapons</b>	None.

## Mighty & Hooved

Minotaurs are massive and powerful humanoids that tower over even the tallest of the elven folk. They are rank 4 on the Order of Might. All two-handed weapons are hand/carried 1 for a minotaur. One-handed weapons are too small to be used effectively and become improvised weapons in the minotaur's mighty hands. Their feet are hooved, preventing them from wearing shoes or boots—they don't suffer any penalties from going barefoot, even on the roughest terrain.

## New Armor: Skyfall Plate

Forged from meteoric iron scavenged from the minotaurs' farmlands, skyfall plate is incredibly heavy and resilient. Like all armor, it subtracts -1s from opponent's successful or tied Attack or Feint in a fight. Against maces or warhammers, roll 1d6: skyfall plate is damaged on a roll of 1-2.

Might 4+ creatures may wear skyfall, as can warriors with the Armored benefit (and even then, wearing skyfall plate always causes fatigue).

**Cost:** Priceless—the armor is a rare heirloom handed down by the elders of the minotaur clans. Collectors of rarities may pay as much as 4D-7D for an undamaged set of skyfall plate.

**Armorer factor:** Ob 8 to craft from sky iron, ob 6 to repair.

**Inventory slots:** Torso/worn 2.



## Minotaur Nature

Write Nature: Minotaur on your character sheet. Your descriptors are Hauling, Mistrusting, Serving (a master).

All minotaur characters have a base Nature of 3. Answer the following three questions to determine your final starting Nature score, and possibly some traits.

### *Minotaur Nature Questions*

Do you shun working the land in favor of more lucrative ventures, or do you put forth maximum effort for minimal payoff?

- If you're not afraid of a hard day's work for little or no pay, increase Nature by 1 but decrease Fighter by 1.
- If you're not cut out for the life of a farmer, your Nature remains unchanged.

A new face appears in town and attempts to make your acquaintance...

- If your first thoughts are mistrust and suspicion, increase your Nature by 1.
- If you'd greet that person with a hearty hello and a firm clap on the shoulder, increase Circles by 1 (Circles cannot start higher than 4).

Your new acquaintance turns out to be a wealthy but brutal slave monger. Knowing the man's trade, which is more likely to be your first course of action?

- Offer your services as a bodyguard or gladiator—increase Nature by 1.
- Grab the slaver by the scruff of his scrawny neck and throw him in the dirt with the rest of the trash. You may replace your home trait with Righteous.

# Minotaur Pit Fighter Level Benefits

## Level 1

**Pit Fighter:** Minotaur pit fighters may wield any weapon as an improvised weapon and two-handed weapons with one hand. Armor and helmets must be specially made to accommodate their huge body and horned head (a factor for Armorer or Resources tests). Minotaurs are Might 4.

## Level 2

**Graze:** Because of your slow metabolism, you can ignore the first time you're affected by hungry and thirsty during a game session. Also, the party's disposition is never affected by your own hungry and thirsty condition.

**Gore:** Your mighty horns are as clumsy but brutal weapon in combat. You may always opt to gore with your horns at -1D, +1s to Attack, even after declaring weapons and/or being disarmed.

## Level 3

**Rawhide:** Your massive back and chest are covered in a thick, gnarled and tough hide; treat as leather armor. This armor can never be lost or damaged. You may not wear crafted armor over this natural armor.

**Skyfall Plate:** You were bestowed a gift from your tribal elders: a custom-made harness of plate armor forged from meteoric iron.

## Level 4

**Carry:** When you help a character and they become exhausted because of a failed test, you may take that condition instead of a lesser condition—your ward does not suffer any condition.

**Utter Devotion:** Write down a goal about helping another character achieve their own goal. Pursuing this goal is within your Nature. When that character's goal is accomplished, write a new goal.

## Level 5

**Stampede:** If you choose to Attack and your opponent defends, they do not benefit from using shields. If you choose to Attack and your opponent maneuvers, they do not benefit from using bows.

**Heavy Metal:** You no longer suffer fatigue from wearing any kind of armor (including Skyfall), using shields or carrying heavy loads. You may still be affected by fatigue from other causes.

## Level 6

**Bull-Headed:** Bred as magical guardians and slaves, your kind is able to resist mental domination on an instinctual level. You may use your Nature rather than Will to rebuff mental attacks, manipulations and intrusions.

**Strong Like Ox:** Raise your ability cap for Health to 7.

## Level 7

**Beast of Burden:** You may no longer be made exhausted as the result of a failed test or when using the level 4 benefit, Carry. Do not mark a lesser condition.

**Fatalist:** When you enter a Kill conflict and you are neither Angry nor Afraid, gain +1D to all tests for the duration of the encounter.

## Level 8

**Gentle Herbivore:** You can digest grass, leaves and other vegetation normally indigestible to other beings. If there's forage, you can alleviate hungry and thirsty without eating rations or drinking water; you just need a moment to graze.

**Brutal Carnivore:** An anomaly amongst your kind, you crave the taste of raw flesh and warm blood. When you eat the flesh of your enemy, remove hungry and thirsty and make a free recovery test to rid yourself of exhausted or afraid.

## Level 9

**Heroic Ability:** Choose Armorer, Fighter or Laborer. The chosen skill becomes "heroic." When rolling this skill 3-6 indicates a success (rather than the standard 4-6). This ability does not interface with Health as a base for fight conflicts.

**Transformed:** Replace your Nature descriptor of serving (a master) with surviving, leading or farming.

## Level 10

**Undying Devotion:** You pledge to protect another character during a conflict, even if it means sacrificing your own life. As long as that individual remains active in a Kill conflict, you cannot be knocked out of the fight—even if you reach 0 disposition. But if your side loses or wins with a compromise while you're at 0 disposition, you gain the dead condition.

**Slaughterhouse:** If you knock an enemy out of a fight, the next character's action is at +1s. If you're the only one left in the fight, gain +2s to your next action.

Level	Fate	Persona	Minotaur Pit Fighter Level Benefits	
1	0	0	Pit Fighter	
2	3	3	Graze	Gore
3	7	6	Rawhide	Skyfall Plate
4	14	9	Carry	Utter Devotion
5	22	12	Stampede	Heavy Metal
6	31	16	Bull-Headed	Strong Like Ox
7	41	20	Beast of Burden	Fatalist
8	52	24	Gentle Herbivore	Brutal Carnivore
9	64	28	Heroic Ability	Transformed
10	77	32	Undying Devotion	Slaughterhouse

# The Roden Guide

These humanoid rodents are capable of speech and thought and tend to dress in the manner of men (although shabbily and often filthy). Untrustworthy, unreliable and unsavory, they're most often found in cities and towns plying their trade as messengers, pickpockets. Their familiarity with navigating tunnels and sewers, as well as their innate abilities, make them capable guides. Many offer their services in exchange for shares of loot (or more desirable, cash up front).

<i>Roden Guide Class Overview</i>		<i>Roden Guide Starting Options</i>	
<b>Stock Class</b>	Roden Guide	<b>Skittish</b>	Roden are nervous creatures by their very natures, always glancing this way and that, sniffing the air and pricking up their ears at the slightest sound. Their highly vigilant natures keep them alive in dangerous situations but it's a terrible thing to live in fear. There's nothing worse than having an itch you can never scratch.
<b>Raw Abilities</b>	Will 3, Health 5 or Will 5, Health 3	<b>Wises</b>	Choose from Rat-wise or Tunnel-wise. Choose another wise of your choice following the guidelines in the main book
<b>Skills</b>	Dungeoneer 3, Scavenger 3, Scout 3, Criminal 2, Hunter 2, Fighter 2	<b>Starting Weapons</b>	Dagger

## Albinism

An oft-seen trait amongst the roden is albinism: stark white fur and red eyes. Albino roden usually don't last long—their brothers and sisters will finish them off if predators don't get to them first due to their lack of natural camouflage. When creating your character, you may roll 1d6 to see if your roden has albinism: on a roll of 1, replace an existing trait with Albino.

## New Hometown: Rat's Nest

New roden characters may choose this as their home. Most roden that live in towns or cities are loners, tough and cool. You're different; born beneath the streets—in sewers, natural caverns or abandoned tunnels under the clawed rule of a Rat Queen you served without question or hesitation...until now. Roden hailing from a Rat's Nest may return to stay there without incurring any lifestyle cost. Options are as per the Stables in town. Foreign roden and other characters foolish enough to seek shelter there may face a nasty surprise when the Queen decides she doesn't like their smell; if all goes well, treat as staying on the Streets. If not, they'll be driven out with extreme prejudice.

**Skills:** Hunter, Laborer, Scavenger

**Traits:** Quiet, Filthy





## Roden Nature

Write Nature: Roden on your character sheet. Your descriptors are Skulking, Swarming and Scheming.

All roden characters have a base Nature of 3. Answer the following three questions to determine your final starting Nature score, and possibly some traits.

### **Roden Nature Questions**

Do you prefer to travel at night and through sewers and tunnels to avoid spying eyes or do you feel comfortable traveling during the day out in the open?

- If you prefer dark, cramped spaces, increase Nature by 1.
- If you can abide the light of day, Nature remains unchanged.

Are you a solitary and reflective soul, keeping to yourself for long periods of time or do you prefer crowds, constant distraction and the chaos of the nest?

- If you crave the thrum and excitement of cities and nests, increase Nature by 1.
- If you keep to yourself and have little contact with others, replace your home trait with Loner at level 1 or increase it by one if you already have it.

Do you covet shiny things even though their actual value may be suspect?

- If baubles, pennies, paste jewelry and other trinkets excite you, increase Nature by 1 but reduce either Haggler or Manipulator by 1. If you don't possess any of these skills, reduce Will by 1.
- If your tastes are a bit more restrained, your Nature remains unchanged.

### **Special rule: Swarming**

Roden guides may use Nature: swarming to overwhelm their foes in any fight, flee, drive off or capture conflict where the opposition is outnumbered by at least 3:1.

# Roden Guide Level Benefits

## Level 1

**Guide:** Roden guides are able to wield any weapon except the crossbow, two-handed sword, halberd, polearm and lance. Guides may wear leather armor and helmets.

## Level 2

**Drowned Rat:** Your fur is thick and oily, providing +1D to Survivalist or Health tests related to staying warm or keeping dry. This benefit does not stack with benefits from wearing a cloak.

**Pack Rat:** “Two be one, one be none.” goes the old roden saying. You hoard personal belongings and gain two additional belt slots to hold them. These slots may be used to hold skins, pouches or weapons.

## Level 3

**Natural Immunity:** Immediately become sick but do not apply the penalties. If you are ever made sick, ignore it and do not mark a lesser condition. If cured of this condition, you lose this benefit and must be bitten by a diseased roden/rat and fail that Health test to regain this benefit. You are immune to the bite of wererats and diseased roden and rats.

**Tunnel Sight:** Your other senses (sensitive whiskers, sharp hearing, sense of smell) allow you to navigate underground in total darkness. Ignore light factors when making Scout or Dungeoneer tests to traverse difficult terrain. Because you cannot see, you cannot report on visual information, read maps or fight.

## Level 4

**Wretched:** If you are made Afraid during a session, your Skittish trait gains one additional use for that session.

**Expert Guide:** Your help adds +2D to Dungeoneer and Scout tests when underground.

## Level 5

**Plaguebearer:** You carry disease! If you bite an opponent during a fight and they're knocked out, it costs 1 extra point of disposition from a Defend action for them to return. This only affects opponents vulnerable to disease.

**Muskrat:** You can spray your musk like a skunk. Arm your noxious spray like a weapon; if your next action is successful, your opponent may no longer help others until they spend time to wash the stink off of them. Your victim may help creatures that have no sense of smell (undead, golems, demons, etc.). This ability may be used once per adventure phase.

## Level 6

**Whiplash:** You lash out with your tail, knocking down foes or ripping weapons from their grasps. When you successfully Feint, may choose to either impede or disarm an opponent.

**Third Hand:** Your tail is prehensile, able to grasp and carry one-handed weapons and other small items (lit candles, small sacks, rings of keys etc.). It can support your weight if you are not encumbered by a backpack or full large sacks.

## Level 7

**Cast-Iron Stomach:** You'll gnaw on anything to quell your hunger, including leather, bits of wood, poisons or even treasure. Remove the hungry and thirsty condition after consuming a non-food item (that item is destroyed or damaged). Items that are toxic, sharp or poisonous may provoke a Health test to safely ingest.

**Feral:** Gain an additional instinct from this list—

- If I become Afraid, flee from danger.
- If I become Hungry and Thirsty, scavenge for food.
- If I see something shiny, snatch it.

You may not earn rewards when using this instinct.

## Level 8

**Rat Caller:** If you have Rat-wise and you're somewhere rats congregate (almost anywhere!), you may call 1d3 giant rats or 2d6 normal rats once per session. Your rat friends can help on Scout and Fighter tests and Nature tests (swarming).

**Direction Sense:** You cannot become lost from failing a test; if you have the Lost trait, erase it. You may use your Will instead of the Cartographer skill to make maps while traveling underground. Once created, this "mental map" cannot be lost as a result of a twist. Other characters cannot use your "mental map."

## Level 9

**Mimicry:** Choose a party member and one of their Nature descriptors; you may help with that Nature as if you were of the same stock. *For example, Sissz's studies Beren's movements when the dwarf crafts tools or hammers out dinged helmets. Sissz doesn't necessarily understand why he knows what to do, he just knows he can help.*

**Transformed:** You may change a Nature descriptor to Scurrying, Swindling or Devouring.

## Level 10

**Rat King:** At Nature 7, do not retire the character. Instead, increase Might by +1 while your Nature is at 7 but lose access to your skills. This effect ends once your Nature is taxed back down to 6 or lower.

**Ratfink:** If you ever lose a conflict and suffer a compromise, you may slip away unscathed or otherwise escape the consequences. You may pull your disappearing act once per session.

Level	Fate	Persona	Roden Guide Level Benefits	
1	0	0	Guide	
2	3	3	Drowned Rat	Pack Rat
3	7	6	Natural Immunity	Tunnel Sight
4	14	9	Wretched	Expert Guide
5	22	12	Plaguebearer	Muskrat
6	31	16	Whiplash	Third Hand
7	41	20	Cast-Iron Stomach	Feral
8	52	24	Rat Caller	Direction Sense
9	64	28	Mimicry	Transformed
10	77	32	Rat King	Rat Fink

# The Sea Elf Mariner

Lonely, passionate, lovely, fierce; the sea elf is full of contradictions. Far from the forests, they dwell on remote islands, atolls and reefs where they evolved to prosper and thrive in such cold, harsh environs. Life amongst the roaring waves caused the sea elves to abandon their innocent, aloof natures, as well as their talent for arcane magic—these are not the quiet, reflective elves of the forests and dales. These are hunters, warriors and singers of ancient, epic songs.

<i>Sea Elf Mariner Class Overview</i>		<i>Sea Elf Mariner Starting Options</i>	
<b>Stock Class</b>	Sea Elf Mariner	<b>Seabound</b>	Sea elves have adapted to the cold, dark waters of the ocean; their hands and feet are webbed, their skin is covered by a silvery mesh of fine scales and their strong bodies can withstand extremes depths and freezing temperatures. But too much time away from the water and they become despondent, lethargic and susceptible to illness.
<b>Raw Abilities</b>	Will 3, Health 5	<b>Wises</b>	Choose one of the following: Storms-wise or Songs-wise; take a second wise of your choice following the guidelines in the main book.
<b>Skills</b>	Fighter 3, Hunter 3, Lore Master 3, Sailor 2, Scout 2, Survivalist 2	<b>Starting Weapons</b>	Net and trident

## Aquatic Hide Armor

Sea elves gird themselves for battle with leather or hide crafted from the skin, bone, shell and scale of sea creatures. This hide armor doesn't impede the sea elf while swimming but it's difficult to repair or build (+1 Ob to Armorer tests).

## New Weapon: Net & Trident

Fishers' tools turned into weapons of war, the sea elves wield these implements with deadly efficiency, both above and below the waves. Like spears, tridents bypass leather armor. Throwing a trident at -1D turns an independent Attack into a versus Attack against melee weapons. Note: unless made by an Armorer, most tridents are not made for war and at best may be used as an improvised weapon.

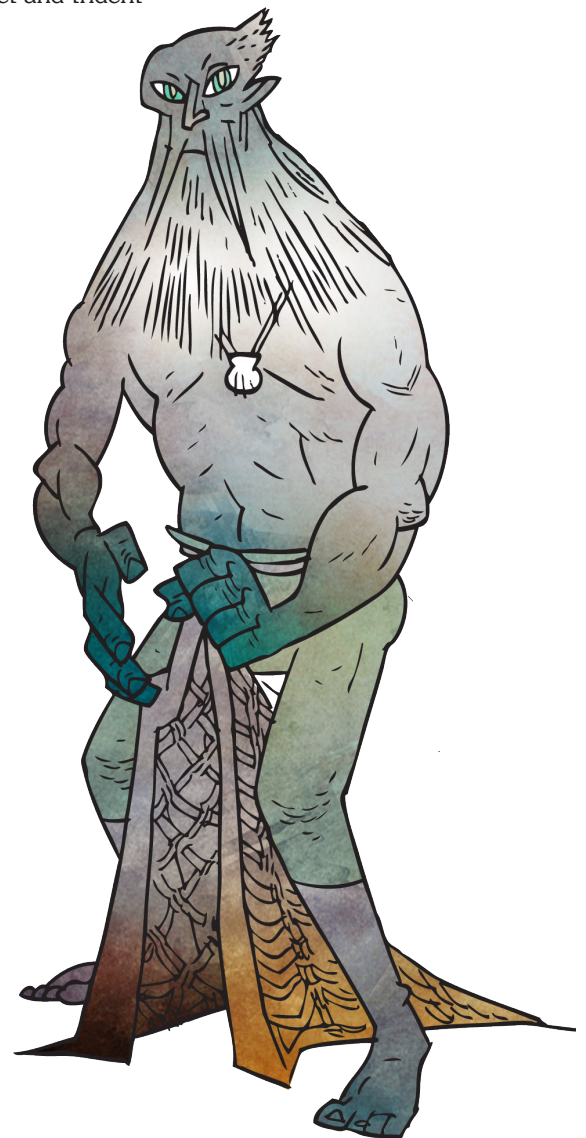
Nets do no damage but on a successful action you gain a free impede against an opponent. In addition, use of a net negates the benefit of an opponent's shield. When used in combat, the net is tied to the wielder's wrist so that it may be quickly retrieved after a throw.

**Stats:** +1D Attack in open quarters; +1D to Attack, +1D Maneuver in tight confines. Cost: Ob 3 (includes net)

**Armorer factor (trident):** Ob 3

**Weaver factor (net):** Ob 4

**Inventory slots:** Hand/carried 1; the net is hand/carried 1 or worn (belt/weapon or torso/worn 1).



## **New Hometown: Elven Shores**

Sea elves hail not from the forests of old but from storm-tossed islands, atolls and coastlines. Their lands are well-guarded by keen-eyed scouts, fierce hunters and deadly mazes of reefs, shipwrecks and sandbars. Only the most desperate or fool-hardy sailor would dare attempt to encroach sea elf territory. Unlike their calm and quiet woodland cousins, elves from the shores mirror the harsh, ever-changing and unforgiving landscape.

**Skills:** Mentor, Carpenter, Weaver

**Traits:** Passionate, Hard-Hearted

**Note:** Only sea elves may come from the elven shores.

## **Sea Elf Nature**

Write Nature: Sea Elf on your character sheet. Your descriptors are Singing, Remembering and Swimming.

All sea elf characters have a base Nature of 3. Answer the following three questions to determine your final starting Nature score, and possibly some traits.

### ***Sea Elf Nature Questions***

Do you sing of epic storms and ancient beasts? Or have you regressed into a life of savagery and survival, forgetting the songs of your elders?

- If you still sing of the ancient songs, increase your Nature by one.
- If the songs have faded from memory, replace your home trait with Fiery or Wild.

When evil stalks the world, do you confront it or do you retreat to the hidden places of the sea elves and allow time to defeat your enemies?

- If you retreat and hide, increase your Nature by one, decrease Fighter by one.
- If you confront evil, your Nature and Fighter remain unchanged.

Is the wild sea your only true love or have you fallen under the spell of those who walk on dry land?

- If your only true love is the sea, increase Nature by one.
- If you yearn for a lover on land, replace or increase your home trait with Adventurous, Curious or Restless.

# Sea Elf Mariner Level Benefits

## Level 1

**Mariner:** Sea elf mariners wield the dagger, spear, trident and net. They may wear leather or aquatic hide armor. They wear no metal armor or helmets, nor can they cast spells—that lore was lost to them aeons ago.

## Level 2

**Seafarer:** +2 to camp rolls made near the sea: Add two to the 2d6 Camp Events roll for coastal or shipboard camps.

**Beachcomber:** +1D to Scavenger and Survivalist tests in aquatic environments.

## Level 3

**Essence of the Deep:** Your blood runs hot and your body heals quickly. +1D to recover from injury.

**Pelagic Constitution:** You may safely consume brackish water, seawater and raw flesh to alleviate hungry and thirsty.

## Level 4

**Fearless:** Sea elves are often fearless. When the afraid condition is handed out by the GM, you do not mark a condition. Do not mark a lesser or alternate condition.

**Gift of the Undine:** Your webbed hands and feet are especially powerful and you have increased lung capacity, allowing you to swim underwater for long distances without requiring air. You may remain underwater for up to two turns.

## Level 5

**Retiarius:** Double the benefits of using a net and trident; a trident now grants +2D to Attack actions and +2D to Attack and Maneuver actions in tight confines. Nets allow you to impede and gain advantage for free on a successful Maneuver.

**Siren's Song:** Test your singing Nature instead of Orator or Persuader when convincing mortals, dragons and other elves.

## Level 6

**Mellifluous:** Your songs are supernaturally powerful, able to calm troubled hearts, quiet disturbed minds or restore lost spirits. You may use your singing Nature to help others recover from angry, afraid and exhausted.

**Tempestuous:** Your moods are as unpredictable as the weather at sea. Once per adventure phase, you may choose to become angry when you fail a test to avoid a twist. If you are already angry and you fail a test, you may remove that condition to force a twist.

## Level 7

**Communion:** You may summon sea creatures to your aid. This includes seabirds, fish, whales, sharks, dolphins, squid and other creatures of non-human intelligence. They grant you +1D to your class skills. In a conflict, they count as part of your group and can be knocked out of the fight like a member of your group. They never act on their own.

**Elemental:** You may summon a Nature 7 storm elemental (descriptor: blowing gale force winds and throwing bolts of lightning) for fight and chase conflicts. It also counts as the “right equipment” in battle. Beware of twists!

## Level 8

**Shrug It Off:** Once per adventure, you can shrug off an injury. No roll is necessary. You can do this any time before you seek help from a healer. Once you get help from a healer, you must abide by the regular rules for that injury.

**Burning Heart:** You may use any of your traits while angry, though you still may not use wises when angry.

## Level 9

**True Love:** You may use your level instead of Will or Health as the base for conflicts involving your true love. Do not roll your level.

**Stormcaller:** During fight or battle conflicts, you may call down the wind, rain and lightning itself to smite your foes once per session. Choose an effect when declaring weapons—

- Wind Shield: +2D when using the Defend action. Increase this bonus to +4D against missile weapons.
- Rainstorm: +2D to Maneuver actions. Against an enemy using fire as a weapon, gain +1s to Defend.
- Cloak of Fog: +2D to Feint. When fleeing an enemy gain +1s to any action.
- Lightning Bolt: +2D to Attack or Feint; you may ignore non-magical armor.

## Level 10

**Heroic Ability:** Choose Nature, Health, Sailor or Hunter. The chosen ability becomes “heroic.” When rolling this skill, 3+ indicates a success (rather than the standard 4+). This ability does not interface with Health as a base for fight conflicts.

**Sons and Daughters of the Maelstrom:** Increase Might by +1 (from 3 to 4), and by an additional +1 when at sea.

Level	Fate	Persona	Sea Elf Mariner Level Benefits	
1	0	0	Mariner	
2	3	3	Seafarer	Beachcomber
3	7	6	Essence of the Deep	Pelagic Constitution
4	14	9	Fearless	Gift of the Undine
5	22	12	Retinarius	Siren's Song
6	31	16	Mellifluous	Tempestuous
7	41	20	Communion	Elemental
8	52	24	Shrug It Off	Burning Heart
9	64	28	True Love	Stormcaller
10	77	32	Heroic Ability	Sons and Daughters of the Maelstrom

# Bonus Class: The Dwarf Oathbreaker

Dishonored and driven out by your clan for the terrible crime of breaking an oath, you wandered out from the halls of your fathers into a cold and inhospitable winter. Starving, cold and ready to give up all hope; doomed to wither away in the shadow of the mountain, you put your mind to survival at any cost—and miraculously, you thrived. Now you subsist on whatever coin your furs can bring in at market. Most of that goes to goods and sundries, the rest to strong drink. But there's more than animal pelts out there in the wilds; there's gold and glory for those brave enough to risk it all.

<i>Dwarf Oathbreaker Class Overview</i>		<i>Dwarf Oathbreaker Starting Options</i>	
<b>Stock Class</b>	Dwarf Oathbreaker	<b>Born of Earth and Stone</b>	See the Torchbearer Basic Rule Book for this trait's description.
<b>Raw Abilities</b>	Will 3, Health 5	<b>Wises</b>	Shelter-wise or strong drink-wise, take a second wise of your own choosing.
<b>Skills</b>	Hunter 3, Fighter 2, Laborer 2, Scout 2, Survivalist 2, Scavenger 2	<b>Starting Weapons and Armor</b>	Dagger or handaxe; Leather armor and helmet or hide armor





# Dwarf Oathbreaker Level Benefits

## Level 1

**Oathbreaker:** Use any weapon except two-handed swords, lances and bows. You may wear leather, hide and helmets.

As many oathbreakers are former soldiers, their level benefits come from the dwarf adventurer and human warrior level benefits, in addition to some class-specific benefits.

## Level 2

**Choose:** Brawler or Shrewd.

## Level 3

**Choose:** Skirmisher or Miner.

## Level 4

**Choose:** Greed or Hardy Stock.

## Level 5

**Choose:** Tinker or Drinker (see below).

**Drinker:** A slug of wine, ale or spirits can stave off the night's chill. Drinking gives you +1D to Health and Survivalist tests to stay hale and warm until you become hungry and thirsty.

## Level 6

**Choose:** Shrug It Off or Great Endurance.

## Level 7

**Choose:** Troll Slayer or Mean Drunk (see below).

**Mean Drunk:** When drinking and angry, gain +1 Might until you recover from angry or you become hungry and thirsty.

## Level 8

**Choose:** Veteran or Bivouac

**Bivouac:** When camping in unsafe or dangerous conditions, gain a free test to recover from any condition.

## Level 9

**Choose:** Heroic Ability (Nature, Survivalist, Health or Hunter) or Transformed (drinking, trapping or wintering).

## Level 10

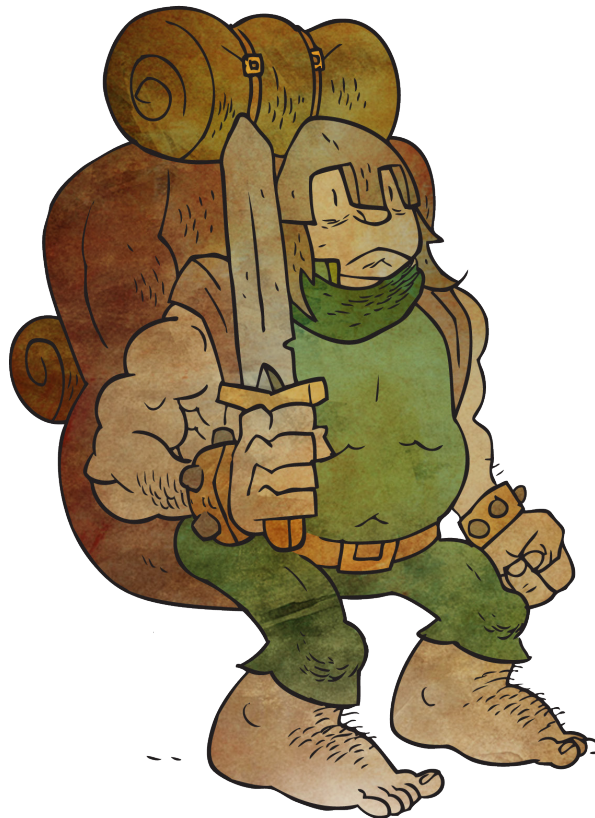
**Choose either** Made of Sterner Stuff or The Madness Within.

Level	Fate	Persona	Dwarf Oathbreaker Level Benefits	
1	0	0	Oathbreaker	
2	3	3	Brawler	Shrewd
3	7	6	Skirmisher	Miner
4	14	9	Greed	Hardy Stock
5	22	12	Tinker	Drinker
6	31	16	Shrug It Off	Great Endurance
7	41	20	Troll Slayer	Mean Drunk
8	52	24	Veteran	Bivouac
9	64	28	Heroic Ability	Transformed
10	77	32	Made of Sterner Stuff	The Madness Within

# Bonus Class: The Halfling Thain

You were the one to look up to, the one that would lead the others in time of trouble. But when the raiders' boats came up the river, you were nowhere to be found. You heard the alarm and struggled into your too-tight armor and grabbed your short sword. The last thing you remember was the raiders' charge, the clash of steel, the smell of blood. When you regained consciousness, it was to a scene of utter devastation. Not a living soul to be found. You struggled to your feet, a sizable lump on your head and a ruined helmet beside you. With no place else to go, you began to walk.

<i>Halfling Thain Class Overview</i>		<i>Halfling Thain Starting Options</i>	
<b>Stock Class</b>	Halfling Thain	<b>Hidden Depths or Grandiose</b>	Thain of the Shire, they elected you to marshal the town's defenses if and when trouble arose. That kind of responsibility can go to your head. Your courage, if not wisdom, knows no bounds.
<b>Raw Abilities</b>	Will 5, Health 3	<b>Wises</b>	Choose one of the following: Shire-wise or River-wise; take a second wise of your own choosing.
<b>Skills</b>	Fighter 3, Cartographer 2, Commander 2, Sailor 2, Scout 2, Steward 2	<b>Starting Weapons and Armor</b>	Any weapon except the crossbow, two-handed sword, halberd, polearm and lance. You also start with a damaged helmet and leather armor.



# Halfling Thain Level Benefits

## Level 1

**Thain:** Use any weapon except two-handed swords, halberds, polearms, crossbows and lances. You may wear leather, chainmail and helmets. As the thain had a military-minded role, their level benefits come from the halfling burglar and human warrior level benefits, in addition to some class-specific benefits.

## Level 2

**Choose:** Stone Thrower or Abstemious

## Level 3

**Choose:** Stubborn or Skirmisher

## Level 4

**Choose:** Cool-Headed or Plucky

## Level 5

**Choose:** Companion or Helpful

## Level 6

**Choose:** Shrug It Off or War Captain

## Level 7

**Choose:** It Could Be Worse or Expert

## Level 8

**Choose:** Friend of the Powerful or Bivouac

**Bivouac:** When camping in unsafe or dangerous conditions, gain a free test to recover from any condition.

## Level 9

**Choose:** Heroic Ability (Will, Scout, Commander or Resources) or Transformed (defending, escaping or inspiring)

## Level 10

**Choose:** Fame and Glory or Humble

Level	Fate	Persona	Halfling Thain Level Benefits	
1	0	0	Thain	
2	3	3	Stone Thrower	Abstemious
3	7	6	Stubborn	Skirmisher
4	14	9	Cool-Headed	Plucky
5	22	12	Companion	Helpful
6	31	16	Shrug It Off	War Captain
7	41	20	It Could Be Worse	Expert
8	52	24	Friend of the Powerful	Bivouac
9	64	28	Heroic Ability	Transformed
10	77	32	Fame and Glory	Humble

# TORCHBEARER

## Sagas

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There are many tales to be told, too many for even one bard to recount. Sagas are third-party supplementary products and adventures for the Torchbearer RPG that have been reviewed and approved by Burning Wheel Headquarters.