

Twilight Kingdoms

Goat-friendly Games Presents: A Roleplaying Game by Jesse English

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Getting Started

Introduction

Welcome to the Twilight Kingdoms, a tabletop roleplaying game set in a unique world full of ancient magics and mysteries.

Take on the role of one of the kingmaker humans, or perhaps one of the animal-like faunus species; then, select three tales to pursue, each granting you unique abilities and powers.

This book presents the setting, rules, and the details for each character tale, as well as a compendium of beasts and fantastical devices. In addition, the book contains a section to help guide narrators in crafting balanced encounters and rewarding players with a means to progress their powers.

Welcome to the Twilight Kingdoms!

What You Need

In order to play a game of Twilight Kingdoms, each player will need access to this rulebook. One player will need to be designated the **narrator**, while the other players will each make a character (those players will be referred to as **players** from here out, to distinguish them from the **narrator**).

Each player will need to make a character, described in detail in [Player Characters](#). In addition, each player will need access to some dice: first, the player will need a pair of d10s - these dice must be visually distinct from each other; it is best if all players use the same visually distinct dice. One of these dice is the player's **attribute die**, while the other is the player's **opposition die**. We recommend a white die for **attribute**, and a black die for **opposition**. You may, however, use any dice you want, so long as they are visually distinct, and all players and the narrator are fully aware of which die is which. Finally, each player may need access to a variety of other dice of various sizes (d4, d6, d8, d10, d12, and/or d20), depending on the actions they unlock throughout the game.

All players and the narrator should have pencil and paper readily available. Players will be making notes and changes on their **character sheets**, while the narrator will be making notes on the **story sheet**.

Finally, the narrator may wish to use a map and tokens or miniatures to represent the players and other characters. This is optional - the game can be played entirely within the "theatre of the mind", but many effects (especially those focused on combat) refer to hard distance limitations that are better suited to a less abstract representation; a grid or hexagonal map that can be drawn on is often useful in these situations.

Where to Start

Before you begin, each player and the narrator will need to be familiar with some of the rules of the game. It is not necessary to have an encyclopedic understanding of all of the rules and content before playing, but the basic rules should be familiar to everyone. The rules of the game are broken down into the following chapters; each player should have read through the [Rules](#) and [Player Characters](#) enough to be familiar, while the narrator should have read through the [Narrator's Guide](#). The other chapters can be referenced as needed.

- [Setting](#) - a description of the setting that games of Twilight Kingdoms take place in; it is worthwhile for everyone to skim this so a shared mental image can be used
- [Rules](#) - the basic rules of the game, all players and the narrator should be familiar with these
- [Player Characters](#) - rules and content specific to player characters
- [Narrator's Guide](#) - rules, content, and advice for narrators
- [Equipment](#) - a reference for various equipment, goods, and services characters can purchase or acquire
- [Bestiary](#) - a reference for various monsters and creatures characters may encounter in their adventures
- [Devices](#) - a reference for how to operate and utilize the various spiretech, invention, and magical devices characters may discover

Setting

Setting

Welcome to the Twilight Kingdoms, a fantasy world full of powerful magics, mysterious creatures, ancient artifacts, and enchanted places.

Throughout the world, most mortals live their lives in and around various kingdoms - these walled castles mark the seats of most civilization, and harbor bustling cities full of merchants, artists, tradesman, and more. The recent rise in innovation has led to new discoveries - many kingdoms are now interconnected by rail lines, with stops at many small towns throughout the countryside. It is a prosperous time for the average person, and high society is in full swing.

Many a wandering soul may choose to leave their homes in search of adventure. Following the road or riding the line outward, they may pass villages and towns much like their own, with brightly colored houses and small bustling markets. In the distance, they are likely to spot a faerie tale castle or two - these palaces are often erected in the countryside within a days journey of their patron kingdom, and offer glamorous retreats for the well-to-do. Should the traveler's path bring them to the darker corners of the world, passing by eerie moors, or swamps who twinkle with the allure of lost treasures, they may be fortunate enough to spot one of the famous Bobbin burgs - mobile cities - on the move. No trip to the wildest places would be complete without a view into the past - one of the spires, from a different age, most likely collapsed, but perhaps still piercing the sky, reminds the adventurer of a time when things were not so bright for the denizens of the world.

Returning to a kingdom, adventurers will find a large city surrounding an old and functional fortress of a castle, still occupied by the sovereign of that land, and used as an official seat of government. The city itself explodes with life - wealthy estates line the desired streets, rows of homes hold professionals and artisans, and the back alleys house the criminal elements and those simply down on their luck. All manner of goods and services, from magical requests to culinary delights, can be found in most any kingdom.

The world teems with excitement, and all the mortal species - from the Kingmakers to Krakaw, the Muris to the Sprit, all share in the collective good they have managed to construct. This has come at quite the cost - the past was far from idyllic, and danger still lurks in the shadows.

The following topics expand on the setting of the Twilight Kingdoms, providing a rich backdrop for all players to collectively pull from.

- [History](#) - The history of the world to the present day, spanning five ages.
- [Cosmology](#) - This world is not the only realm, each interconnected in mysterious ways.
- [Religion](#) - In modern times, a rise in interest in the pagan gods of the revel has returned.

The world is full of a myriad of mortal species, each with their own unique cultures. These species are detailed in [Species](#).

History

According to scholars and historians, the world now stands in its fifth full age - dubbed the Age of Innovation, it marks the end of a long-held fear of invention and machine. This fear was not without founding, and was rightly held for so long; only the persistent passage of time enabled the stories of the past to pass into legend, and in so doing paved the way for change.

The following timeline provides an overview of the history of the world as it is known by those who study it in the modern day:

- ??? - The Age of Isolation, also known as the Age of Revels, lasted for an unknown amount of time in the distant past.
- ??? - During the Age of Isolation, The Princes of Sh'than claimed the three great houses of fae from the Faerie King, presenting them as retainers to the Sh'thani people.
- 0AS - The Age of Spires began when the first spiretechnician came from Sh'than, the world in the sky, and constructed the first of the spires.
- ~2500AS - The great war commenced, led by the humans of the world against their Sh'thani oppressors.
- ~2600AS / 0AD - The end of the great war - most texts refer to "100 years", but this is assumed to be imprecise. With the fall of the spires, the Age of Darkness began.
- ~100AD / 0AK - The crowning of Darus Stonebreaker marks the beginning of the Age of Kingdoms, and a time of peace in the land.
- 1470AK - The invention of the steam engine and its acceptance by society demonstrates an end to the fear of progress.
- 1495AK - The marriage of Prince Tumold of Avadear to Princess Marisa of Runalon (distance descendant of the Stonebreaker line) signifies the merging of two of the greatest kingdoms, and marks the end of the Age of Kingdoms.
- 0AI - The Age of Innovation begins.
- 22AI - The modern day.

Age of Isolation

The Age of Isolation, also known as the Age of Revels, is a relatively unknown age as most history was oral, and little writing remains to the modern day. What is known is that at this time, only the four native mortal species of the world - kingmakers (the native humans), krakaw, bobbins, and ogar, occupied the land. The land was wild and raw at this time, and civilization mostly involved the revelstones. Constructed during this forgotten age, these stone circles marked the places of great revels - pagan religious ceremonies devoted to one or more of the gods these ancient people worshipped.

The land was dangerous and undeveloped; there were not castles and cities, no ruined spires, palaces, or even much in the way of roads. Sh'than, the mirror world, still hung in the sky in one piece, and moon whose peoples and culture had yet to press itself upon the world.

Age of Spires

At some point in these ancient times, a Sh'thani came from the moon. This Sh'thani brought with her advanced technology, known today as spiretech. Working with the people of the world, the first spire was built - an impossibly high tower that pierced the heavens and allowed travel between the two worlds. With the gate opened, the Sh'thani conquerers came through, and thus began the "Age of the Spires". It was not long before the Sh'thani had constructed spires across the world.

The Sh'thani brought with them their retainers, the three fallen houses of fae, the Fizus, Chaxxi, and Sprit. These faeries had been lost by the Faerie King in a bargain to The Princes, the patron gods of Sh'than. Kicked from Fae'rela and made mortal, these peoples were under the heel of the Sh'thani, and were used as the first resource on the world to subjugate the native populations. While the Sh'thani, physiologically humans, gave special treatment to the humans of this world in whom they saw themselves, this was not a relationship amongst equals.

The "Age of the Spires" lasted for millennia. The Sh'thani were the dominant species on two worlds, highly sophisticated, educated, and advanced. Their technologies fused with magic to create wonders. When they found their faerie retainers and conquered peoples of this world to be insufficient for their tasks they began to fuse their magics with the native animal life (something Sh'than was not known for), creating various of the faunus species, each bred for specific purposes.

A war had been brewing for some time; the humans were sick of the control the Sh'thani had over both worlds, and inspired by the krakaw who foretold a great change in the tapestry, revolted. Many Sh'thani on this world supported this desire for independence (although they secretly wished to maintain control without having to answer to the sultans of Sh'than itself).

The great war spanned one hundred years, with Sh'thani on both sides increasing the destructive powers of their weapons; its conclusion saw the shattering of Sh'than itself, the destruction of most of the spires, and most certainly the end of the "Age of the Spires". Those Sh'thani that remained in this world were a ghost of their former selves; many of the natives of this world found themselves stranded on the remains of Sh'than with no reasonable hope of return, while many native Sh'thani were left here with their liberated fae and faunus free to seek their own paths.

At the end of the Age of Spires, the moon that once hung in the world, home to an advanced species of conquerers, now lay in ruins - a shattered rock whose debris spread across the sky.

Age of Darkness

After the fall of the spires, a dark age fell across the land, one where not much history was kept. The spires were no longer a dominate force in the world, and Sh'than was a ruin in the night sky. Several generations passed before the peoples of the world began to truly pick up the pieces.

Age of Kingdoms

The Age of the Kingdoms began with the crowning of Darus Stormbreaker; as other feudal lords were crowned kings, the world began to settle down. It was a fairly prosperous, if slow-moving time. Kingdoms would rise and fall, wars were inevitable, and innovation was rare. The people were still frightened of the technology brought by the Sh'thani, and were not interested in repeating those mistakes - this feeling would be passed from generation to generation for nearly 1500 years.

Over this time, the native humans rose to dominance as the major political force, earning them the moniker Kingmaker (both for their roles in politics at this time, but also in homage to their initial efforts in the early days of the great war which ultimately lead to liberation from Sh'than).

After generations passed, the descendants of the Sh'thani that remained in this world were no longer shunned, but at the same time, no longer had any more access to their ancient technologies as anyone else. The former great houses of fae brought to this world took their newfound freedom to heart. The faunus species evolved to be less subservient, finding their own voices and cultures, and were readily welcomed by the rest of the world. Throughout it all, the krakaw, bobbins, and ogar found the least change from their old ways. While bobbins readily adapt to the times, their culture remained largely unchanged; ogar

continued to live largely solitary lives away from the more civilized world, and the krakaw sunk deeper into the devotions to Athya, and their study of the cosmic threads and the Great Tapestry.

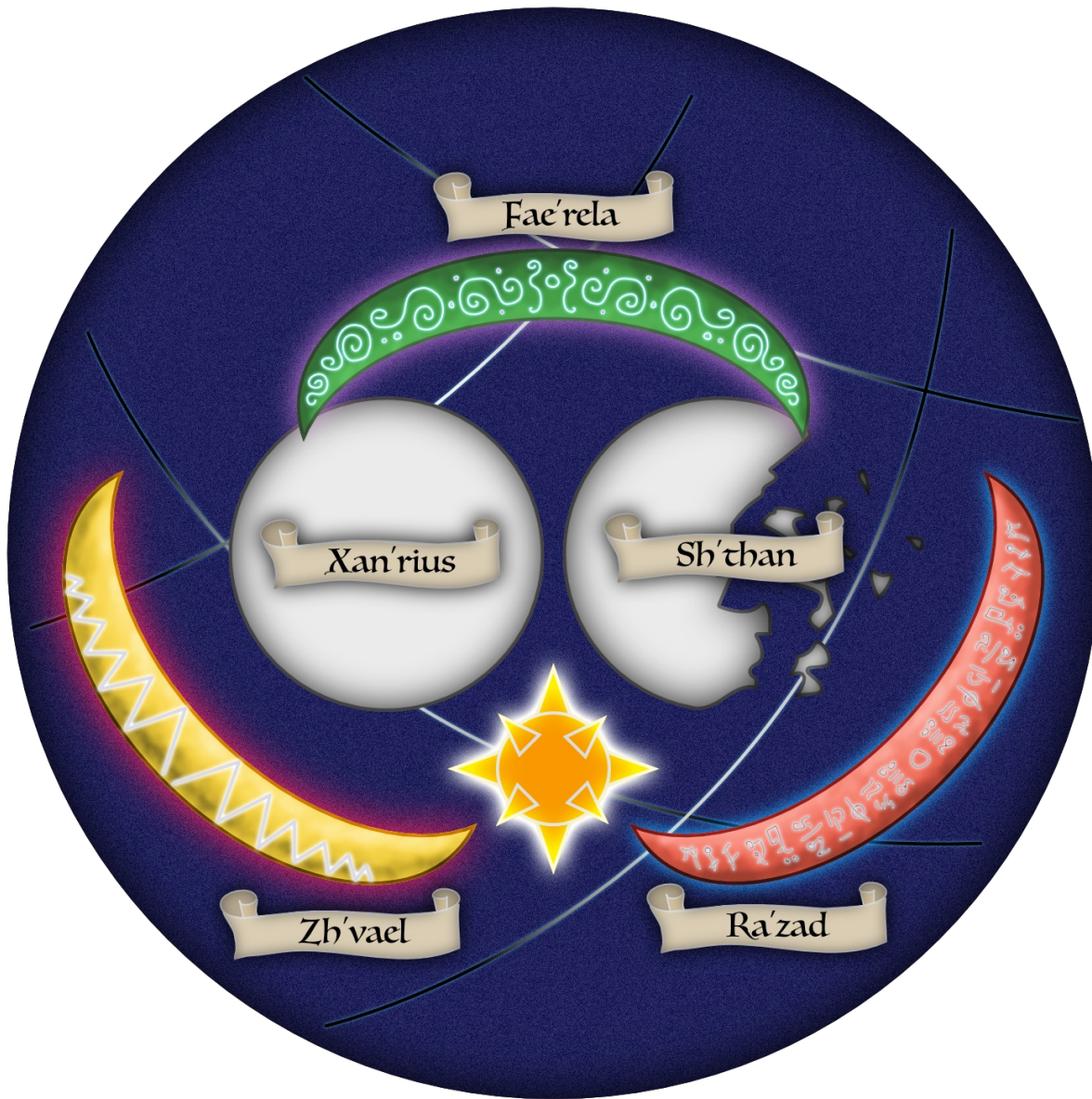
Age of Innovation

Nearly fifteen hundred years since the founding of the first kingdoms, a new age dawns. The Age of Invention has brought with it a heightened interest in exploration, innovation, and creation. The long-held fears of technology and the devastation they can bring have been washed away to myth; the Age of the Spires is often no more than stories told to children, or ancient lore studied by scholars. Sh'than still hangs shattered in the sky, but it is as much a normal part of life on the world as bugs on a summer's day.

The world is changing - old alliances are fusing into a more modern and connected world, while old rivalries fuel a race for technological innovation. Trains have been constructed connecting most cities throughout a given kingdom; simple firearms are now the preferred weapon for the wealthy to "show off". It is a prosperous time - anyone living in a city is far more likely to be middle class; fashion and art are encouraged by most, and everyone strives to be part of "high society". Cities have sprung up over the last several hundred years around the old castles from the early Age of the Kingdoms, these bastions still standing as points of national pride, and are often still used and occupied by rulers and dignitaries. Faerie tale palaces built by the wealthy dot the landscape of the countryside, a dedication to a dream of a world that never was.

But the ruins of the spires still exist in the dark corners of the world; ancient tech lying dormant for eons waiting to be reactivated, the mirrors waiting to allow travel to Sh'than once more. With the reemergence of technology and a global world, there has been a revival of interest in the pagan gods, with old revel sites being cleaned up - the folk that live outside the cities take these matters quite seriously; while those from higher society tend to view them as a fad, touring and participating in revels as something to do to occupy their idle time. Magic still exists in this world, but is most often seen as an esoteric but necessary occupation, with each town having a corner-shop wizard, and each village hearing rumors of some witch who lives in the woods...

Cosmology



The world is not simply a monolith, a single place to occupy and explore. Instead, it stands part of a greater cosmology, one that is intimately tied with its history. Many scholars study cosmology, although the Krakaw are by far the foremost experts in the field

Two Worlds

This world, to cosmologists and some more devote revelists, is known as Xan'rius, and is the native home of the kingmakers, bobbins, ogar, and krakaw species. It is an enormous world full of life and energy, with lands as varied as can be imagined. It is not, however, the only world.

Long ago, in the sky, a moon - another world - orbited this one. Sh'than, as it was called, was described as a mirror world, one that from such a distance looked much like Xan'rius would have been imagined, if one could have stood so far away. How the first Sh'thani came to our world is not known, but with her she brought their advanced spiretech, and notably, the first of the *mirrors*. By constructing a precise and powerful mirror on each world, and providing spiretech energy, she was able to open a gateway - a portal between these two worlds, from which the Sh'thani invaded.

The spires that were constructed during that time served as both seats of power, and also as mirror beacons - each spire having a mirror at its apex, and having a sibling on Sh'than. Travel, while limited to the Sh'thani and those they took with them, was nearly trivialized between the two worlds.

The great war ended with the near destruction of Sh'than - it now hangs in our sky as a shattered and dead husk, bits and pieces still orbiting Xan'rius in some sort of mockery of its former self. To the best understanding of scholars, the world still lives - if a pair of mirrors can be found in the wreckage of the spires and activated, transport between the two worlds should be possible, but Sh'than is now an even more dangerous place than it ever was before.

Three Realms

Xan'rius and Sh'than are not the only places in the cosmos, although scholars debat the relationship between the three realms and the two worlds, it is clear that Fae'rela, Zh'vaeI, and Ra'zad must be accounted for when speaking of cosmology. Fae'rela is the realm of the Faerie King, native home to the great houses of the fae, and former home to the fallen fae houses of Fizus, Chaxxi, and Sprit. Fae'rela is not a single world, but is instead a collection of pocket dimensions, known as estates, each owned by a single being who has been granted access by the Faerie King. These estates can take any form the owner chooses - they are intimately tied to that being who has complete control over them. Those who have such access can often create a portal into their estate at will, allowing Xan'rius to touch Fae'rela for a moment. Zh'vaeI is the realm of Athya, the Weaver, goddess of fate and time. A mostly empty void, Zh'vaeI is dotted with endless islands, floating chunks of rock each of which is tied by a single gold thread to the nexus on which Athya weaves the Great Tapestry. When a mortal dies, their spirit is said to follow its own thread down to one such island, where the island becomes a their personal memoryscape, a land shifting between their thoughts and experiences of their time amongst the living. Ra'zad is the realm of Shara, the Storyteller, goddess of the divine tale. Very little is known of Ra'zad - while almost no records exist of Xan'rius from before the Age of Spires, what little exists suggests that Ra'zad was entirely unknown to the inhabitants of this world at that time. Knowledge of Ra'zad came from the Sh'thani, a people seemingly more connected with Shara. Details of the realm and its patron were fiercely guarded, and with the fall of the spires, precious little information remains in this world. For now, Ra'zad, and Shara herself, remain shrouded in mystery. Scholars and cosmologists debate the connection, if any, between the three realms. The pattern of a single mortal being attached to one island, and perhaps being granted one estate, each of which react to the thoughts and experiences of that person, seems more than coincidence, and has led to a great amount of research on the subject. How Ra'zad may tie into this pattern is not currently known.

Religion

For most of the Age of Kingdoms, the people of the land were generally not considered a religious bunch. In recent times, a resurgence in the worship of the pagan gods of old, has returned. These revelists will journey to the revels, the great stone circles erected in antiquity, to pay devotion to one or more such gods. The people who live in the countryside, in smaller towns and villages, are far more likely to take these religious practices seriously, while the well-to-do look on them more as an entertaining activity.

Pagan Gods

Traditionally, eight pagan gods of Xan'rius were worshipped at the stones; the Sh'thani, however, brought knowledge of the pagan gods of their world with them as well. Each of the gods represents a unique aspect of life in the world

Artemix, the Huntress

Artemix is the goddess of the hunt, and is one of the few pagan gods who has been credibly claimed throughout history to have been glimpsed by mortals. Appearing as a fifteen foot tall woman with goat's legs and short horns, nude from the waste up, and wielding a golden bow, she stalks the old forests of the world, seeking and slaying ancient horrors.

Athya, the Weaver

Athya's domain is the realm of Zh'vaeI, and she holds dominion over fate and time. She is the weaver of the Great Tapestry, collecting the threads of mortals into a single tale that represents that is all of time. She is described as a marbled statue of immense size, whose eyes contain the universe, and whose unmoving mouth still speaks clearly in your mind. She is a favorite of the Krakaw, whose natural talents in cosmology and tarr'ko lend themselves to her following.

Bathemos, the Rebel

Bathemos is the god of fire, chaos, hedonism, and anarchy. While many would consider his worship to be dangerous, there are many who see him as an avatar of freedom and a carefree lifestyle. He is often physcally described as the male counterpart to Artemix, a goat-like being with more than a hint of insanity in his eyes.

Behemoth, the Destroyer

Behemoth is the manifestation of the end of all things. Only ever seen in dreams and visions, Behemoth is not viewed as an explicitly evil entity, but rather one of inevitability. Often appearing as a gargantuan creature of various forms on the horizon of

the minds eye, silhouetted against the utter destruction of all things. Behemoth does not communicate with his followers, nor does he expect anything of them - likely, he neither knows, nor cares, of their existence.

Fae'la, the Dragon

Fae'la is the great dragon, an enormous beast of black and purple scales, with glowing green eyes and iridescent wings the size of a village. She can rarely be seen at night, skimming across the sky in the distance, on an errand of only her understanding. She is known to be some spirit or avatar tied to the realm of the fae, but the details of this connection are unknown, even to her most devout worshippers. She is seen a herald, the goddess of the inevitable, and is interpreted as both a good and ill omen, depending on who you ask.

Norami, the Steed

Norami is the ancient horse spirit, a ghostly steed of such perfection and beauty as to bring one to their knees to look upon her directly. She is seen as a beacon of hope, purity, and reward; often worshipped by those who live in the countryside, farmers and laborers tend to look on her as a symbol of the good times to come after a hard season's work.

Iluna, the Dancer

Iluna is the free feminine spirit of the dance, often devoted to by small covens who seek a sense of release and empowerment without the need to subjugate others. Iluna represents the mantra of living, and letting others live as they see fit. The dance of silks is meant to liberate the soul, and release worries and cares, while embracing a sense of community and oneness.

The Faerie King

The Faerie King is the patron and lord of Fae'rela, the mysterious realm of the fae. He is known as the great deceiver, and represents the pursuit of power and greatness, no matter the cost. He is viewed as a selfish creature, and bargaining with him is known to be a fool's errand. He often appears as a well dressed individual, with glittering skin and hair, and with a poisonous charm about his person.

The Princes

The Princes are the collective pantheon of gods of Sh'than. Until the Age of Spires, The Princes were unknown to this world - since, their followers have practices the dark rites, sacrifices, and bloodlettings demanded by these evil patrons. With only a cult-like following, most mortals would choose to stay far away from these gods who are often blamed not only for the Sh'thani subjugation of this world, but also for the war that broke their own.

Shara, the Storyteller

Shara is the goddess of the divine tale, ruler of the realm of Ra'zad. Prior to the Age of Spires, Shara was unknown to Xan'rius, much like Th Princes. The Sh'thani brought with them knowledge of Shara, but kept it closely guarded. Little is known at this time about Shara, what her purpose is, and how she fits into the pantheon of other gods.

Rules

Rules

This section describes the basic rules for playing a game of Twilight Kingdoms. In here you'll learn how to navigate your character - when to roll dice, and how to interpret the results.

Each of the following sections are intended be read in order:

1. [Characters](#) - each player of the game will have a character that they create and represents their actions in the story
2. [Attributes](#) - every character is primarily defined by six core attribute: **adventure**, **bravery**, **charm**, **magic**, **steel**, and **wits**
3. [Checks](#) - whenever a character attempts to do something that may not succeed, they make a check by rolling dice
4. [Encounters](#) - gameplay is broken into encounters, discreet parts of the story after each of which player characters gain upgrades
5. [Damage](#) - the world can be dangerous, and characters can be injured or even killed
6. [Conditions](#) - characters can suffer from (or benefit from) various long-term conditions
7. [Scales](#) - to help streamline the game, distances and sizes are rendered on an abstract scale
8. [Loot](#) - when players find treasure, they must roll some dice to determine what they get

Characters

Each player of a game of Twilight Kingdoms will play a single character, known as a player character, or PC. The narrator of the game will set the stage for the player characters by creating the backdrop: all other characters in the game are known as non-player characters, and are controlled by the narrator. The spotlight, however, is on the players - the adventure is defined by their actions, and most game mechanics consider the player as the active participant, with the narrator as a more passive role.

Each character in a game of Twilight Kingdoms is defined by the six core attributes - these are assigned based on the character's species, but can be modified in a variety of ways as the adventure unfolds. The six core attributes are **adventure**, **bravery**, **charm**, **magic**, **steel**, and **wits**. Each of these is described more in detail in [Attributes](#), however, in brief: **adventure** is used to defy the odds, find treasure, and explore the world, **bravery** is used to make daring attacks and stand tall in the face of danger, **charm** is used to persuade and entice other characters, **magic** is used to cast powerful spells, **steel** is used resist damaging actions and hold strong against the worst, and **wits** is used to work through puzzles and outsmart an opponent. Each core attribute has a value between 1 and 6; for a normal character, a 1 would typically represent a handicap, a 2 is considered untrained and without any natural proclivity, a 3 represents either a modicum of natural talent or a fair bit of training, while a 4 would be considered naturally talented and with above average training. A 5 and 6 both represent a character who is naturally gifted and extremely well trained in the attribute.

In addition to the six core attributes, all characters also have an **armor** attribute. This attribute behaves similarly to the others, however it can never be used to take an action (only in defense), and its value is most often derived from worn equipment, and is therefore subject to change more frequently than the other attributes.

Attributes

There are six attributes common to all characters. Each attribute is used for specific things - each defines a set of actions or checks that they are commonly used for, and what effects those actions will have. Narrators may also request a check against an attribute for various situational reasons. Finally, actions found throughout the [Tales](#) section and [Bestiary](#) will also refer to the six attributes.

The actions presented under each attribute are often loosely defined; with a few exceptions (such as Attack), these are meant to broadly cover most situations. If a character wishes to do something that is not another explicit action, it is likely what they are trying to do can be assigned to one of the basic actions below.

A note regarding the seventh attribute, **armor**. Armor is not presented in the sections below, as it behaves a bit differently. Armor can never be used actively (there are no actions where it is used as the attribute for a check). It is only used defensively (where it is the opposition of a check). It has no other uses. Further, most characters have no natural armor (their attribute is a zero). Equipment they are using will artificially inflate this value, so long as the armor is equipped - when making a check that uses armor, be sure to have the most up-to-date value. (Many creatures in the [Bestiary](#) have natural armor, however.)

The six attributes are:

- [Adventure](#) - for sneaking, looting, and quick reactions
- [Bravery](#) - for attacking, defending, and dexterous acts
- [Charm](#) - for socializing, tricking, and distracting

- **Magic** - for casting spells, wielding wands, and fulfilling prophecies
- **Steel** - for all manner of physical and mental resolve
- **Wits** - for knowledge, street smarts, and working with devices

Adventure

A character's **adventure** attribute represents their awareness to the situation at hand, and can be proactively used to find treasures, avoid enemies, or confuse foes. A character's **adventure** attribute is used when making **initiative** checks (see **Encounters**). Common uses for **adventure** as a basic check include:

- Dodging an incoming projectile, or quickly reacting to some event.
- Noticing details passively such as an important clue, or a thief sneaking up on you.
- Anything directly involving luck or pure chance that can't be resolved in any other way.

The **adventure** attribute also provides the following generic actions that all players can take:

Attack (Unarmed) • Action

Make an unarmed attack against an **adjacent** character. Make an **Adventure** vs **Armor** check; if successful, deal d3 damage to the character.

Loot • Action

As a **slow** action, make a roll on one or more loot tables that the **narrator** has provided. Only one character can make this roll - the results of the roll determine which loot is found. For this action, your **luck** is the same as your **Adventure** attribute. See **Loot** for complete details, and **Loot Tables** for the contents of each loot table.

Misdirect • Action

As a **fast** action, make an **Adventure** vs **Difficulty** +1 check; if successful, your next action (*this turn* if you are in **danger**, otherwise within one minute) appears to one character within **far** range to have come from another **nearby** character.

Sneak • Action

Make an **Adventure** vs **Adventure** check against each target you wish to remain hidden from; if successful, you can slip past the targets, or remain hidden as they pass, or simply observe without being noticed. To attempt this action, you must have a hiding place that can reasonably obscure you: a cart, a shadowy alley, or even a floor-length curtain might all be sufficient. You will remain hidden so long as you make no further actions, and the targets do not overtly look at your hiding spot. You can move slowly so long as you remain obscured, without detection. The narrator may opt to increase or decrease the opposition based on the environment; the narrator may also opt to have a single check made against an average **Adventure** if you are intending to sneak past a large group.

Toss • Action

As a **fast** action, select a location or target that is **nearby** and make an **Adventure** vs **Difficulty** +1 check; if successful, you can toss an object that is two **sizes** smaller than you to another character, or toss an object to a specific space; if you fail, the object lands randomly in an **adjacent** spot. You can increase the distance to **far** by increasing the **Difficulty** to +3.

Unravel • Action

As a **fast** action, destroy a **thread** to take another action this round. (This effectively converts a **fast** action into a normal action.)

Bravery

A character's **bravery** attribute represents their willingness to jump in to a dangerous situation, or perform stunning acts of agility and balance. A character's **bravery** attribute is commonly added to the damage of Attacks that critically hit. Common uses for **bravery** as a basic check include:

- Acrobatic feats, such as balancing, jumping, and tumbling.
- Facing down a terrifying situation.

The **bravery** attribute also provides the following generic actions that all players can take:

Attack (Weapon) • Action

Make an attack with a weapon you **wield** against another character. Use the weapon's profile to determine the maximum range of the character, the check to be made, and the damage dealt on success. Some weapons also have an additional effect beyond damage that may be applied as well. Weapons will specify how many hands must be used to **wield** them. See [Equipment](#) for details.

Critical: Add **bravery** damage.

Block • Action

As a **fast** action, using an equipped shield, gain **armor** until the start of your next turn. If the shield is a light shield, gain +1 armor. If the shield is a heavy shield, make a **Bravery** vs **Difficulty** check - if successful, gain +2 armor.

Disarm • Action

Using a simple or brutal weapon, make a **Bravery** vs **Bravery** +2 check against an **adjacent** target; if successful, the target drops any weapon they are holding. They will need to use their **fast** action on their next turn to recover it.

Critical: The weapon is dislodged to a **nearby** location; the character will have to move to recover it.

Drink Potion • Action

Consume a potion that you have on your person, gaining the effects of it. You may make a **Bravery** vs **Difficulty** +3 check; if you succeed, this action counts as **fast**, if you fail, you spill the potion and lose its contents. See [Equipment](#) for details on the effects of various potions.

Sprint • Action

Move up to your **movement** attribute.

Notes: This does not consume your normal movement for the turn.

Charm

A character's **charm** attribute represents their social grace, conversational skill, good looks, and general presence amongst others. A character's **charm** attribute provides the limit for how many **eidolons** a character can **attune** to simultaneously (see [Devices](#)). Common uses for **charm** as a basic check include:

- Lying and exaggerating in a believable way.
- Convincing others of the truth, importance, or urgency of something.
- Social elegance, manners, and expected behaviors.

The **charm** attribute also provides the following generic actions that all players can take:

Barter • Action

Attempt to haggle with a merchant or otherwise conduct an off-the-cuff business transaction. Make a **Charm** vs **Wits** check against a **nearby** character; if successful, they will grant you a 10% discount on any wares they were already willing to sell. This action can also be used to convince someone to sell something they might not normally have - add 3 difficulty to the check, and if successful, they agree to a sale but at an increased cost of 50% over its normal value. A character cannot be the target of more than one Barter attempt per encounter, and any agreements made will be considered null and void at the end of each encounter.

Distract • Action

Make a distracting noise or motion targeting a **nearby** character. Make a **Charm** vs **Wits** check; if successful, that character suffers +3 **Difficulty** on all checks they would make that involve noticing another character in the next minute. This will have no effect if the other character is making no attempt to disguise their movements or intentions.

Notes: A character is naturally disguised in low-light situations, heavily crowded areas, or other similar environments that make observation naturally challenging. If no such situations exist, the character must be attempting to sneak or otherwise remain undetected for this to have an effect.

Sleight of Hand • Action

As a **fast** action, make a **Charm** vs **Wits** +1 check; if successful, you manipulate the location of a **tiny** object from one location to another, both of which must be **adjacent** to you. This can be used to pick a pocket, conceal or steal an item, etc. The check must be made against any character that might reasonably notice the action - note that the object will be moved regardless of failure, only the detection of the action is in question. If picking a pocket, only the target might notice; if stealing an object from a cart, anyone **nearby** might notice, but decrease the **Difficulty** by 2 for anyone who is not **adjacent** to you or the item.

Magic

A character's **magic** attribute represents their affinity towards the use and manipulation of magic. A character's **magic** attribute is typically used to scale the effect of various spells and enchantments. The **magic** attribute provides the following generic actions that all players can take:

Eat a Faecorn • Action

As a **fast** action, eat a **faecorn** to gain +1 on your next check this turn (if in **danger**, or within the next 1 minute if not). If your **magic** attribute is 3+, the effect does not expire this turn (or within 1 minute). You cannot benefit from more than one **faecorn** at a time. Optionally, you may opt to eat 10+ **faecorns** instead; if doing so, this is no longer a **fast** action - make a **Steel** vs **Difficulty** check (increase the **Difficulty** by 1 for each **faecorn** beyond 10 that are consumed); you immediately pass out for one day - if the check was *failed*, you forget one tale of your choice (all talents, Tarr'ko, and mastery are lost; there is no SP refund; you may choose another tale).

Fulfill Prophecy • Action

Once per encounter per tarr'ko in your **prophecy**, if the triggering condition is met, you may fulfill that card's **prophecy**. Apply the effect of that card. This is a **free** action that can be taken out of turn sequence.

Notes: Once a card's **prophecy** has been fulfilled, it cannot be used again this encounter (although other cards of your tarr'ko **prophecy** still can be). Should you Read the Tarr'ko, your **prophecy** has been replaced, so this restriction will be reset. At the start of the next encounter, any fulfilled **prophecies** are reset, and can be fulfilled again.

Operate (Wand) • Action

Attempt to use a Wand in your possession; follow all of the normal rules for operating a device. Make a **Magic** vs **Entropy** check; the difficulty is the total **entropy** of the **functions** the wand will be using (including the base 1 **entropy** for the signature). If successful, apply the wand's effect.

Notes: Use this action rather than the normal Operate action when using a Wand device.

Read the Tarr'ko • Action

Once per encounter, as a **slow** action, read your tarr'ko **prophecy**. Select any number of tarr'ko cards you have as your **prophecy**, subject to the following limitations: you may choose no more than your base (unmodified) **Magic** attribute, you may not choose any duplicates, and you must spend one **thread** for each card you select beyond the first. These cards are now your **prophecy** until you take this action again (these replace any previous **prophecy** you may have had).

Whimsy • Action

(Only usable if your **magic** attribute is at least 2.) Create a small, harmless, and obviously magical effect; the effect can be visual or auditory, but cannot have physical presence. Use Whimsy to shoot sparkles from your hand, manifest an image in a pool of water or a flickering fire, augment your voice to be louder or sillier, or create a small sound. This action can also be used to generate an illusion no more than **small** size; the illusion is clearly false - no one can mistake it for a real thing. All effects of Whimsy must be **nearby**. The effects last for 10 minutes.

Steel

A character's **steel** represents their toughness, and their dogged determination to keep going in the face of all odds. A character's **steel** attribute is added to their **breakpoint** each time a character upgrades it. In the uncommon case that a character's **Steel** is permanently upgraded (not from some time-limited effect, or an effect granted by an item), the character may retroactively increase their **breakpoint** for each **breakpoint** upgrade they have already purchased. Common uses for **steel** as a basic check include:

- Resisting physical damage that could not otherwise be avoided.
- Lifting, pushing, or pulling heavy objects.

The **steel** attribute also provides the following generic actions that all players can take:

Disengage • Action

If **adjacent** to one or more enemies while in **danger**, make a **Steel** vs **Bravery** +2 check against one; if successful, you have disengaged from the enemies, and can use your **movement** freely this turn (moving away from **adjacent** range if desired). Increase the difficulty of this check by +2 for each additional enemy beyond 1 you are **adjacent** to.

Critical: This action was considered **fast**.

Notes: You may select whichever enemy you prefer to test against.

Execute • Action

Execute an **adjacent unconscious** character. The character is immediately killed.

Notes: To increase the pace of the game, the **narrator** may opt to assume that all defeated foes will die when left **unconscious**. In this way, the Execute action is only needed while in **danger** to prevent some healing from returning a foe to action; if the narrator opts for this line of play, it is not necessary to individually execute each defeated foe.

Intimidate • Action

Make a **Steel** vs **Bravery** check against a **nearby** non-hostile character; if successful, that character is intimidated by you and will back away from a potential fight; this can be used to force a character to give in to modest demands (such as demanding the key from a guard who is new on the job, or bullying a tired farm worker into handing over their ale).

Stabilize • Action

Make a **Steel** vs **Difficulty** check against an **adjacent unconscious** target; if successful, that target has been **stabilized**; in one hour, rather than dying, they will awaken. They still maintain all damage and conditions they had before. Increase the **Difficulty** of this check by 1 for each **weakened** condition the target has. Increase the **Difficulty** of this check by 1 for each time it has been performed previously and failed (for this instance of unconsciousness; not for all times the character has ever been unconscious).

Taunt • Action

Make a **Steel** vs **Wits** -2 check against all **nearby** characters, or a single character within **far** distance; if successful, the affected character(s) focus their attention on you for 3 rounds if in **danger**, or for 1 minute if not. If possible, you will be the target of any of their hostile actions during this time.

Wield • Action

As a **fast** action, **wield** up to two hands of weapons / shields, stashing any others you were wielding. Alternatively, spend 1 minute to put on or take off any armor.

Wits

A character's **wits** represents their intelligence, cleverness, education, and street smarts. A character's **wits** attribute is used to reduce the cost of **mastery** upgrades (see **Tales**). Common uses for **wits** as a basic check include:

- Academics, including any education or training they may have had in the past regarding various common topics such as geography, history, mathematics, etc.
- Memory and recall of important details related to characters or events from their past.
- Deduction of the solutions to puzzles and riddles.
- Using simple devices or machines.

The **wits** attribute also provides the following generic actions that all players can take:

Bandage • Action

Make a **Wits** vs **Difficulty** +2 check against an **adjacent** target; if successful, they are bandaged, healing d4 damage. That character cannot benefit from bandaging again during this encounter.

Critical: Remove one **weakened** condition as well.

Calibrate • Action

Once per encounter, per device, as a **slow** action, make a **Wits** vs **Difficulty** check against an **adjacent** device; select a **function** to unlock (either signature, tier 1, tier 2, or tier 3), or **entropy** to upgrade; increase the difficulty of the check by +1 for each tier or each **entropy** level. If successful, spend the required resources and story points to unlock the targeted **function** or increase the **entropy** by 1. See **Devices** for complete rules and costs associated with this action.

Craft • Action

As a **slow** action, make a **Wits** vs **Difficulty** check; if successful, you craft an artisanal item out of the materials of your choice (you must have the materials, appropriate tools, and time). This can be used for constructing any object of artisanal, engineering, or deceptive design. You can use this to carve a totem or statue, paint a painting, forge a document, etc. The narrator should increase the **Difficulty** based on the quality of work desired. Failure means that the materials have been consumed without hope of recovery, but the product is not even usable for its intent.

Operate • Action

Select an **adjacent** devices that you have unlocked at least the signature **function** of; spend any amount of its remaining **entropy** to operate it. An operated eidolon can be **attuned** (limited to your **Charm**), an operated equipment can be equipped (subject to other equipment restrictions), and an operated machine can produce a one-time effect (some machines have a signature **function** that requires a check, and all require at least one **entropy**; a failed check still spends all entropy). See **Devices** for complete details.

Notes: If operating a Wand, use the Operate (Wand) action instead.

Search • Action

Make a **Wits** vs **Difficulty** check; if successful, you find any hidden or obfuscated items, secret doors or panels, etc. The narrator should increase (or, rarely, decrease) the **Difficulty** of this check to account for how well hidden the targets are. If the search is failed by one character, it cannot successfully be performed again by that character (against whatever target may have been found). Another character may attempt to Search without restriction.

Checks

Frequently, a player character will be called upon to make an attribute check (commonly called a "check"). This can happen in a variety of circumstances - most commonly, the character has chosen to take an action whose rules specifically request a check; alternatively, a non-player character has chosen to take an action targeting a player character, and that action specifically requests a check. Less commonly, the narrator may alert the player that something has happened (perhaps a natural disaster, such as a cave-in) that would require the character to make an attribute check.

An attribute check is a roll of the dice that, combined with the character's attribute, will determine the outcome of the situation: is that character successful in the action they have undertaken? Have they successfully defended against an incoming attack, or dodged that falling tree limb?

Making an attribute check is simple: you will need two dice, the **attribute die** (a d10) and the **opposition die** (another d10). Don't forget that these dice need to be clearly distinguished from each other! To perform the check, take the following steps:

1. Roll both dice.
2. Add your attribute to the **attribute die**.
3. Add your opponent's attribute to the **opposition die**.
4. If the **attribute** total is \geq the **opposition** total, you succeed; otherwise, you fail.

Attribute checks will be worded to identify what attributes are being used; for example, if a player must make a **Steel** vs **Wits** check, that player will use their **steel** attribute (add it to their **attribute** roll) and will use the other character's **wits** attribute (add it to their **opposition** roll). Some checks will provide an innate bonus to the opposition - add the bonus as written to the opposition roll (e.g., a **Steel** vs **Wits** +1 check will add 1 to the opposition roll).

Sometimes, checks are not opposed (they do not target or directly involve another character). In these cases, the check has an intrinsic difficulty that takes the place the attribute, such as **Bravery** vs **Difficulty** +1. In this case, the +1 is the attribute added to the opposition. Difficulty values can be any number, including negative (meaning the task is very easy)!

Players Always Roll

An important part to note about attribute checks - the **players** always roll, the **narrator** never rolls. This means that if a non-player character takes an action that requires a check targeting a player, the player makes a **defensive** roll by simply switching

the order of the attributes. For example, if a non-player character would make a **Bravery** vs **Steel** check targeting a player, the player rolls a **Steel** vs **Bravery** check.

Should a non-player character take an action that requires a check that is not opposed, the narrator should simply determine the result. If the narrator feels truly compelled to let fate decide, they can, in these limited situations, make a roll for the non-player character.

Critical Rolls

When a player is making a non-**defensive** roll, they have a chance to have a **critical** success. A check is considered a **critical** success if 1) *it is already a success* (a failed check cannot be critical), and 2) the *unmodified attribute die* is a 10 (the die itself must have rolled a 10 prior to any attribute values being added, or any other effects modifying it).

If both of the above hold true, the check is a critical success. In this case, it counts as a success as normal - in addition, should the action being taken specify a critical effect, that additional effect is added to the normal effect (in all other cases, the **critical** effect is ignored). The narrator may also opt to add additional effects or bonuses at their discretion for **critical** successes.

Some effects and upgrades allow a character to improve their chance of a gaining a **critical** success - these improvements will reduce the target number the **attribute die** must roll; the most common is the critical upgrade available to player characters as one of their upgrade options (see [Story Points](#) for details).

When Not to Roll

If a rules item (such as an action) calls for a check, then the check must be made. Otherwise, checks should be required for any action a player takes that does not have a guarantee of success; should an action be effectively trivial (such as walking down a paved road, or holding a conversation with a friend), no check is required. Ultimately, which actions require a check and which do not is up to the narrator, whose final decision stands.

Checks Against Other Players

Occasionally, two player characters may be in competition with each other; perhaps a friendly arm wrestling match, or perhaps something more dangerous or extreme. In either case, the "Players Always Roll" rule is slightly modified. Neither player rolls an **opposition** die - instead, each player rolls their **attribute** die, modifies it as needed, and their results are compared. Whichever player's result is higher determines the outcome; ties can simply be rerolled.

Encounters

As the story progresses, each distinct "scene" is considered an **encounter**. Where exactly one **encounter** ends and another begins is ultimately up to the **narrator**, but in many cases will be obvious. An **encounter** could be an audience with the king, a back-alley deal, or a tavern brawl. Each **encounter** represents a distinct, and important, part of the story - typically, "down time" is not considered an encounter (such as uninteresting travel time, hanging around in an inn, perusing a merchant's wares, etc.). If something of interest or danger is about to happen, the narrator should notify the players that they are about to enter an encounter.

The duration of an encounter can be any amount of time. An encounter that doesn't involve danger can progress at the same pace as the rest of the game - players can simply call out their actions in any order they wish, and the narrator can organize the results in a narrative way.

Danger

If an encounter involves **danger**, or for any reason that the narrator otherwise determines, an encounter can be slowed down, during which each character (player and non-player) will take their actions in a turn-based order, with each character acting once per round.

Once the characters are in **danger**, the narrator will announce it. At which point, all characters will make an **initiative** test. To do so, simply roll a d10 and add the character's **adventure**. The narrator will then order the characters from highest to lowest (the narrator can determine how they prefer to break ties, although if the tie is between players, it is best to allow them to choose the ordering). After which, starting with the first character, each character now takes their turn. When all characters have taken their turn, the round ends, and a new one begins with the first character again.

The turn-based structure repeats until the players are no longer in **danger**, which likely also ends the encounter.

Each Turn

During a character's turn, they can perform up to the following three activities in any order they wish:

- **Action:** The character can take any action they want that is not marked as **slow**. A turn is considered to be ~6 seconds, and all **slow** actions are considered to take significantly longer than this amount of time.
- **Fast Action:** The character can take any action that specifically says it is **fast**.
- **Move:** The character can move up to their **movement** (as determined by their species). They can split their movement with the other activities (e.g., moving some, using an action, then moving some more), so long as they don't exceed their **movement** in total. Character **movement** is recorded in spaces - that is, a character with 5 movement can move up to five adjacent spaces; a space is considered 6 feet across, so, if not using a grid system, that same character with 5 movement could move up to 30 feet. This same distance is considered when moving vertically, so climbing up 6 feet or so is considered one space of movement (this is also applied to any characters that fly).

Holding Actions

During a character's turn, they may opt not to use either their action or fast action (but not both), and instead **hold** that action for use later in the round (anytime prior to their next turn). To do so, the character must declare what action they are holding (they must specify the action itself, and cannot just hold an arbitrary action), and on what condition they will use it (this must be a specific triggering condition, such as "a foe rounds the corner so that I can see them").

Should the specific trigger occur, the character may opt to immediately (out of turn sequence) use their held action. If they do so, the action is no longer held (it cannot trigger again that round). If they have not spent the action by the start of their next turn, it is wasted (the character essentially waited for something that did not happen, or they chose not to act on it).

Free Actions

Certain effects will specify that a character can take an immediate **free** action, or may take a **free** action at some later specified time (even out of turn sequence). See the Fulfill Prophecy action under the Magic attribute as an example. A **free** action does not count towards the action limits on a given turn; further, a **free** action that is granted out of turn sequence simply interrupts whatever else may have been happening - after it is finished, the character whose turn it is may continue.

Slow Actions

Some actions are labeled as **slow**. Any such action *cannot* be taken while in **danger**; these actions are simply too slow to perform in the course of a turn, and as such are not allowed. Unless a **slow** action states otherwise, it is assumed to take 10 minutes to complete.

Disengaging

If a character is **adjacent** to one or more enemy characters while in **danger**, they cannot simply move away from those characters. To do so, they must use the Disengage (Steel) action. Otherwise, they may move around the enemies (strafing them), so long as they remain **adjacent**.

Damage

Many effects will cause a character to suffer **damage**. When a character takes damage, it is added to any existing damage they currently have. Any effect that heals a character will reduce the total damage they have by the specified amount (down to zero). There is no upper limit to how much damage a character can have. However, each character has a **breakpoint** - a threshold after which, suffering more damage is extremely detrimental and can result in falling **unconscious**, or **death**.

When a character suffers damage, if their total damage now reaches or exceeds their breakpoint, they become **weakened**. The **weakened** condition can stack (a character can suffer from more than one **weakened** condition). In addition, if they are now **weakened**, they must immediately make a **Steel** vs Difficulty +2 check; if they fail, they immediately fall **unconscious**.

See [Conditions](#) for details on all conditions, including **weakened**, **unconscious**, and **stabilized**.

Conditions

There are a few conditions that a character can have at any time; some provide positive effects, while others are negative. The inventory of conditions is below.

- **Weakened:** a **weakened** character subtracts 1 from all checks they make (this includes the check they must immediately make when becoming **weakened** to see if they fall **unconscious**); a character whose damage is reduced back below their breakpoint loses all **weakened** conditions immediately

- **Unconscious:** an **unconscious** character cannot take any actions, and does not resist any action done to them (they contribute no attributes to the opposition die); a character who is left **unconscious** for 1 hour will die; a character who is no longer **weakened** is immediately **stabilized** (and is no longer **unconscious**)
- **Stabilized:** a **stabilized** character cannot take any actions, and does not resist any action done to them (they contribute no attributes to the opposition die); a character who is **stabilized** will awake in 1 hour (and will no longer be **stabilized**), but will retain any damage or **weakened** conditions they already had
- **Cursed:** a **cursed** character suffers -1 to all checks that they make (they can still have a critical success if their natural roll allowed it); this condition lasts until the end of the encounter, or until the character is **charmed** (in which case the two effects cancel each other out); a character cannot be **cursed** more than once simultaneously
- **Charmed:** a **charmed** character gains +1 to all checks that they make (critical successes are still based on their natural roll); this condition lasts until the end of the encounter, or until the character is **cursed** (in which case the two effects cancel each other out); a character cannot be **charmed** more than once simultaneously
- **Slowed:** a **slowed** character halves their **movement**, and cannot take more than one action in a turn; this condition lasts for a number of turns (if in **danger**) or minutes (if not) as specified; for example, "**Slowed** (3)" would be either 3 turns, or 3 minutes; a character cannot be **slowed** more than once simultaneously
- **Frozen:** a **frozen** character cannot move; at the start of each turn (if in **danger**), or once per minute, the character may make a **Steel** vs **Difficulty** +4 check to break the ice (removing the condition); each subsequent time this is attempted, reduce the **Difficulty** by 1; this condition ends naturally at the end of the encounter; a character cannot be **frozen** more than once simultaneously
- **Poisoned:** a **poisoned** character suffers damage at the start of each turn (if in **danger**), or once per minute; the damage taken is specified as part of the condition (e.g., "**Poisoned** (3)"); each time the character suffers damage, reduce the damage (and duration) of the condition by 1; for example, a character with "**Poisoned** (3)" would suffer 3 damage at the start of their next turn, then 2 damage the following turn, 1 damage after that, at which point the condition will vanish; if a character that is already **poisoned** is **poisoned** again, retain the highest value only

Scales

To keep the game and rules streamlined, certain abstract scales are used. These scales are: **range** and **size**.

Range

The **range** scale represents how far something is from a character. The scale has four levels:

1. **Adjacent** - the target is close enough to reach out and touch; if using a grid or hex map to represent an area, each space is adjacent to another if they are touching
2. **Nearby** - the target is close enough to see plenty of details, easily hold a conversation, or toss an object to with reasonable accuracy; if using a grid or hex map, nearby targets can be up to four spaces away
3. **Far** - the target is visible, but too far to throw something to, and in order to communicate, yelling or waving would be required; if using a grid or hex map, far targets can be up to twelve spaces away
4. **Distant** - the target is barely visible, and communication is not practical; if using a grid or hex map, distant targets can be up to twenty spaces away; any target beyond this range is effectively "out of range"

Size

The **size** scale represents how relatively large an object is. The scale has five levels:

1. **Tiny** - the object is small enough to be easily held by any of the mortal species with one hand
2. **Small** - the object is at most a few feet in any dimension; a stool for a human is about as large as a small item should be considered
3. **Medium** - the object is around 5-7 feet in one dimension; an average human is considered medium in size, as is a chest of drawers
4. **Large** - the object is around 9-12 feet in one dimension, and the other dimensions are around 5-7 feet in size
5. **Giant** - any object that is substantially bigger than **large** is considered giant; there is no upper bound, and some giant objects may be on a wholly different scale than others

Loot

As characters defeat powerful foes or delve deep in the collapsed ruins of a spire, they may be given the opportunity to Loot. This means the players have found a cache of valuables that they can rummage through to retrieve items of interest to take on their journeys.

When the **narrator** determines, a Loot roll (**Adventure** action) can be performed. The narrator will determine how many and which loot tables are part of this check, at which point a single character can make the roll (it is up to the players to determine which of them will make the roll).

To roll on a loot table, refer to the specific table in question, and roll the die or dice it requires. The result will determine which rewards are found.

Rolling on Another Table

Some entries on a loot table will specify that you now roll on another table, for example, a roll of 20 on the "Faecorns" table doesn't reward any faecorns, but instead says "Roll on the Faecorn Bounty Table". In this case, simply refer to the new table that is being referenced, and make the appropriate roll there instead.

This new roll is still part of the same Loot action.

Rolling on Multiple Tables

If the narrator has determined that this Loot action targets multiple tables (either different ones, or multiple of the same type), they will specify this. Each is rolled on in turn (and any other tables that are referenced can be resolved immediately). Each of these rolls are all considered part of the same Loot action.

Luck

When a character takes a Loot action, they immediately gain **luck** equal to their current **Adventure** attribute for that action. Some effects can increase **luck** beyond that value as well.

Any time any die is rolled during a loot action, any amount of **luck** may be spent by the character to adjust that die up or down by the spent amount. Keep in mind that the **luck** value is for the entire action, whereas each individual roll is part of the action. For example, a character with 3 **luck** is told to roll on the Faecorns table and the Crowns table. They choose to roll on the Faecorns table first, and roll a 19. They spend 1 **luck** to increase it to a 20, and can now roll on the Faecorn Bounty table. Rolling there, they score a 14, and spend their remaining 2 **luck** to upgrade to a 16, claiming 6 faecorns as their find. Now they go to roll on the Crowns table, but have no further **luck** this action, and so must take whatever result they have.

Loot Tables

Below is a list of the loot tables, each of which are defined in [Loot Tables](#):

- Treasure
- Crowns
 - Pocket Change
 - King's Ransom
- Ingredients
 - Faecorns
 - Faecorn Bounty
 - Widgets
 - Widget Stock
 - Threads
 - Thread Tapestry
- Equipment
 - Tools
 - Weapons
 - Armor
- Curiosities
 - Potions
 - Tarr'ko
 - Wands
 - Blackpowder
- Devices

- Devices Complexity 1
- Devices Complexity 2
- Devices Complexity 3

Players

Player Characters

Each player has their own character - these characters are referred to as **player characters**, and they share a handful of common mechanics and elements that often set them apart from non-player characters. All player characters have the following:

- Species: Each player character belongs to one **species**. The species provides a baseline for their physical appearance and common backgrounds; mechanically, each species defines the starting six attribute values, their base **movement** and **breakpoint**, and contributes two **perks**, which are small bonuses that modify how a character is played.
- Tales: Each player character has between one and three **tales**. A tale is a thematically tied set of mechanics (one **signature** ability, six **talents**, and a **mastery**) each of which provide the character with a unique set of powers and abilities. Player characters start with one tale, and can select up to two more at any time.
- Story Points: Each player character has a collection of **story points**. This currency is earned throughout gameplay, and can be spent between **encounters** on any upgrades the player wishes. Characters will start with a small amount of story points, which they are free to spend immediately, or bank for later.

Making a Character

To make a character, print or make a copy of the **character sheet**. Then, take each of the following steps:

1. Select a species, and record all attributes, movement, and breakpoint.
2. Select one or more tales.
3. Make up a description and backstory.
4. Acquire starting equipment.
5. Acquire starting story points; spend any desired.

Step 1: Select a Species

The first task when creating a new player character is to select their **species**. This is a two-part task: first, the selection of the species itself, and second recording all of the elements that the species contributes to the character sheet. The species selection provides all of the following:

- A baseline physical description; while your character is free to deviate to some degree, the species selected helps to provide an immediate image of your character.
- A common background; as with all character description elements, players should be as elaborate and creative as they want (subject to narrator approval) when it comes to creating their background. Each species describes what non-adventuring members of it do on a regular basis; these descriptions may help in designing a background for your character.
- Starting attributes; each species comes with a set of values to assign to your six attributes. These values can't be modified at this time, and can rarely be modified throughout gameplay. If you want to play a character that excels in a particular attribute, it is best to select a species that starts with a high value there.
- Movement; each species also defines their movement value for characters. Movement rarely changes - this value is likely permanent.
- Breakpoint; each species also defines their starting breakpoint for characters. This can be upgraded later.
- Two perks; each species comes with two perks - a perk is a small, unique upgrade, that characters of that species immediately gain access to.

There are four broad species, each of which has a number of subspecies. When choosing a species for a new character, first select the broad species, and then choose one of the subspecies - record the subspecies as your choice; when recording perks, the first comes from the broad species chosen, while the second comes from the subspecies. The broad species are: human, faunus, fae, and wyldefolk.

See [Species](#) for a complete list of species to choose from.

Step 2: Select Tales

After selecting a species, the next task when creating a new character is to select one or more **tales**. A tale is a thematic collection of **talents** (special actions, passive upgrades, etc.) tied together with a **signature**. There are many tales to choose from - each player character will become a unique amalgamation of the tales they select.

During character creation, a player must select at least one tale for their character to automatically unlock. All characters can eventually select a total of three tales; a player may opt to select two, or even all three during character creation. Be warned, that selecting a tale is a permanent decision - it may be advised to hold off on selecting more than one, choosing them later as your character develops, and the dynamic of the group and the needs of the adventure are better understood. (Players can make additional tale selections at any time they could spend story points - essentially any time between encounters - therefore there is neither urgency nor advantage to selecting additional tales at this time.)

In any event, a character *must* select at least one tale now. Refer to [Tales](#) for a complete list of each tale. The first tale a character selects grants them an automatic unlock of that tale's [signature](#) (but no other [talents](#), [mastery](#), etc.). Any subsequent tales the character selects (now, or in the future), do not come with any automatic unlocks - all other [signatures](#), [talents](#), [mastery](#), etc. must be unlocked with story points in the last step of character creation.

Step 3: Describe Your Character

At this point, your character has a species and one or more tales. It is time to think about your character itself - a brief physical description, backstory or history, and personality traits really help to bring your character to life and fit them in the overall story. Confer with the [narrator](#) about your backstory - were you a simple peasant or merchant who has found themselves at a crossroads in life? Were you a protector of the queen who failed in their duties and now seeks redemption? Perhaps you have a lust of knowledge and seek any rumors regarding ancient spiretech... whatever your background and motivations are, share them with the narrator, and if appropriate, with the rest of the players.

Any noteworthy physical traits should also be defined here. If you had previously suffered an injury leaving you scarred or burned, if you have unnaturally colored hair, or strange eyes, note these things and describe them to the other players. The physical descriptions given in each species are intended to give all players an anchor for "what is normal" in the world; anything you add to your character's description should be to further refine that vision in all player's minds, and to make you stand out. If desired, you can also determine your character's personality traits. Are they sassy, friendly, outgoing, or secretive? If you wish to develop these now, it will give you a direction for how best to play the character going forward. Alternatively, you can allow the character's personality to naturally evolve over time.

Step 4: Equipment

Characters can now select their starting equipment. Characters start the game with 10 [crowns](#) (the basic form of currency). They are free to purchase any items they want, as described in the [Equipment](#) chapter. After the game starts, characters will only be able to use their [crowns](#) to make purchases when at a merchant or vendor, and will only be able to purchase items actually available. It is assumed that, prior to the adventure, a character has had ample time in their life to find the equipment they wish to purchase.

The narrator may, at their discretion, allow characters to start with additional equipment outside of what could normally be purchased. This may be done to serve the story better, or as a reasonable request when tied with a character's background. In nearly all cases, narrators should not allow characters to start with any [devices](#).

Once a player has settled on their equipment, they should also calculate their [armor](#) attribute. With few exceptions, the species available to players have no natural [armor](#) - so their default attribute is a 0. If the player has acquired any armor equipment (see [Equipment](#) for details), they can now add that equipment into their [armor](#) attribute. Keep in mind that as their equipment changes, so too does their [armor](#) attribute - if they lose it or it is damaged or destroyed, their [armor](#) attribute will be reduced to reflect this.

Step 5: Story Points

As the final step, characters may now spend [story points](#) on unlocks and upgrades. All characters start with 10 story points. Feel free to spend those story points now, or save some (or even all) for later. A wide array of upgrades are possible, and while characters start with only a few, they will earn more at the end of each and every encounter, allowing their players to quickly develop their character into a unique composition of talents and attributes.

See [Story Points](#) for details on how and when to spend SP, and what they can be spent on.

Species

All player characters, and many NPCs will be a member of one of the mortal species presented below. These species represent the civilized peoples of the world. Those that congregate together for a unified purpose, even if it is at odds with others; in this way, they are separated from the entries in the [Bestiary](#).

There are four broad species ([Human](#), [Faunus](#), [Fae](#), and [Wyldefolk](#)), each of which has several subspecies. Any character (player or non-player) that is a member of a species will have its six attributes, movement, and breakpoint defined by that species. In addition, both perks (species and sub-species specific bonuses) are available to all members of that species.

Human

Humans are the most populous of the peoples of the kingdoms. Their reach and power spreads across the lands - they are often found involved in all manner of professions: politicians, soldiers, merchants, and farmers are all equally likely to be humans as any else. There are two subspecies of human: [Kingmaker](#) and [Sh'thani](#).

Upper Class • Human Perk

Gain an additional 10 crowns when creating a human.

Kingmaker

Found throughout the most densely populated parts of the world, kingmaker humans consider themselves to be the most civilized of the peoples of the world. They typically owe allegiance to one kingdom, although those in various traveling trades (merchants, mercenaries, etc.) may not. While kingmakers have a disproportionate number of well-off and middle class representatives, there are certainly many who skulk about in the alleys, or are simply down on their luck. Kingmakers value ceremony and tradition, and are patrons of the arts; they are also typically expansionistic, and most recently have become interested in progress and the "next best thing".

Kingmaker • Species	
Adventure	2
Bravery	3
Charm	4
Magic	2
Steel	3
Wits	3
Breakpoint	8
Movement	5

Upper Class • Human Perk

Gain an additional 10 crowns when creating a human.

Connections • Kingmaker Perk

Gain a 20% discount on all goods and services while in a kingdom.

Sh'thani

In the last hundred or so years, the small enclaves of Sh'thani - for so long looked down upon for their ancestor's roles in subjugating and warring during the Age of the Spires - have begun to integrate into the more populous kingdoms throughout the land. In general, not a wealthy people, the Sh'thani who are

immediately distinguishable from kingmakers by the slight metallic sheen to their golden, bronze, and onyx skin, are finding their way into higher society slowly, but with determination. Sh'thani, aside from their skin, and variously colored eyes and uniformly jet-black hair, are physiologically identical to kingmakers. They are intelligent species, hardworking and innovative, but their checkered past has made them acutely aware of how any modern inventors in their ranks might be viewed by the public at large.

Sh'thani • Species	
Adventure	2
Bravery	3
Charm	3
Magic	2
Steel	3
Wits	4
Breakpoint	8
Movement	5

Upper Class • Human Perk
Gain an additional 10 crowns when creating a human.

Ancient Knowledge • Sh'thani Perk
When performing the Operate action on a machine, spend one less widget than required (to a minimum of 1).

Faunus

The faunus species was bred by the Sh'thani on Xan'rius during the height of the Age of Spires. At the time, the Sh'thani, who exercised total control over the world, found the native species of humans and wyldfolk, along with their fae servants, to be lacking in certain tasks. To this end, they experimented on the vast array of native animal-life (far different from the creatures of their world), ultimately creating five successful species. Since the fall of the spires, the faunus have had to find their own voice and culture in the world. There are five subspecies of faunus: Fela, Froggling, Muris, Ratta, and Sciura.

Flexible • Faunus Perk
Gain an additional 5SP when creating a faunus.

Fela

Half the height of an average human, the fela were bred by the Sh'thani from the smaller native species of cats. This species still strongly resembles the animals, with small retractable claws, and pointed irises against yellow, green, orange, and red eyes. Their fur comes in many patterns and colors, matching the widely varied personalities of the fela themselves. The fela were the result of the final set of experiments performed by the Sh'thani before the fall of the spires, and as such, the exact intent of the species was never properly imprinted. Most fela in modern times adapt well in society, taking on all manner of tasks either alone or in a group. Their behaviors and demeanor vary as much as any humans, and they can be found in all sorts of occupations.

Fela • Species	
Adventure	4
Bravery	4
Charm	3
Magic	2
Steel	2
Wits	2
Breakpoint	7
Movement	8

Flexible • Faunus Perk	
Gain an additional 5SP when creating a faunus.	

Quick • Fela Perk	
Once per encounter, your second action on your turn does not need to be fast .	

Froggling

Standing a head taller than the sciura and murreis, frogglings are a lanky species of faunus derived from various amphibious creatures by the Sh'thani for the purpose of scholarly busywork. Bred and trained to meticulously chronicle, organize, catalog, and retrieve the activities of the Sh'thani in their courts, and during their research into technologies and magics, these incredibly intelligent people have formed a peculiarly unique society. Frogglings often form a small kingdom (essentially an extended family) in ruins they discover off the beaten path; here they have a clutch of young, all of which will grow up and seek a mate to form a kingdom of their own. Kingdoms are not inherited, and when both frogglings have died, the kingdom is dissolved.

Froggling • Species	
Adventure	3
Bravery	3
Charm	2
Magic	2
Steel	2
Wits	4
Breakpoint	7
Movement	5

Flexible • Faunus Perk	
Gain an additional 5SP when creating a faunus.	

Adaptable • Froggling Perk	
Add one to any attribute of your choice when creating a Froggling.	

Muris

Muris are the most prolific species of faunus, and are by far the most well-integrated into modern society. Standing half the height of an average human, muris are mouse-like humanoids, with somewhat

disproportionately large hands and feet. Muris live in large familial units, known as nests, typically on the lower-end of the middle class neighborhoods in kingdoms. Those that live in the countryside tend to form villages with other nests, but commonly travel to more integrated villages for trade and friendship. Muris are generally a friendly folk, always ready to help a friend or stranger in need - they have earned a strong reputation as hard workers and good companions.

Faunus • Species	
Adventure	4
Bravery	3
Charm	3
Magic	2
Steel	2
Wits	3
Breakpoint	6
Movement	6

Flexible • Faunus Perk
Gain an additional 5SP when creating a faunus.

A Wonderful Tale • Muris Perk
You count as having +1 mastery for any story tales they take (meaning they can effectively have 11 mastery in these tales, after 10 upgrades).

Ratta

The ratta, by one not very well traveled, might at first be mistaken for the far more common muris. However, they physiologically differ in quite a few ways - the ratta is notably taller, typically about a head shorter than the average human. They are leaner, but more muscular, with notable longer snouts, and without the disproportionately sized hands and feet. Bred by the Sh'thani to act as personal spies and to carry out less-than-noble tasks against rivals, the ratta retain the physical feats that enabled their success, and so often find themselves employed for such tasks, even in modern times. Ratta may cohabitate with family members, but they do this out of practicality - most ratta who can afford to will live solitary lives. They are known for being somewhat cold and uncaring, but also for having a distinctly dark sense of humor that is either offputting or completely enrapturing.

Ratta • Species	
Adventure	4
Bravery	3
Charm	3
Magic	1
Steel	3
Wits	3
Breakpoint	8
Movement	5

Flexible • Faunus Perk
Gain an additional 5SP when creating a faunus.

Sneaky • Ratta Perk

Add +2 to all Sneak checks.

Sciura

Half the height of an average human, but notably thinner than a muris, the sciura are a small squirrel-like species of faunus originally designed by the Sh'thani as custodians of the spires. They were bred to organize the immense storerooms of the techno-palaces, maintaining the inventory of everyday supplies, as well as spiretech widgets and other experimental components. They are an immensely curious species, perpetually nosing into high society - often with great and lasting success. Their high energy level makes them perfectly suited to a variety of tasks. Typically having no interest in being politicians themselves, sciura do, however take immense joy in mercantile success, to which they are strongly suited.

Sciura • Species

Adventure	4
Bravery	3
Charm	4
Magic	1
Steel	2
Wits	3
Breakpoint	6
Movement	7

Flexible • Faunus Perk

Gain an additional 5SP when creating a faunus.

Scavenge • Sciura Perk

When taking a Loot action, gain one additional **luck**. Or, alternatively, if another **nearby** character is taking a Loot action, you may make an **Adventure** vs **Difficulty** check; if successful, grant 1 **luck** to that character for their Loot action.

Fae

The mortal fae species were once three of the Great Houses of Fae'rela, prized vassals of the Faerie King. In great twist of fate, The Princes, the pagan pantheon of Sh'than, won these creatures from the Faerie King, and gifted them to their people. For an age, these now mortal fae served their Sh'thani masters, but their faerie origins were too much to tame, and, once established on Xan'rius, the Sh'thani largely abandoned their fae stewards for the faunus they designed. There are three subspecies of mortal fae: **Chaxxi**, **Fizus**, and **Sprit**.

A Piece of Fae'rela • Fae Perk

Gain an additional 3 **faecorns** when creating a fae.

Chaxxi

A head shorter than the average human, the chaxxi fae are immediately identifiable due to a variety of unique physical properties. Their skin can be various shades of red, purple, bronze, and black, and their eyes often subtly glow (and can be nearly any color). They have two horns protruding from their heads - some are larger, others small. Their bodies are often covered in tattoos or ritual scars - something most evident as the chaxxi as famous for wearing the least amount of clothing to be allowed in whatever society they keep. Their long, pointed and lacquered fingernails complete the ensemble, given them a disturbing, and borderline "evil"

appearance. They are loners, rarely interacting with others of their kind, instead seeking out other mortals as play-things, caring little for decorum or societal norms.

Chaxxi • Species	
Adventure	2
Bravery	3
Charm	3
Magic	3
Steel	4
Wits	2
Breakpoint	10
Movement	5

A Piece of Fae'rela • Fae Perk
Gain an additional 3 faecorns when creating a fae.

Mark a Toy • Chaxxi Perk
As an action, you can mark an adjacent character as your toy; the character can either be willing, or you must succeed on a Charm vs Steel check (if you fail, you can never attempt to mark that character again, unless they are willing). You can only have one marked toy at a time (marking a second will remove the mark on the first). You always know where your toy is in relation to you, and you roughly know their current physical condition.

Fizus

The fizus fae resemble foxes, but standing on two legs they are just above half the height of an average human. They often move on all fours, but in society, will stand erect so as to draw less attention. They have wings in the style of autumn leaves that allow them to safely glide for short distances, but do not afford flight. The fizus are known as the most cunning and duplicitous of the mortal fae - they always have a plan that they are working towards, and anything one may get from them will certainly come at a price, now, or in the future. They excel at politics and are often employed in courts as advisers and strategists.

Fizus • Species	
Adventure	3
Bravery	2
Charm	3
Magic	3
Steel	2
Wits	4
Breakpoint	7
Movement	7

A Piece of Fae'rela • Fae Perk
Gain an additional 3 faecorns when creating a fae.

Clever • Fizus Perk
Gain +2 to all Wits checks that are not for a specific action.

Sprit

The most common of the mortal fae species, and the image conjured by any who has never met the others, the sprit fae are a lighthearted and playful species. The smallest of the mortal species by a fair margin, they stand typically only two feet tall. Their skin is various shades of blues and greens, with an iridescence that is obvious up close. They have thin builds, and brightly colored hair, and most distinguishing of all a pair of dragonfly-like wings that grant them very capable flight. These fun-loving mortals tend to live in small groups, known as cliques, where they scheme all manner of generally harmless pranks and games to play upon their neighbors. Due to their small size and flight capabilities, they make excellent scouts, while their fickle nature and lack of attention keeps them from more studious exercises.

Sprit • Species	
Adventure	4
Bravery	1
Charm	4
Magic	3
Steel	2
Wits	2
Breakpoint	5
Movement	8

A Piece of Fae'rela • Fae Perk

Gain an additional 3 **faecorns** when creating a fae.

Fae Flight • Sprit Perk

You may fly at will, so long as your wings are not restrained. Flying consumes your movement at the usual rate; flying up or down consumes one movement for the same distance traveled as if across ground.

Wyldefolk

The non-human native mortals of Xan'rius have been collectively called the wyldefolk since at least the dawn of the Age of Kingdoms. These people tend to live outside the kingdoms far more than within, many often choosing to not even live in villages in the countryside. Their natural proclivities tend to direct what the average wyldefolk does with their life, but their natures can be as varied as any other species. There are three subspecies of wyldefolk: [Bobbin](#), [Krakaw](#), and [Ogar](#).

Well Equipped • Wyldefolk Perk

Gain either 1 **thread**, 1 **widget**, or 1 basic melee weapon of your choice when creating a wyldefolk.

Bobbin

Bobbins are a numerous species of thin, small, sometimes vicious people. Standing barely more than half the height of an average human, bobbins have green, grey, and tan skin, with black or red eyes, and long pointed ears. While plenty live or work amongst the kingdoms and villages, bobbins traditionally have homes in their "burgs", mobile and somewhat mechanised encampments that tend to hang around the borders of the countryside and the more wild parts of the world. Bobbins in a burg associate with one of two traditional paths - the path of embers and the path of the rock; those of the path of embers defer authority to the elders, while the those of the path of rock defer to the strongest. Together, these leaders form a council that decides when the burg will move, and to where. Individual bobbins will come and go, many often having a great deal of wanderlust that can last for years. In kingdoms society, their quick to anger disposition has earned them a bit of a negative reputation, but those that are trustworthy can be extraordinarily loyal.

Bobbins • Species	
Adventure	4
Bravery	4
Charm	2
Magic	2
Steel	3
Wits	2
Breakpoint	7
Movement	6

Well Equipped • Wyldefolk Perk	
Gain either 1 thread , 1 widget , or 1 basic melee weapon of your choice when creating a wyldefolk.	

Vicious • Bobbin Perk	
Gain +1 critical on all Attack actions. This reduces the natural critical roll required by 1.	

Krakaw

Half a head taller than a human, and somewhat bulkier in the midsection, *krakaw* are a race of crow-like mortals, covered in sleek black and bluish feathers, with a beaked face, taloned feet, and winged arms. They adorn themselves heavily with lavish fabrics, trinkets, baubles, and more, so much so that their form is often largely obscured by the drapery encompassing them. The *krakaw* are an ancient species of mystics, visionaries, seers, and sorcerers. They lead solitary lives high in the tree-top houses, spending their time studying the great cosmology. *Krakaw* who leave their home life are often compelled by a great vision they or another has received - in this capacity, they act as emissaries of this information or even as the agents of change itself. To a *krakaw*, the path may be known, but the destination can still be molded.

Krakaw • Species	
Adventure	2
Bravery	2
Charm	2
Magic	4
Steel	4
Wits	3
Breakpoint	11
Movement	4

Well Equipped • Wyldefolk Perk	
Gain either 1 thread , 1 widget , or 1 basic melee weapon of your choice when creating a wyldefolk.	

One With the Cosmos • Krakaw Perk	
When <i>krakaw</i> Read the Tarr'ko, they may add one additional card to their prophecy (this does not cost a thread , nor does the <i>krakaw</i> need to have the Magic to support it; however, it still cannot be a duplicate).	

Ogar

Typically loners for much of their life, the nihilistic *ogar* are found in the wild parts of the world, or at the least

off the beaten path in the countryside. They may live in a collapsed spire ruin, under a bridge, or in a hollow in a giant tree. Ogar are the largest of the mortal species, standing a full head and half above even the imposing krakaw. Enormous creatures, they are slow-witted but friendly and gentle once they get to know you. Ogar tend to live long lives - they have a natural longevity, and their immense bulk protects them from the dangers of the world. They are not craftsman, typically scavenging and adapting what they find to their own use; however, ancient ogar art (mostly totems and crude paintings on furs) has become somewhat en vogue in the wealthier circles of kingdom life as of late.

Ogar • Species	
Adventure	2
Bravery	5
Charm	3
Magic	1
Steel	5
Wits	1
Breakpoint	13
Movement	4

Well Equipped • Wyldefolk Perk

Gain either 1 **thread**, 1 **widget**, or 1 basic melee weapon of your choice when creating a wyldefolk.

Narrow Focus • Ogar Perk

You can wear one piece of heavy armor without drawback. You *must* select **Shadow of the Behemoth** as one of your three tales.

Story Points

Story points are a spendable currency that player characters can use to unlock talents in their tales, upgrade and enhance their attributes, and more.

Story points can be spent at two times: (1) as the final step in creating a character, and (2) at any time during play *outside of an encounter*. To spend story points, simply announce to the narrator what upgrades are being purchased, and at what costs.

Then, mark that those upgrades have been purchased, and reduce the story points on the character sheet. A character cannot purchase upgrades that it cannot afford; story points do not expire, and cannot be lost in any way, so saving them for the right time is perfectly reasonable. Characters will earn more story points at the end of each encounter - expect to get a handful each time (the starting story points represent approximately 2-3 encounters worth).

- Unlocking talents; player characters have between 1 and 3 tales, each with 7 talents (1 signature ability, and 2 talents on each of 3 tiers), a **mastery** track (from 1 to 10), and an innate tarr'ko card. Talents can be unlocked at the costs presented. A character must unlock the signature ability in a tale before any other talents; talents in the tiers can only be unlocked if at least one talent in the previous tier has been unlocked (in other words, you must unlock a tier 1 and tier 2 talent before a tier 3 talent). Mastery must be unlocked in order, and cannot be unlocked at all until at least one tier 3 talent has been unlocked in that tale. The innate tarr'ko card cannot be unlocked until at least one tier 3 talent has been unlocked in that tale. The costs for each talent unlock are:
 - Signature: 5SP (the signature for the first selected tale is free)
 - Tier 1: 5SP
 - Tier 2: 10SP
 - Tier 3: 30SP
 - Mastery: 10SP x **mastery** level (e.g., 10SP for **mastery** 1, 20SP for **mastery** 2, etc.)
 - Tarr'ko: 20SP
- Enhancing attributes; the six attributes (not armor) can be enhanced in four different ways - the cost to do so, per attribute is 5SP for the first enhancement, 15SP for the second, 30SP for the third, and 50SP for the fourth (the order you choose does not matter, and can vary across different attributes). The four enhancements are:
 - Action +1: add +1 to all checks where you are using this die to take an action
 - Defense +1: add +1 to all checks where you are using this die to defend against an action
 - Critical +1: you now count a natural 9 as a critical for this attribute (in addition to a natural 10)
 - Reroll 1s: always reroll a natural 1 for this attribute (your final result can be modified to a 1 or lower, however)
- Upgrading breakpoint; player characters may upgrade their breakpoint 5 times, each at increasing cost and effect. These upgrades must be performed in order. They are:
 - 5SP: add 6 + **Steel**
 - 10SP: add 6 + **Steel**
 - 15SP: add 6 + d4 + **Steel**
 - 20SP: add 10 + **Steel**
 - 30SP: add 10 + d6 + **Steel**
- Unlocking **functions** and **entropy** of devices; characters that own a device can unlock and upgrade its capability; this costs both resources and story points. They can unlock:
 - Signature: 5SP (and resources)
 - Tier 1: 5SP (and resources)
 - Tier 2: 10SP (and resources)
 - Tier 3: 30SP (and resources)
 - Entropy: 5SP x **entropy** level (e.g., 5SP, 10SP, 15SP, ...)

Tales

Tales

Player characters are defined by their **tales** - each tale provides a thematic set of actions and upgrades to the player that they would otherwise not have access to. As players explore their tales, they unlock synergies and capabilities that set them apart from the average person, making them unique and heroic.

All player characters begin the game with one tale of their choice. At any time they could spend story points (outside of an encounter, or during character creation), they may select up to two more. Choice of tales is permanent, and no character can ever have more than three.

All tales provide seven **talents**:

- A **signature**; this is often an action, but may be a passive upgrade. This ability sets the tone for the tale, giving the player a good idea of what the tale is all about. Many of the other talents in the tale will either directly interact with this ability (mechanically), will be synergistic with it, or will at least thematically be associated with it. Characters do not automatically gain access to the signature ability when choosing the tale, but must pay to unlock it with story points (signature talents costs 5SP to unlock).
- Two tier 1 talents; each tier 1 talent represents a minor upgrade to the signature ability, a unique action that interacts with the signature ability, or a small and related passive upgrade. Characters must pay to unlock these talents - they can only do so after unlocking the signature ability in the same tale (tier 1 talents cost 5SP to unlock).
- Two tier 2 talents; much like tier 1 talents, but typically with a higher power level or increasing flexibility. Characters can pay to unlock these abilities only after unlocking at least one tier 1 talent in the same tale (tier 2 talents cost 10SP to unlock).
- Two tier 3 talents; these talents are extremely powerful, and represent great upgrades to the character. Characters can pay to unlock these abilities only after unlocking at least one tier 2 talent in the same tale (tier 3 talents cost 30SP to unlock).

In addition, each tale has a **mastery** track; this track goes from 1 to 10, each stage needing to be unlocked before the next (players start with no **mastery** in any given tale). A character cannot unlock any **mastery** until they have unlocked at least one tier 3 talent, at which point they may start unlocking mastery in ascending order. Each point of mastery costs 10SP more than the last, starting at 10SP for rank 1 (therefore, rank 10 mastery costs 100SP). The cost of each point of mastery is reduced by the character's **Wits** attribute (unmodified); this cannot reduce the cost of any mastery point below 1.

Each mastery track is independent to its tale - they are not shared. Mastery may be used in one of two ways in the tale - either the talents (including the signature talent) may refer to **mastery** as a value, or the mastery track will have an additional effect associated with it that is enabled once any mastery is unlocked. For example, a talent may say "do d6 + **mastery** damage", meaning the effect scales as the character's mastery *in that tale* increases; alternatively, a tale might have a special "Mastery" talent associated with the track that is unlocked as soon as any mastery in that tale is purchased.

Finally, each tale can unlock one innate tarr'ko card. Characters can pay to unlock the tarr'ko card after at least one tier 3 talent has been unlocked in the tale. The cost to unlock the tarr'ko card is 20SP; once unlocked, the character has access to that card when taking the Read the Tarr'ko action, as if they had a physical copy of the card. (Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone but the character to whom they belong.)

Each tale belongs to one of six categories; these categories loosely suggest the effects the talents and signature ability will provide, or what broad use the tale has. The six categories are:

- **Combat** - these tales focus on improving a character's prowess in combat (both offensively, and defensively).
- **Crafting** - these tales allow the character to create or modify items and equipment, including devices.
- **Devotion** - these tales relate to a single one of the pagan gods, each providing a focused set of talents related to that god's domain.
- **Enchantment** - these tales focus on charms and curses and other long-term magical effects and conditions.
- **Quest** - these tales provide the widest range of function and utility, with a slight emphasis on themes like nature, exploration, investigation, and knowledge, and may involve modification of dice rolls, movement, and more.
- **Story** - these tales are all about life and character interactions.

The next sections define each of the tales available to the player characters.

- **Adventurer** - (**quest**) Head out on an adventure, never knowing where the next fork in the road will take you.
- **Alchemist** - (**crafting**) Brew powerful potions for yourself and your allies.
- **Artisan** - (**story**) You are a master craftsman, able to make the finest goods in the land.

- [Avatar of Fae'la](#) - (**devotion**) Embrace the power of the exiled queen of dragons.
- [Burglord](#) - (**combat**) Become a powerful fighter, using overwhelming might as your path to victory.
- [Chosen of Bathemos](#) - (**devotion**) A cultist of the god of chaos and hedonism.
- [Dawnbringer](#) - (**enchantment**) Augment and assist your allies in dangerous situations.
- [Disciple of Artemix](#) - (**devotion**) You run free with the wild huntress.
- [Emissary of Athya](#) - (**devotion**) Deal with the mistress of fate herself, changing yours forever.
- [Entropist](#) - (**enchantment**) A master of ice magic, using it for both offense and defense.
- [Follower of Iluna](#) - (**devotion**) Free your inhibitions and flow with the rhythm of Iluna's revel.
- [Galvanist](#) - (**crafting**) A scientist and surgeon operating on the edges of morality.
- [Illusionist](#) - (**quest**) A devious trickster who conjures false images to confuse foes.
- [Knight of the Kingdom](#) - (**combat**) A defender of the downtrodden with a stylish heraldry to boot.
- [Knight of the Rose](#) - (**combat**) Knights of the Rose fuse with the power of blood and thorn.
- [Machinist](#) - (**crafting**) Construct unique machines from widgets.
- [Master at Arms](#) - (**combat**) An unparalleled master in the use of melee weapons.
- [Menagerist](#) - (**quest**) Summon a menagerie of woodland animals to work, spy, message, and fight for you.
- [Minstrel](#) - (**story**) Compose songs and ballads of great deeds.
- [Plague Doctor](#) - (**combat**) A master of poisons, dealing death through disease and plague.
- [Puppetmaker](#) - (**crafting**) Construct simulacra of your allies and enemies, affecting them from afar.
- [Rapsallion](#) - (**story**) Great swagger, great deeds, and great luck, make for the biggest of personalities.
- [Researcher](#) - (**quest**) Observe the patterns of the cosmos, and reveal the truth behind all things.
- [Reveler](#) - (**enchantment**) The flow of the revel empowers you and your allies.
- [Rider of Norami](#) - (**devotion**) You follow one of the most ancient of pagan gods, Norami, the steed of legend.
- [Scoundrel](#) - (**quest**) Take every opportunity to line your own pockets.
- [Shadow of the Behemoth](#) - (**devotion**) Devote to Behemoth, the ender of all things.
- [Shaman](#) - (**enchantment**) Glimpse into the future, and use this knowledge to aid the present.
- [Siren](#) - (**enchantment**) Manifest a lantern that can affect all within its eerie light.
- [Social Butterfly](#) - (**story**) Connect with characters, then use their energy to emerge from your cocoon.
- [Spiretechnician](#) - (**crafting**) The best hand for working with spiretech in this age.
- [Standard Bearer](#) - (**combat**) Rally your allies around you to share buffs in the heat of battle.
- [Strategist](#) - (**combat**) A master tactician and experienced honor guard.
- [Swashbuckler](#) - (**combat**) A fast moving and agile combatant.
- [Thrall of the Princes](#) - (**devotion**) Manipulate the fear in others to your own ends.
- [Vassal of the Faerie King](#) - (**devotion**) Bow to his eminence, the faerie king, and receive his bounty of gifts.
- [Wandmeister](#) - (**crafting**) Fabricate and modify magical wands.
- [Weaver](#) - (**crafting**) Weave tarr'ko cards, and use them to great effect.
- [Witch](#) - (**enchantment**) Cast and manipulate powerful curses against your foes.
- [Worker](#) - (**story**) A hearty worker of the land, ready to adapt to all of life's challenges.

Adventurer

Quest Tale

Adventurers crave experience; to them, the journey is just as important as the destination, and once they arrive, they quickly start thinking of the next great trip to embark on! They have a near-crippling sense of wanderlust, wishing to see all of the places, and meet all of the people. They are always prepared for whatever lies just around the corner; they have no fear digging through the rubble of a collapsed spire, joining in on a revel to Bathemos, or journeying down the dark and suspicious alley. If a good story can be found, they are off to experience it. Adventurers most often make their coin doing the odd job on their way through town. Local authorities may be on the lookout for such individuals to help with problems that are slightly outside their easy jurisdiction - suspicious events in the deep woods, a series of unexplained kidnappings, or the sounds of slaving beasts at night might be exactly the sort of job an adventurer might (foolishly) get caught up in.

Always Prepared • Signature Talent • Action

Select a common, mundane, useful tool that you need at this time. Make an **Adventure** vs **Difficulty -mastery** check; if successful, you have the tool readily available in your pack, taking just a moment to rummage around and find it.

Notes: Narrators should modify the difficulty if the character is not in a position to have their stuff on hand (for example, if they have been imprisoned). Success in those cases represents the character cobbling together an acceptable solution from what is at hand. Narrators may also declare that the specified tool is not something that the character would ever have at hand, if the request is too specific.

Campfire • Tier 1 Talent • Action

Once per encounter, as a **slow** action, create a cozy campfire (or a nice fire in a hearth, if staying inside). Any character that sleeps next to the campfire for at least 4 hours will heal d8 +mastery damage.

Direction Sense • Tier 1 Talent • Action

Make an **Adventure** vs **Difficulty** check; if successful, you know roughly where you are on a map, roughly what direction various major landmarks are, and roughly which cardinal direction you are facing.

Critical: Your understanding of your location is substantially improved.

A Tale for Every Occassion • Tier 2 Talent • Action

Make a **Charm** vs **Wits** check against any number of **nearby** characters; each character that you succeed against will have their attention captured by you as you regale them with a great tale of one of your journeys. These characters are now inclined to believe your boasts, and will think highly of you until given a reason to otherwise.

Critical: Each of the characters will share your story with someone close to them within the next day; those characters will have the same reaction to you (but will not further share the story).

Quick Swig • Tier 2 Talent

Your Drink Potion (Bravery) action is now **fast**.

Quick on Your Feet • Tier 3 Talent

Permanently increase your **movement** by 1.

The Grandest Adventure • Tier 3 Talent

Permanently increase your **Adventure** by 1.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Balance, the Two as One.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Alchemist

Crafting Tale

Alchemists have a deep curiosity in the field of alchemy, and have spent considerable time experimenting with various tinctures, elixirs, and potions. Their primary ingredient is the faecorn, which, when mixed with various mundane and common liquids, oils, and powders, can produce fantastical results. In modern society, alchemists fall into two groups. The old school “corner-shop” wizard, of which every major town has at least one, is often an approachable and friendly pharmacist; an eccentric craftsman, these alchemists may take their trade on the road, journeying to villages far and near who have need of their services. Meanwhile, the high-society interest in alchemy is purely academic, and alchemists that travel in these circles are often the talk of the town when they arrive - their concoctions often the dessert of a formal affair, replacing whatever other means of inebriation which may have been the choice of the evening.

Brew Potion • Signature Talent • Action

As a **slow** action, brew a Faeheart potion from common ingredients and 5 **faecorns**. If you have **mastery** > 0, your Faeheart potions are infused, granting an additional +**mastery** healing when consumed (record the infusion bonus at the time you brew the potion).

Recipe: Nimblemead • Tier 1 Talent

Your Brew Potion action can now be used to make Nimblemead; it costs 4 **faecorns**.

Recipe: Portserum • Tier 1 Talent

Your Brew Potion action can now be used to make Portserum; it costs 3 **faecorns**.

Recipe: Revelwine • Tier 2 Talent

Your Brew Potion action can now be used to make Revelwine; it costs 4 **faecorns**.

Recipe: Strongale • Tier 2 Talent

Your Brew Potion action can now be used to make Strongale; it costs 4 **faecorns**.

Improved Infusion • Tier 3 Talent

Your Nimblemead, Revelwine, Strongale, and Stalwort potions are now infused, granting +1 additional turn (or minute) to their effect; if you have **mastery** > 5, instead grant +2 additional turns (or minutes).

Recipe: Stalwort • Tier 3 Talent

Your Brew Potion action can now be used to make Stalwort; it costs 6 **faecorns**.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Reverse, the Cyclic Reveal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Artisan

Story Tale

Artisans have spent long years mastering their art, studying under the best in the land. Their natural talent and excessive practice has in turn made them a master of their trade. Artisans cover a wide variety of skills, from sculpture to furniture making, brewing to weaving, and all points in between. Artisans are no run-of-the-mill craftspeople, they are the best at what they do for a very far distance. The work of artisans is always in demand by the well-to-do of the land. Lords and ladies have an endless need for the latest fashions, modern room decor, and boastful portraits for their foyers. The very best of all artisans may even meet with some amount of fame, as their craft is so in demand that simply having them as a guest at a ball will be enough to bump the host several ranks in the local standing.

Focused Art • Signature Talent

Select a mundane craft (such as woodworking, blacksmithing, etc.) subject to narrator approval; you cannot fail when making a Craft check for objects of this type. A failed roll means that you have made a lower quality (but still functioning) version of the item.

Master Craftsman • Tier 1 Talent

Add 1 + **mastery** to all Craft checks when attempting to make your signature craft.

Expert Eye • Tier 1 Talent

Add 1 + **mastery** to all Wits checks related to knowing, identifying, and appraising items related to your signature craft.

Adaptable Craftsman • Tier 2 Talent

Add +1 to all Craft checks when attempting to make something related to your signature craft (subject to narrator approval; an example would be a blacksmith attempting silversmithing).

Shrewd Businessman • Tier 2 Talent

You may use **Wits** in place of **Charm** when making a Barter action. In addition, add +1 to the check if the item in question is related to your signature craft.

Expert Hands • Tier 3 Talent

Your Craft action now takes half the time when making an object of your signature craft.

Branch Out • Tier 3 Talent

You may select a second signature craft that is related to your current one (subject to narrator approval). Both types count as your signature.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Demonstrate, the Harmonious Ideal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Avatar of Fae'la

Devotion Tale

Avatars of Fae'la have given themselves entirely to the dragon, the queen of the night skies. Many report seeing Fae'la gliding through the heavens at some point in their past. As the story so often goes, like a shooting star, a fragment of one of her scales fell to the earth – enraptured by this curiosity, they followed its trail, and, finding the glittering jewel, absorbed its powers. Avatars of Fae'la are not necessarily devote religious individuals, but they have been directly and undeniably touched by the dragon, and cannot help but accept the reality of her influence on the world. They often present physical mutations related to this event - a light scale-like texture to their skin, small horns, long black fingernails, and unusual eyes are all common in such individuals. Naturally, they are treated with distrust or outright hostility in areas of the world less enlightened; in cities they may be viewed as a freak or attraction - high society may also consider them simply an object to display to their jealous rivals.

Claws of Fae'dra • Signature Talent

Your fingers harden into razor sharp claws. Your Attack (Unarmed) now deals d6 + **mastery** damage.

Eyes of Fae'dra • Tier 1 Talent

You can now see clearly in the dark.

Sense Faecorn • Tier 1 Talent

When you or a **nearby** friendly character takes the Loot action, roll a d10. On an 8+, you find an extra **faecorn**.

Breath of Fae'dra • Tier 2 Talent • Action

Make a **Magic** vs **Steel** check against all characters in a cone in front of you, up to **nearby** distance away; for each success, deal d6 + **Magic** damage, for each failure deal d4 damage. You can do this no more than 1 + **mastery** times per encounter.

Wings of Fae'dra • Tier 2 Talent • Action

Once per encounter, sprout wings that last for 2 + **mastery** turns (if in **danger**, or minutes otherwise). During this time, you can fly freely - your movement rate remains unchanged, and vertical movement costs the same rate.

Blood of the Dragon Queen • Tier 3 Talent • Action

Once per encounter, heal all of your damage, and you are **cursed**. You cannot be **charmed** for the rest of the encounter.

Devotion to Fae'la • Tier 3 Talent • Action

Consume 8 **faecorns** to transform into a Fae'dra (see the **Bestiary** for details). Your attributes, movement, and breakpoints are all swapped with the Fae'dra entry. Use the Fae'dra entry for armor - any equipped items you have are ignored (including all armor, weapons, eidolons, etc.). Retain any damage you have when you transform, as well as any conditions. You remain transformed for 2 + **mastery** turns, during which you can only use Fae'dra talents (not your own). After which, you revert to your normal state, retaining all damage and conditions - if this would cause you to have more damage than your breakpoint, immediately gain a **weakened** condition, and test to see if you fall **unconscious**.

Notes: This talent requires devotion to Fae'la. Fae'la requires you exhibit these virtues: **forcefulness**, **autocracy**, and **mysteriousness**. See the **Narrator's Guide** for more details on devotion.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Demonstrate, the Harmonious Ideal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Burglord

Combat Tale

Burglords are those that follow the bobbin's path of the rock. Burglords believe that might makes right - and they intend to always be in the right. Traditional bobbins that follow the path of the rock defer to the strongest amongst their ranks at the ruler; this might can be challenged at any time, and while the challenge can be quite dangerous, it is not intended to be deadly. The ruling bobbin or council of bobbins for the path of the rock are known as the burglords. A burglord, more broadly, is a term that applies to anyone who applies physical force as a first and often only means of problem resolution. It is not a derogatory term outside high society; however the more elite individuals of a kingdom likely look down on anyone who pursues this path, even though they may require their services from time to time.

Berserk • Signature Talent

When you have a critical success with any Attack action, also add your **mastery** to the damage dealt.

Unarmed Fighter • Tier 1 Talent

Your Attack (Unarmed) action deals d6 damage, rather than d3.

Leap Attack • Tier 1 Talent • Action

Move up to half your movement, then make any Attack action. This action does not consume your movement for the turn.

Attack (Thrown, 2-Handed) • Tier 2 Talent • Action

As a **fast** action, throw any two-handed melee weapon that you currently **wield** at a character a number of spaces away no farther than your **Bravery**, but not **adjacent** to you; make an **Adventure** vs **Armor** check; if successful, you hit the character with the weapon as normal. In either case, it will take a **fast** action to recover your weapon, once you are **adjacent** to it.

Critical: Add **bravery** damage.

Seething Rage • Tier 2 Talent

Gain +1 to critical when making any Attack action. (This means that you naturally crit on one lower number than you normally would.)

Immense Strength • Tier 3 Talent

You can wield a 2 handed melee weapon in one hand.

Fearless • Tier 3 Talent

Permanently increase your **Bravery** by 1.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Demonstrate, the Harmonious Ideal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Chosen of Bathemos

Devotion Tale

Chosen of Bathemos are drawn to the seductive flame of the pagan god of chaos. The hedonistic and self-centered lifestyle calls to them - and Bathemos only asks a little back in return. These individuals are enraptured with the raw and primal side of the revel; they will dance in front of a roaring bonfire for an entire day, consuming extravagant amounts of wine, sharing in open love, ritual sacrifices, as well as chanting and drumming in the hopes of beckoning a view of their patron god amongst the flames. As such, chosen are very much ostracized from all levels of society - they are viewed as a danger and a menace from the smallest village to the largest city; they are watched careful by guards and concerned citizens, their tattoos and ritual scarring a typically dead giveaway of the inclination towards the god of chaos. However uncontrollable, they are often employed by those looking to "get results"; these shadowy deals may see an entire cult of chosen engaged to harass or take out a rival's resources... or the rival themselves.

Fireball • Signature Talent • Action

Make a **Magic** vs **Adventure** check against a character up to **far** away; if successful, that character takes d6 + **magic** damage.

Critical: The character takes an additional d4 damage.

Bonfire • Tier 1 Talent • Action

Once per encounter, select a non-living item up to **medium** sized that is **nearby**. That item bursts into flames. The flames are non-magical, and so will spread naturally and can also be extinguished naturally.

Burn Poison • Tier 1 Talent • Action

Select a **nearby** character who is **poisoned**. That character takes as much damage as their current remaining poison, and is no longer **poisoned**.

Wreath of Flames • Tier 2 Talent • Action

Gain 2 +**mastery** armor until your next turn (if in **danger**, for 1 minute otherwise).

Burn Charm • Tier 2 Talent • Action

Select a **nearby** character who is **charmed**. Make a Magic vs Steel -2 check; if successful, that character is no longer **charmed**, and takes 1 damage.

Immolation • Tier 3 Talent • Action

Whenever you successfully damage a character with your Fireball action, that character and up to **magic** characters **nearby** that character are immolated. Immolated targets take d4 damage at the start of their next turn.

Devotion to Bathemos • Tier 3 Talent

You have carved rituals symbols all over your body. Whenever you take any action with a Magic check that successfully deals damage, add your **mastery** to that damage. You may not devote to any other pagan god.

Notes: This talent requires devotion to Bathemos. Bathemos requires you exhibit these virtues: **impulsiveness**, **hedonism**, and **anarchy**. See the [Narrator's Guide](#) for more details on devotion.

Mastery • Mastery Talent

Permanently decrease your **breakpoint** by 1 each time you purchase **mastery** in this tale. (You cannot purchase additional **mastery** if this would reduce you to 0 **breakpoint**.)

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Channel, the Uncontrolled Arcane.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Dawnbringer

Enchantment Tale

Dawnbringers believe that the glory of the dawn must be shared, but only those who are worthy can see it. The dawn is an enigmatic and obscure pseudo-religious belief in some future unifying event that will blend all of the worlds and realms into one. How this happens, and what it means is often open to all manner of interpretation. Texts on the dawn are obscure, and often covered in riddles; ancient writers on the topic seem too often be wracked with insanity. Nevertheless, dawnbringers seek to share their power with any they deem worthy - they empower their allies in all manner of ways. They are wandering spirits - adventurers by necessity; they are often not found in normal occupations throughout the kingdoms (or at least, not occupied in such a way that uses their talents).

Brilliance • Signature Talent • Action

As a **fast** action, gain d3 **rays** of light; your **rays** expire at the end of the encounter. You may have up to 3 + **mastery rays** at any time.

Glow of the Dawn • Tier 1 Talent • Action

Make a **Magic** vs **Difficulty** + 2 check; if successful, spend any number of **rays** - that many **nearby** characters of your choice gain +1 to a single attribute of your choice for 2 + **mastery** turns (if in **danger**, minutes otherwise). If you use this ability again to target the same character this encounter, the effect is overwritten.

Healing Light • Tier 1 Talent • Action

Up to 2 + **mastery** times per encounter, heal a **nearby** character for d6 + **Magic** damage; you may spend one of your **rays** to increase the healing by 1 as many times as you wish.

Burst of Energy • Tier 2 Talent • Action

Make a **Magic** vs **Difficulty** + 2 check; if successful, all other **nearby** characters of your choice gain an extra **fast** action on their next turn this encounter.

Armored Light • Tier 2 Talent • Action

As a **fast** action, select another **adjacent** character, and spend any amount of **rays** up to 1 + **mastery**; that character gains that much armor until your next turn. If your **mastery** is > 2, you can target yourself; if your **mastery** is > 6, you can target a **nearby** character.

Deflecting Rays • Tier 3 Talent

Whenever you would take damage, you can immediately spend any number of **rays** to reduce the damage by that amount of **rays** spent.

Blinding Light • Tier 3 Talent • Action

Make a **Magic** vs **Steel** check against all **nearby** characters of your choice; for each success, spend 1 of your **rays** to blind that character for 1 turn - they cannot move or take actions, and they suffer -3 to all defensive checks. A blinded character cannot be affected by this action.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Surge, the Forbidden Dance.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Disciple of Artemix

Devotion Tale

Disciples of Artemix yearn to join the Huntress, to feel the thrill and rush of the great hunt. Some disciples have encountered her in the deep woods in their past, become converts immediately; they joined her in a hunt, running by her side, overcome with the primal power she represents. Inevitably, all such individuals awake to find themselves where they first recall spotting her - time may have passed, or it may have not. In all cases, these individuals cannot simply forget the overwhelming power of that experience. Other disciples have never had such an experience, but are lured to her devotion by the simple tale of someone who claims to have encountered the goddess herself. In all cases, disciples tend to be energetic and skilled hunters, trackers, and woodsmen. They are often employed as scouts or surveyors, feeling most at home in nature, far from the increasingly complex and busy lives of the kingdom dwellers.

Arrows • Signature Talent

Up to 3 + **mastery** times per encounter, when you fire your bow or shortbow, you can use a special **arrow**. You have the Breathtaker **arrow** - when fired, the Attack is considered **fast**.

Giantslayer Arrow • Tier 1 Talent

You have the Giantslayer **arrow** - when fired, it adds d4 damage to any successful Attack.

Haste • Tier 1 Talent • Action

Once per encounter, increase your or an **adjacent** character's movement by 3 + **mastery**.

Heartseeker Arrow • Tier 2 Talent

You have the Heartseeker **arrow** - when fired, it adds +2 to the Attack check.

Aimed Shot • Tier 2 Talent

When making an Attack (Weapon) with a bow or shortbow, you can increase the difficulty of the check by 2; if you do, and you are successful, the target is also **slowed** (1 + **mastery**).

Hexbringer Arrow • Tier 3 Talent

You have the Hexbringer **arrow** - when fired, the successfully hit character is **cursed**.

Devotion to Artemix • Tier 3 Talent • Action

Conjure a magical glittering bow from thin air. The bow lasts as long as you hold it, and will vanish immediately when you no longer do (or wish to dismiss it). You gain +2 to all Attack (Weapon) action checks you make with the glittering bow.

Notes: This talent requires devotion to Artemix. Artemix requires you exhibit these virtues: **curiosity**, **decisiveness**, and **savagery**. See the [Narrator's Guide](#) for more details on devotion.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Surge, the Forbidden Dance.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Emissary of Athya

Devotion Tale

Emissaries of Athya claim to follow the one true goddess, the lady of fate, the weaver of the Great Tapestry, and lady of Zh'rael. They often come to this strength of devotion after some twist of fate or destiny convinces them that the world is not simply chaos, but has some order to the bedlam they observe. These emissaries tend to make a bargain with Athya, one that will forever change their destiny. Some become missionaries, spreading belief of Athya over all other gods; others hold their beliefs tight, using the powers granted by the goddess to whatever ends they see fit - after all, if it comes to be, it must be the will of the weaver. In less devout circles, Athya has less sway than some of the more entertaining gods, while the folk of the countryside tend to focus more often on the more nature aligned deities. In all cases, a focus on Athya is unusual, and sometimes viewed with a touch of suspicion.

The Bargain is Struck • Signature Talent • Action

As a **slow** action, tie a **thread** around your wrist; the next time you would fall **unconscious**, the **thread** evaporates instead. You may only have 1 **thread** tied to you at a time.

Dodge Fate • Tier 1 Talent

Once per encounter, you may reroll your **attribute** die when making a defensive check.

Sharp Objects • Tier 1 Talent • Action

Make a **Magic** vs **Armor** check against a **nearby** character; if successful, launch 1 + **mastery** shards of fate, each dealing d4 + **Magic** damage to the target. If you have **mastery** > 4, you may split the shards amongst two characters (roll a check separately for each).

Critical: Add 1 additional damage to each shard.

Curse of Fate • Tier 2 Talent • Action

Once per encounter, make a **Magic** vs **Steel** check against a **nearby** target; if successful, they are **curled**.

Critical: You may take this action once again this encounter.

Fingers of Zh'rael • Tier 2 Talent • Action

Select a point up to **far** away; make a **Magic** vs **Steel** check against all characters within **Magic** spaces of that point; for each success, that character feels the pull of Zh'rael, and will suffer d3 damage on the start of their turn for the next 2 + **mastery** turns (if in **danger**, otherwise, will suffer only d3 damage immediately).

Harvest • Tier 3 Talent • Action

Once per encounter, make a **Steel** vs **Difficulty** + 4 - **mastery** check against an **adjacent** dead mortal; if successful, extract a **thread** from the corpse. (This action can only be successfully performed once per corpse, regardless of who takes it.)

Devotion to Athya • Tier 3 Talent

Your Unravel action now counts as a **free** action up to 1 + **mastery** times per encounter.

Notes: This talent requires devotion to Athya. Athya requires you exhibit these virtues: **thoughtfulness**, **deliberation**, and **carefulness**. See the [Narrator's Guide](#) for more details on devotion.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Reverse, the Cyclic Reveal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Entropist

Enchantment Tale

Entropists are often heralded by the frigid winds of the north blowing through the countryside, bringing a freezing chill at the most unnatural of times. These wizards have harnessed the magic of negative entropy, a field studied extensively by the Sh'thani spiretechnicians of old. During the Age of Spires, the magic of forced order from chaos was harnessed to empower many spiretech devices. The ad-hoc usage of this magic (without the channel of spiretech) often manifests as "ice" magic. Entropists are masters of this art, producing chill and frost at will, and shaping the chaos of natural moisture and temperature into frozen forms of their desire.

Icicles • Signature Talent

You start each encounter with a number of **icicles** equal to your **Magic + mastery**. You may spend **icicles** to temporarily increase the **entropy** of a device when taking the Operate action (limit of one **icicle** per action). (**Icicles** may also be spent on other actions in this tale.)

Frozen Armor • Tier 1 Talent • Action

Spend any amount of **icicles** to gain that much **armor** until the start of your next turn (if in **danger**, or for 1 minute otherwise).

Chilling Strike • Tier 1 Talent

Anytime you successfully make an Attack (Weapon) action, you may spend one of your **icicles**; if you do, the target of the attack is **slowed** in addition to any other effects.

Ice Lance • Tier 2 Talent • Action

Make a **Magic** vs **Steel** check against a **nearby** character; if successful, deal d4 + **Magic** damage to that character. In addition, if successful, you may spend one of your **icicles** - if you do, that character is also **frozen**.

Critical: Gain one **icicle** (you cannot go above your normal maximum).

Frostbite • Tier 2 Talent • Action

For the next 10 minutes, your touch or step instantly freezes any water it touches. Holding your touch or step to a location will cause the frozen patch to grow slowly over time.

Ice Palace • Tier 3 Talent • Action

Spend any number of **icicles** - manifest a building or structure of pure ice whose total size is 10 times the number of icicles, cubed. The construction can be any intricacy you want, and can contain furniture or other smaller structures also made of ice. The temperature inside the structure is moderate. The structure will last for 1 + **mastery** days, after which it will rapidly melt and evaporate, leaving no trace behind.

Frozen Heart • Tier 3 Talent

You are completely comfortable in any cold condition, and you can, as a **free** action, reduce the temperature of the area around you (a radius of 10 times **mastery** feet) to the freezing point. The chill will dissipate within minutes after you release it, or you leave the area.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Channel, the Uncontrolled Arcane.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Follower of Iluna

Devotion Tale

Followers of Iluna are free spirits who have chosen to follow the path of the goddess Iluna. They can be spotted on various astronomically significant dates gathering at revelstones; under the light of Sh'than, clad in flowing silks, or nothing at all, they dance around together, symbolically shedding their worries and freeing their inhibitions. Followers of Iluna are overwhelmingly (but not exclusively) female. They act as an "open" secret society, in that they form "covens" that are not really much of a secret, and often seek to help the local population in small but achievable ways. These covens are typically invite-only, but one need only prove their good intention to get an in. Reflections are a welcoming group whose primary goals are more free and happy society.

Flit About • Signature Talent • Action

You enter into a carefree dance; this turn, and all turns until you end the dance or the encounter ends, you can choose one of your **moves**, and gain its effect for the turn. You know the following **moves**:

- **Leap About** - Gain +3 movement.
- **Shake Free** - You are no longer **slowed**.

Slashing Silks • Tier 1 Talent • Action

Make an **Adventure** vs **Armor** +1 check against a **nearby** character; if successful, deal d2 damage 1 + **mastery** times. If you have 5+ mastery, this is a **fast** action.

Critical: Deal d3 damage instead of d2.

Moves of the Tides • Tier 1 Talent

You know the following **moves**:

- **Soothing Sway** - An **adjacent** character can't take the Attack (Weapon) action until your next turn.
- **Alluring Motions** - An **adjacent** character will focus all of their attention on you until your next turn.

Uninhibited • Tier 2 Talent

Your movement can never be reduced.

Moves of the Earth • Tier 2 Talent

You know the following **moves**:

- **Erratic Shuffles** - Add +3 to all defensive **Adventure** checks.
- **Powerful Leaps** - Add +1 to all Attack (Unarmed) or Attack (Weapons) actions made with melee weapons.

Dodge • Tier 3 Talent • Action

As a **fast** action, if you aren't making an Attack action this turn, gain +3 armor until your next turn.

Devotion to Iluna • Tier 3 Talent • Action

Once per encounter, manifest a swirling array of 1 + **mastery** dancing clones of yourself; the clones last for 3 turns. Each has your basic attributes, and can use the Slashing Silks and Dodge actions, but have no other capabilities. Anyone attempting to identify you causes you to make an **Adventure** + **mastery** vs **Wits** check; if successful, they will think one of your clones is you. If a clone suffers any damage, it will collapse into a pile of silks.

Notes: This talent requires devotion to Iluna. Iluna requires you exhibit these virtues: **carefreeness**, **kindness**, and **communalism**. See the [Narrator's Guide](#) for more details on devotion.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Reverse, the Cyclic Reveal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Illusionist

Quest Tale

Illusionists believe that it's always fun to mess with those who aren't paying attention! They often follow the mantra that "it's all harmless". They are masters of magic when it comes to tricking the mind; they create illusions and mirages, making things appear and disappear (at least to the observer). Illusionists are often entertainers - they take their tricks on the road, performing at villages across the countryside, living off of the proceeds of their shows. In larger cities, where the competition as an entertainer is fierce, they will often be found as part of a larger show, assisting in the overall production. Those less interested in entertainment often find themselves employed in the shadowy parts of the world; deception and manipulation of perception are key elements to many rogue operations and thieves guilds often want one or two illusionists on hand for any given job.

Illusions • Signature Talent

You may use your **Magic** attribute when making checks for Distract or Misdirect actions.

Fool's Gold • Tier 1 Talent • Action

As a **slow** action, cast an illusion on a handful of **tiny** stones or similar objects; they now appear as valuable gems or coins, whose total perceived value is $10 * (1 + \text{mastery})$ crowns. The illusion lasts for 1 day. Anyone who touches them causes you to make to a **Magic** vs **Wits** check; if failed, they see through the illusion immediately.

Advanced Illusions • Tier 1 Talent

You may use your **Magic** attribute when making checks for Sneak or Sleight of Hand actions.

Masquerade • Tier 2 Talent • Action

Once per encounter, you may take on any mundane appearance you want (your physical form adjusts to look like any mortal you wish, your clothes and equipment can appear as anything ordinary). The illusion lasts for 1 hour, during which time anyone who interacts with you for more than a brief or passing moment causes you to make a **Magic** vs **Wits** check; if failed, they see through your illusion.

Obscure • Tier 2 Talent • Action

Make a **Magic** vs **Difficulty** check against an **adjacent** object (increase the difficulty by +1 for each **size** it is greater than **tiny**); if successful, it is magically hidden from casual observation for $1 + \text{mastery}$ days. During this time, anyone searching for it in the area must add +4 to the difficulty of any check they make to find it.

Critical: The object cannot be found by mundane searching, and can only be uncovered by magical means.

Mirage • Tier 3 Talent • Action

Up to three times per encounter, create an illusory copy of a character within eyesight; the illusion manifests itself in a **nearby** location of your choice. The copy behaves as the character would, and lasts for $1 + \text{mastery}$ minutes. It cannot physically interact with anything, and any character who scrutinizes it or interacts directly with it to any reasonable degree prompts you to make a **Magic** vs **Wits** check; if you fail, they identify it as an illusion, otherwise they will remain convinced it is real for the duration.

Hallucination • Tier 3 Talent • Action

Make a **Magic** vs **Wits** check against a **nearby** character; if successful, the target sees and hears characters and events that do not exist for the next $1 + \text{mastery}$ minutes.

Notes: Narrators may wish to have hallucinating characters act erratically while in **danger**.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Balance, the Two as One.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Knight of the Kingdom

Combat Tale

Knights of the Kingdom are official knighted individuals working on behalf of the monarch, or a local lord. Wherever evil deeds are done, a knight of the kingdom soon will be there. It is their solemn duty to right the wrongs and bring justice and peace to the land – although many knights have an ulterior motive of fame and fortune. Most knights of the kingdom have some birthright to the title, although it is at the discretion of the monarch to knight anyone they see fit, and many monarchies do prefer a meritocracy to their knighthoods. Arms and armor vary from kingdom to kingdom, some provided as part of the title, others required of the knight themselves. Within kingdoms and villages in the countryside, knights are often given some base amount of respect for the title and authority granted by the king.

Heraldry • Signature Talent • Action

Select one of your heraldries to display; gain that heraldry's effect until you choose to display another (you may only have one displayed at a time). The heraldries are:

- **Bear** - Reduce the difficulty of Attack (Brutal Weapon) by 1.
- **Lion** - Gain +1 bravery.
- **Stag** - Gain +1 movement.
- **Wolf** - Gain +1 adventure if you are not **nearby** any ally or friend.

Errant Heraldries • Tier 1 Talent

Unlock the following additional heraldries:

- **Boar** - You can wear one piece of heavy armor without suffering its drawback.
- **Rose** - Gain +1 charm.

Attack (Shield) • Tier 1 Talent • Action

Push forward with your shield, dealing moderate damage and forming into a defensive position. Make a **Bravery** vs **Steel** +1 check; if successful, deal 2 damage to the character, and increase your armor against non-magical attacks by 2 for the next round. (You must have a shield equipped to use this action.)

Critical: The character takes an additional + **mastery** damage.

Kingdom Heraldries • Tier 2 Talent

Unlock the following additional heraldries:

- **Crown** - At the start of each round in **danger**, you may increase your place in the turn order by 1.
- **Shield** - Gain +1 armor.

Improved Steel • Tier 2 Talent

Permanently increase your **Steel** by 1.

Commander Heraldries • Tier 3 Talent

Unlock the following additional heraldries:

- **Dragon** - Add d3 damage to any Attack action you make with a melee weapon.
- **Moon** - Reduce all damage from magic sources by 1.

Flourishing Maneuver • Tier 3 Talent

Whenever you perform any Attack action with a melee weapon or shield, you may take the Heraldry action as a **free** action immediately.

Mastery • Mastery Talent

Permanently increase your **breakpoint** by 1 each time you purchase **mastery** in this tale.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Defend, the Eternal Bulwark.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Knight of the Rose

Combat Tale

Knights of the Rose know that danger can hide behind a façade of beauty. Unlike other knights found throughout the land, knights of the rose are not granted a traditional knighthood by a sovereign. Their order is self-maintained, and crosses all national boundaries. They evoke a deadly beauty, daring their foes to mistake their outward charms for one who is easy prey. Like many knights, they are wanderers in search of problems that need solving - knights of the rose, however, are willing to stoop to any low to get the job done. They do not operate on a higher moral code, their order believes in results first, and the ends nearly always justify the means.

Blossom • Signature Talent • Action

At the start of each encounter, gain 2 + **mastery** petals. As a **fast** action, you can drop a *petal* to heal yourself for d3 damage.

Destiny of the Rose • Tier 1 Talent

When you make any check, you can drop a *petal* to reroll the **attribute die**.

Blood Growth • Tier 1 Talent • Action

Once per encounter, deal 2 damage to yourself as many times as you like; for each 2 damage dealt, regain one dropped *petal* (not to exceed your maximum).

Brambles • Tier 2 Talent • Action

Make a **Steel** vs **Adventure** check against a **nearby** character; if successful, that character is covered in razor sharp brambles for d4 turns (if in **danger**, for 1 minute otherwise). During this time, each space that they move causes them to take 1 damage.

Critical: Increase the duration by 2 turns (or 1 additional minute).

Thorns • Tier 2 Talent • Action

Cover yourself in sharp thorns for a number of turns (if in **danger**, minutes otherwise) equal to your current *petals* (not your maximum). During this time, anyone who touches you (including any successful melee attack against you) takes 2 damage.

Spring • Tier 3 Talent

Once per turn, as a **free** action, you can drop a *petal* to take an extra **fast** action.

The Rose's Gift • Tier 3 Talent

Permanently increase your **Steel** by 1.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Balance, the Two as One.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Machinist

Crafting Tale

Machinists have an uncanny understanding of how to assemble various components into something useful. While they lack the training to make true marvels from the Age of Spires, they are more than capable of constructing functional devices off the cuff. Machinists are true inventors by nature; many may have never had the pleasure of working on true spiretech, but have managed to acquire enough parts and pieces to experiment with. They naturally understand how different gadgets and gizmos are intended to be assembled together; how the pieces can be fit in an infinite number of ways to produce strange devices capable of wonders. Their expertise only goes so far, but in a pinch, with just a few random spare parts, a machinist can make just the right tool for the job.

Some Assembly Required • Signature Talent • Action

As a **slow** action, spend 30 **crowns** to cobble together a useful tool or mechanism. The assembly will collapse into a heap of scrap after either 1 + **mastery** uses (or 1 + **mastery** days if dormant or unused). The mechanism must be a **small** object, and have a simple functionality (such as a chair).

Assembly Blueprints: Expanded Size • Tier 1 Talent

When taking the Some Assembly Required action, you may spend 10 less **crowns** to make a **tiny** object, or 10 more **crowns** per scale to increase the object to **medium**, **large**, or **giant**.

Take it Apart • Tier 1 Talent • Action

As a **slow** action, pull apart an authentic piece of spiretech. Gain a number of **widgets** equal to $(1 + \text{mastery}) \times d4$. The spiretech device is destroyed.

Assembly Blueprints: Operational Capacity • Tier 2 Talent

When taking the Some Assembly Required action, you may spend one **widget** or 10 **crowns** to make the object a physically functional mechanism or simple automaton. For example, a clock, or a locking mechanism.

Scrap Salvage • Tier 2 Talent • Action

Make a **Wits** vs **Difficulty** +4 check against the scrap left from one of your assemblies; if successful, reclaim half the **crowns** spent to construct the assembly to begin with. You can only perform this check once per scrap.

Assembly Blueprints: Advanced Reasoning • Tier 3 Talent

When taking the Some Assembly Required action, you may spend one **widget** to make the object intelligent or sophisticated in some way. For example, an automatically fitting key, or a sentry that detects foes.

Notes: You will need to include Operational Capacity if you want the device to do something physical as well.

Weapon Automation • Tier 3 Talent • Action

As a **slow** action, spend 5 **widgets** or 100 **crowns** to automate a normal weapon with spiretech. That weapon now deals +1 additional damage when used. A weapon cannot be automated more than once.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Defend, the Eternal Bulwark.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Master at Arms

Combat Tale

Master at arms is a title typically granted by a sovereign to one of their best swordsmen. Years of training and experience wielding the tools of death have made these individuals into masters of combat. At home with many forms of weapons, they are capable of executing a variety of advanced maneuvers in pursuit of the defeat of their enemies. Later in their career, these individuals will often be relieved of any actual field duty, and will become an elite tutor for the children of wealthy patrons, who seek to give their heirs the best combat training they can get without actually sending them into harms way.

Maneuvers • Signature Talent

Up to 2 + **mastery** times per encounter, when you make any Attack (Weapon) action with a melee weapon, you may select one of your maneuvers to add to the effect. You currently know Precise Strike - reduce the difficulty of the check by 1.

Maneuver - Heavy Strike • Tier 1 Talent

Add +2 difficulty, but if successful, add +3 damage.

Maneuver - Hamstring • Tier 1 Talent

If successful, the character is also **slowed** (2).

Maneuver - Fast Strike • Tier 2 Talent

Add +2 difficulty, but this action is **fast**.

Maneuver - Slam • Tier 2 Talent

If successful, the character is also pushed back 2 spaces.

Maneuver - Sneak Attack • Tier 3 Talent

If successful, double the damage. This maneuver can only be selected if the target doesn't know where you are, or doesn't expect to be attacked.

Weapon Mastery • Tier 3 Talent

When you take this talent, choose a single melee weapon type; so long as you are using that weapon for an Attack (Weapon) action, prior to attacking, choose to either gain +1 to the check, or +1 damage. Each time you gain a **mastery**, you can select another weapon to master in addition to any others.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Demonstrate, the Harmonious Ideal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Menagerist

Quest Tale

Menagerists have an innate understanding and communication with the small and fluffy creatures of the world. They would claim that nobody really understands them, except their little friends. This claim is largely uncontested - menagerists talk to animals, and the animals do seem to talk back. When in doubt, menagerists always seem to be able to beckon their little friends who appear through windows, holes in the wall, down the chimney, or right through the front door; always there in a pinch to help them or simply brighten their day. Menagerists are endlessly entertaining at social events; their ability to manipulate these little creatures has all manner of practical application - most towns of modest size contain a menagerist who is readily available to assist with pest control, entertainment; most notably, menagerists act as couriers, capable of sending messages over great distances.

Call Friends • Signature Talent • Action

Call upon or direct your friends to aid you. Choose on of the following:

- **Beckon** - Call upon your friends to come to your aid. You will gain **mastery** + 1 squirrel friends. You cannot use this action if you already have friends. Your friends will leave at the end of the encounter.
- **Dismiss** - Dismiss your friends - they will return safely to their homes.
- **Direct** - Direct one or more of your friends to perform a simple task that they could physically manage (such as carrying a note, making an alarming sound, etc.).

Scaly Friends • Tier 1 Talent

When summoning your friends, you may have any number of them be small aquatic or amphibian creatures, rather than squirrels.

My Little Spy • Tier 1 Talent • Action

Direct one of your friends to travel to a location up to 1 mile away, observe a target or area for up to 10 minutes, and then return to you. You can understand the scene they describe, although you cannot get complex details, and any conversations or other communication witnessed will be distilled to a more simple form. Your friend must be able to reach the area you direct them to.

Winged Friends • Tier 2 Talent

When summoning your friends, you may have any number of them be small flighted creatures, rather than squirrels.

My Little Messenger • Tier 2 Talent

Direct one of your friends to travel to a location up to 10 * **mastery** miles away (or 1 mile, if you have no **mastery**), find a particular character, and convey a message to them. The message must be relatively short and simple; the character can reply with a similarly short and simple message that you will be able to understand when your friend returns. Your friend must be able to reach the area you direct them to.

My Little Army • Tier 3 Talent • Action

Make an **Adventure** vs **Armor** check against a **nearby** character; if successful, select any number of your friends that are not already occupied. They will swarm the target, dealing 1 damage per friend at the start of that character's turn for the next d4 turns before returning to you. The character may spend their **fast** action to swat one of your friends, killing it.

Critical: The character cannot swat your friends, they are too fast.

Vicious Friends • Tier 3 Talent

When summoning your friends, one of them may be a badger or other similarly sized creature. If used with My Little Army, this creature deals d4 damage, and cannot be swatted.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Surge, the Forbidden Dance.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Minstrel

Story Tale

Minstrels are the people's bard, singing songs of both inspiration and relatable melancholy. They are found all throughout the land - some travel across the countryside, moving from village to village, performing for one or two nights before moving on. Others have permanent venues or long-term contracts in larger towns or cities where they perform regularly. The best of the best may perform at balls or feasts for kings and queens. Their light and jovial music is uplifting to many; even when not performing, their presence and general disposition often creates a more eased atmosphere.

Hit the Note • Signature Talent

Up to 1 + **mastery** times per encounter, if you succeed at any check but do not get a critical, make a **Charm** vs **Difficulty** +2 check; if successful, your original check is considered a critical.

Charming Melody • Tier 1 Talent

When you Hit the Note, you or a **nearby** character is **charmed**; you may only sing one melody at a time.

Poem Curio • Tier 1 Talent • Action

Up to 1 + **mastery** times per encounter, you can touch an **adjacent** item; anyone using that item for the rest of the encounter gains +1 to any check that uses that item (for example, a weapon used with an Attack, or any mundane check that uses a tool).

Soothing Melody • Tier 2 Talent

When you Hit the Note, you or a **nearby** character lose one **slowed**, **poisoned**, or **frozen** condition; you may only sing one melody at a time.

Poem Magnifico • Tier 2 Talent • Action

Make a **Charm** vs **Steel** check against a **nearby** character; if successful, they take d6 damage, and are no longer **charmed** (if they were).

Critical: The target will focus all aggressive behavior on you for one turn.

Invigorating Melody • Tier 3 Talent

When you Hit the Note, you or a **nearby** character gains an additional **fast** action on their next turn; you may only sing one melody at a time.

Charming Smile • Tier 3 Talent

Permanently increase your **Charm** by 1.

Mastery • Mastery Talent

For every 2 **mastery** you have, you may **attune** to 1 additional **eidolon**.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Demonstrate, the Harmonious Ideal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Plague Doctor

Combat Tale

Plague doctors are obsessed with the alchemy of poison and diseases, these sciences occupying their waking thoughts and haunts their dreams. They strive to perfect these recipes of death, as well as their application - both subtle and overt. Plague doctors are capable of concocting vile poisons and delivering them in all manner of ways. It is unlikely that individual who practices these arts makes their talent well known - there isn't much room for negotiating the usage of these poisons, they are for murder alone. Plague doctors, therefore, work in the shadows almost exclusively. Those who are true masters of their craft likely have the secret employ of a wealthy patron who will call upon their work from time to time.

Brew Poison • Signature Talent • Action

As a **slow** action, spend 1 **faecorn** to make 1 + **mastery tiny** vials of poison whose **potency** is 2. Anyone who drinks one will be **poisoned (potency)**.

Improved Poisons • Tier 1 Talent

Increase the **potency** of any poisons you make by 1.

Coat Weapon • Tier 1 Talent • Action

As a **slow** action, spend one vial of poison to coat one of your weapons; anyone struck by the weapon is **poisoned (potency)**, then reduce the **potency** of the poison on the weapon by 1 (once it reaches 0, the poison is exhausted). If you reapply poison to the weapon, take the higher **potency**. Your coated weapons are too dangerous for non-experts to use, anyone else who attempts to use one of your coated weapons must make a **Steel vs Difficulty + potency** check each time they Attack with it; if they fail, they are **poisoned (potency)**, rather than the intended target (they must also make this check if their attack was a failure; in both cases, reduce the **potency** by 1).

Master Poisons • Tier 2 Talent

Increase the **potency** of any poisons you make by 1.

Leeches • Tier 2 Talent • Action

Make a **Wits vs Difficulty + potency** check against an **adjacent poisoned** character; if successful, the character is no longer **poisoned**.

Slowing Poison • Tier 3 Talent

When you take the Brew Poison action, you may spend an additional **faecorn** to make the poisons a slowing poison. Whenever that poison affects a character, the character is also **slowed (potency)**.

Poison Grenade • Tier 3 Talent

When you take the Brew Poison action, you may spend an additional **widget** to make 1 grenade (rather than a set of vials). When the pin is pulled, after 5 seconds it will explode (this is during the course of 1 turn; a Toss action can be used to both pull the pin and throw it). The explosion deals d4 damage to any character in the same space, and all **nearby** characters are **poisoned (potency)**.

Mastery • Mastery Talent

When you are **poisoned**, immediately reduce the duration by **mastery**.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Balance, the Two as One.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Puppetmaker

Crafting Tale

Puppetmakers have harnessed the power of tying one thread to another, in such a way as to gain control over another's fate. One little thread is all it takes to capture the very essence of another; by combining that with a small doll, toy, or other representation, they can manipulate their fate in a variety of ways. Puppetmakers stitch together simulacra of others, any facsimile will do - they then integrate the power of a thread into that simulacra, allowing them to affect their target from afar, without even needing to lay eyes upon them. This is universally considered a "dark" magic, and is often explicitly illegal; nevertheless, the power held by these individuals is often required, even by those who seek to use it for a greater good.

Simulacra • Signature Talent • Action

As a **slow** action, spend one hour making a simulacrum of anyone you know - the item itself can be a small doll, carved toy, or similar. During this process, you may weave into the simulacrum up to **mastery threads** (you may also repeat this process later with an existing simulacrum, adding additional **threads**, so long as the total amount never exceeds your **mastery**). Any effects the other talents in this tale apply to your simulacra will effect the character it is made to represent, so long as they are no more than 10 miles away for each **thread** woven into the simulacrum. You must be holding your simulacrum to target it.

Quick Stitch • Tier 1 Talent • Action

Heal one of your simulacra for d4 damage; you can do this no more than 1 + **threads** times per encounter (per simulacrum).

Pin Cushion • Tier 1 Talent • Action

Deal d4 damage to one of your simulacra; you can do this no more than 1 + **threads** times per encounter (per simulacrum).

Mend Tear • Tier 2 Talent • Action

Once per encounter (per simulacrum), as a **slow** action, heal one of your simulacra for d6 + **mastery** damage.

Pull Apart • Tier 2 Talent • Action

Make a **Magic** vs **Steel** check against one of your simulacra (using the character's **Steel**); if successful, the character is **cursed**.

Extra Layers • Tier 3 Talent • Action

Once per encounter, as a **slow** action, grant one of your simulacra +1 armor for the next hour. If you have 3+ **mastery**, this action takes only 1 turn; if you have 6+ **mastery**, this action is **fast**; if you have 9+ **mastery**, grant +2 armor instead of +1.

Magic Target • Tier 3 Talent

You can target your simulacra with any of you actions that require a Magic check; the effect translates to the character.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Reverse, the Cyclic Reveal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Rapscallion

Story Tale

Rapscallions are suave and cool, living life to its fullest, easily manipulating their way into the highest of societies, and occasionally the lowest of dungeons. Exceptionally charming individuals, rapscallions make their way through life however best they can; they are happy to woo an elderly widower, and claim her children's inheritance before skipping town. Or they may simply use their guile and wit find their way to an invitation to the ball of the season, only to slip through the kitchen when nobody is looking, and pilfer some silver before exiting out the servant's quarters. Not all rapscallions operate entirely illegally, many simply use their manipulative skills to convince others to give them what they want - living off the dime of a rich merchant who has surrounded himself with yes-men is not at all below the standards of rapscallion behavior.

Declaration of Intent • Signature Talent

Thrice per encounter, prior to making any **Adventure** or **Bravery** check, if you boldly announce what you intend to do in a dramatic fashion (as a **free** action), gain +2 to the check. For example, 'Haha! I shall now swing from the chandelier!'

Slip • Tier 1 Talent • Action

Once per encounter, slip out of any non-magical bindings, ties, shackles, etc. that hold you.

Well Connected • Tier 1 Talent

Gain a 10% discount on all goods and services when in the alleys, or any other suspicious part of town.

Waltz • Tier 2 Talent • Action

Make a **Charm** vs **Difficulty** check; if successful, you begin a dance that attracts the attention of all **nearby** characters - these characters will suffer -1 to all checks that would involve them noticing or observing anything else besides yourself. This distraction lasts for 1 minute. During this time, you may snag up to **mastery** characters who are already enthralled by your dance, causing them to join in.

Heartthrob • Tier 2 Talent • Action

Make a **Charm** vs **Wits** check against a **nearby** character; if successful, you are the sole focus of their attention, as they are totally infatuated with you for the next 5 minutes. They fail any check related to observing or noticing anything besides yourself unless they are physically affected by it. Further, you gain +1 to all **Charm** and **Wits** checks made against them at this time. You may not have more than one character so enraptured at once.

Critical: You may attempt to this action again on another target without losing the attention of the first.

Devilish Luck • Tier 3 Talent • Action

Once per encounter, you are **charmed**.

Deep Pockets • Tier 3 Talent

You have acquired a special purse that looks no larger than a standard coin pouch, but can hold 1 + **mastery** cubic feet of stuff. The opening in the pouch always seems large enough to fit any object that the purse itself could contain. Objects inside weight nothing. Living objects are rejected by the pouch.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Surge, the Forbidden Dance.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Researcher

Quest Tale

Researchers see the world as full of mysteries, each of which must be plucked apart, dissected, and understood. They are masterful observers, easily capable of stringing together a series of clues into a comprehensive conclusion. They excel at understanding what makes a person tick equally as much as they understand why some object in a scene is of more importance than another. In modern society, researchers are often employed as investigators or detectives; they may be brought in as a specialist to identify some obscure object, and they may be used as a spy against a rival power. They tend to be distrusted by the elite for all of these reasons - those who keep secrets tend not to want to surround themselves with those whose job it is to uncover them.

Quick Study • Signature Talent • Action

As a **fast** action, while in **danger**, study a foe up to **far** distance away. Gain either +3 armor or +1 to all attributes (your choice) when defending against that character for the rest of the encounter. You can use this against up to 1 + **mastery** foes per encounter, but you cannot target the same character twice (the effect cannot be stacked).

Histora • Tier 1 Talent • Action

Make a **Wits** vs **Difficulty** check against an **adjacent** object or your current location; if successful, you learn its recent history - who has used the item or been in this location, and any important facts about those events.

Critical: You learn its complete history, dating back to antiquity if applicable.

Motiva • Tier 1 Talent • Action

Make a **Wits** vs **Wits** check against a **nearby** mortal character; if successful, you understand what their current motivations and drives are, and are also aware of any relevant recent personal history.

Critical: You are aware of any important personal history, regardless of how long ago it happened.

Physia • Tier 2 Talent • Action

Make a **Wits** vs **Steel** check against a **nearby** character; if successful, you learn what all of their current attributes are (including movement and breakpoint), as well as any conditions they may have on them.

Identa • Tier 2 Talent • Action

Make a **Wits** vs **Difficulty** check against an **adjacent machine**; if successful, learn what it does (the full details of its effects). You may also target non-spiretech devices (in which case, do not add **complexity** to the check). You may not target **eidolons** or **equipment**.

Obscura • Tier 3 Talent • Action

Make a **Wits** vs **Difficulty** +2 check; if successful, uncover all objects **nearby** that have been intentionall hidden, even by magic. This will not reveal objects that are naturally hard to find, have been lost, etc. - only objects whose current placement or disguise has been intentional.

Suspend • Tier 3 Talent • Action

Once per encounter, suspend a **medium** object up to 10 feet off the ground. This effect lasts for 10 minutes, during which time, the object has effectively no weight (it can be easily pushed around). If you have **mastery** > 4, the object can be **large**.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Balance, the Two as One.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Reveler

Enchantment Tale

Revelers are individuals who have spent a formative time in and around revels - they don't necessarily devote to a particular god, although some may, rather they share a general sense of the power of community and a shared connection with the natural world. They have felt the power of the revel, and have used it to the benefit of others. Journeying beyond their usually countryside life, revelers seek to be instrumental in something far greater than themselves. They crave purpose, and feel the guidance of the revel and all the gods they see in the dancing flames. Revelers are an adventuring sort, and don't often find themselves employed for their particular skills, but more for the presence and power they bring to a group that may have to face something unusual and dangerous.

Charm Friend • Signature Talent • Action

Make a **Magic** vs **Difficulty** +2 check against a **nearby** character; if successful, that character is **charmed**.

Critical: That character cannot be **cursed** for the remainder of the encounter.

Revel of Health • Tier 1 Talent

When you take an action that makes another character **charmed**, that character also heals 1 + **mastery** damage; you may only select one revel per charm.

Feast • Tier 1 Talent • Action

Once per encounter, manifest enough tasty food for **magic** + **mastery** characters to be satisfied with. Or, manifest food for twice as many characters, but it is bland or otherwise uninteresting.

Revel of Inhibition • Tier 2 Talent

When you take an action that makes another character **charmed**, that character also removes one condition of your choice; you may only select one revel per charm.

Revel of Power • Tier 2 Talent

When you take an action that makes another character **charmed**, that character also adds **magic** + **mastery** damage to their next Attack action before your next turn; you may only select one revel per charm.

Revel of Armor • Tier 3 Talent

When you take an action that makes another character **charmed**, that character also gains 1 + **mastery** armor until your next turn; you may only select one revel per charm.

Mass Charm • Tier 3 Talent

Once per encounter, make a **Magic** vs **Difficulty** +3 **-mastery** check; if successful, all **nearby** characters of your choice are **charmed**.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Demonstrate, the Harmonious Ideal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Rider of Norami

Devotion Tale

Riders of Norami have a deep connection with Norami, the steed of legend. In fact, all the great steeds, siblings of Norami, may come to their side if their devotion is true enough. These devotees are master horselords, able to manifest the spiritual foals of Norami to ride with speed, grace, and competence. They excel as scouts, cavalry, and hunters. Their tie to the goddess Norami provides them with excellent capabilities in the field, allowing many to operate independently for extended periods of time. Riders of Norami have acquired a reputation as bounty hunters and vigilantes, roaming the countryside in search of dirty work that needs doing.

Beckon Steed • Signature Talent • Action

As a **slow** action, beckon one of your **steeds** to your side. You can ride it with perfect proficiency. While riding one of your **steeds**, your movement while in **danger** is double, but you suffer -2 to any physical actions you would take. The first of your **steeds** is the Foal of Norami, a strong and reliable beast.

Gallatus, Steed of the Earth • Tier 1 Talent

Gallatus is one of your **steeds**. Gallatus cracks the ground he walks upon - when he moves into a space, he deals one damage to all adjacent characters.

Mounted Combat • Tier 1 Talent • Action

You can take the Attack (Weapon) action from atop one of your **steeds** with no penalty.

Hoaror, Steed of the Frost • Tier 2 Talent

Hoaror is one of your **steeds**. Hoaror freezes the ground she walks upon - when she moves into a space, all adjacent characters are **frozen**.

Attack (Steed) • Tier 2 Talent • Action

While mounted atop one of your **steeds**, make a **Bravery + mastery** vs **Adventure** check against a **nearby** character; if successful, deal d8 damage.

Mistafus, Steed of the Swamp • Tier 3 Talent

Mistafus is one of your **steeds**. Mistafus poisons the ground it walks upon - when it moves into a space, all adjacent characters are **poisoned** (1 + **mastery**).

Devotion to the Princes • Tier 3 Talent • Action

Up to once per encounter summon 1 + **mastery** phantasmal **steeds**, each a facsimile of your choice of any of your **steeds**. Select a direction from you, causing the **steeds** to charge forward in a cone shape. For each character up to **far** away in that direction, make a **Magic** vs **Steel** check; if successful, they suffer d6 + **Magic** damage. Regardless of success, each of those characters also suffers the effects of each of the **steeds** passing by them.

Notes: This talent requires devotion to Norami. Norami requires you exhibit these virtues: **honesty**, **fairness**, and **hopefulness**.

See the [Narrator's Guide](#) for more details on devotion.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Surge, the Forbidden Dance.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Scoundrel

Quest Tale

Scoundrels are individuals whose primary focus is driven by greed. For the average citizen, life can be tough, so the scoundrel believes that it's best to take what you can when the opportunity presents itself. Scoundrels are equally at home operating entirely in the shadows, or as a notorious rogue happy to jump on any task that promises a fat purse at the end. While many scoundrels function entirely outside the law, there are plenty who simply use the law to their advantage - manipulation, bribery, and corruption are all fair tools in their books. Scoundrels know where all the best treasures are kept, and if anyone knows what is worth pocketing, and what isn't worth the hassle, it's a scoundrel by a mile.

Riches • Signature Talent

Once per encounter, when taking the Loot action, make an **Adventure** vs **Difficulty** +5 check; if successful, you can take the Loot action again on the same target immediately. (This must be one of the assigned tables from the narrator, not a referred table as a result of a good roll.)

Lucky Find • Tier 1 Talent

Once per encounter, when taking the Loot action, you may reroll the die on any one table.

Thieving Skills • Tier 1 Talent

Gain +1 to all checks made for Search, Sneak, and Sleight of Hand.

Rummaging with Intent • Tier 2 Talent

When taking the Loot action, gain 1 + **mastery luck**.

Good Instincts • Tier 2 Talent

Once per encounter, if you would be hit by any ranged Attack action, dodge it instead. The attack is considered a failure, and you can optionally move up to one space away (this does not consume any movement).

Only the Best • Tier 3 Talent

Once per day, when taking the Loot action and rolling on one of the category tables (Treasure, Equipment, Curiosities, or Ingredients), you may select the category, rather than rolling."

Pick Lock • Tier 3 Talent • Action

Make an **Adventure** + **mastery** vs **Difficulty** check against any **adjacent** mundane lock; if successful, it is unlocked.

Critical: You can re-lock it, such that the original owner cannot use their key, combination, etc. to access it.

Notes: This is an alternative ability to using Sleight of Hand for lock picking.

Mastery • Mastery Talent

Whenever you loot the Crowns table, loot 10% more per **mastery**.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Reverse, the Cyclic Reveal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Shadow of the Behemoth

Devotion Tale

Shadows of the Behemoth are devotees to Behemoth, the oft-maligned god whose prophecy is to bring about the destruction of all things. These followers have seen visions of Behemoth; in these dreams, they've witnessed the inevitable, and they know that one day it will come to pass. Shadows of the Behemoth often question what the purpose of anything is, knowing this to be true. They are fatalists and nihilists; they are not a death cult, nor do they seek to bring about this prophecy or hasten the return of the Behemoth, rather they are a group that simply accept that it must happen, and attempt to live their lives under the shadow of that truth. It goes without saying, they are rarely invited to parties.

Critical Failure • Signature Talent

Any non-defensive check you make can critically fail; if you roll a natural 1 on your attribute die, and also do not succeed at the check, you have critically failed. When you critically fail, the narrator will determine what negative effect occurs - a critical failure is more than just a failure, besides not succeeding, you will incur an additional penalty.

Notes: Narrators are free to assign whatever effect they feel is appropriate. For balancing purposes, the following are suggestions to work off of. (1) You drop whatever tool or weapon you were using when you critically failed the action. (2) You lose the rest of your turn. (3) For social / roleplaying checks, your attempt has the opposite effect (e.g., an attempt to befriend someone results in their utter dislike or hatred towards you).

Behemoth's Strength • Tier 1 Talent

You may use **Bravery** rather than **Adventure** when making an Attack (Unarmed); if you do, it deals d4 + **mastery** damage instead.

The Earth Shakes • Tier 1 Talent • Action

Make a **Steel** vs **Difficulty** check against an **adjacent large** object; if successful, you can easily lift, push, or pull it up to **far** distance. You may increase the **Difficulty** be +2 in order to target a **giant** object.

Refusal • Tier 2 Talent

Once per encounter, rather than suffer a critical failure penalty, you may take d6 damage instead.

Hide of the Beast • Tier 2 Talent

Permanently gain +1 armor.

Resilience to the End • Tier 3 Talent

Permanently increase your **breakpoint** by 10 + **mastery**.

Devotion to Behemoth • Tier 3 Talent • Action

As a **slow** action, carve a totem of Behemoth in either **tiny**, **small**, or **medium** size out of any available natural material. You may place the totem somewhere either face up, or face down. If placed face up, within the next 3 days, a terrible accident or calamity will befall the area the totem was placed in (the effect reaching up to 2 **sizes** further away). If placed face down, within the next 3 days, a boon or great happiness will occur in the area the totem was placed in (the effect reaching up to 2 **sizes** further away). If the totem is destroyed before the effect occurs, nothing happens. If you place another totem during this time, the first is rendered inert. If the totem is in any other way disturbed during this time, the opposite of the intended effect will occur.

Notes: It is at the narrator's discretion what will happen; you may beseech Behemoth for a certain effect, but the narrator will determine what ultimately occurs. This talent requires devotion to Behemoth. Behemoth requires you exhibit these virtues: **nihilism**, **distance**, and **primalism**. See the [Narrator's Guide](#) for more details on devotion.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Defend, the Eternal Bulwark.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Shaman

Enchantment Tale

Shamans are those that follow the bobbin's path of embers. Commonly bobbins, but not exclusively, shamans read the embers in the smoke that hint at the weave of the Great Tapestry; they interpret these visions, and bend them to their will. They are fortune seers, relying on a primordial force of nature to guide their actions. Traditionally, bobbins that follow the path of embers take part in regular fireside rituals giving thanks to nature, discussing current events, and deferring to the wisdom and predictions of their elders. Shamans that venture out of the burg (or never started there to begin with) are often seen as being in touch with some primal force that the average citizen cannot see or understand.

Portent • Signature Talent

Whenever you roll natural doubles when making a non-defensive check, gain a **portent**. You can have up to 1 **+mastery portents**.

Flicking Lights • Tier 1 Talent

When a **nearby** character is about to make an Attack, you may spend a **portent** and make a **Magic** vs **Steel** +2 check; if successful, select another valid target for the attack instead.

Notes: This isn't an action; it can be triggered at any time and used so long as you have a **portent** to spend.

Shadow Step • Tier 1 Talent • Action

Once per encounter, if you are standing in a shadow, vanish and reappear up to **far** distance away in another shadow (that you can see). You may spend a **portent** to make this **fast**.

Shadow Choke • Tier 2 Talent • Action

Make a **Magic** vs **Steel** check against a **far** character; if successful, deal d6 + **Magic** damage to that character. If successful, you may also spend a **portent** to make that character **cursed**.

Wrapped in Prophecy • Tier 2 Talent • Action

Spend a **portent** - gain +3 to all defensive checks you make for the next **Magic** turns.

It is Foreseen • Tier 3 Talent

Whenever any **nearby** character makes any non-defensive check, you may spend a **portent** to reroll that character's attribute die.

Notes: This isn't an action; it can be triggered at any time and used so long as you have a **portent** to spend.

To Know Oneself • Tier 3 Talent

If you start an encounter with 0 **portents**, gain 1.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Reverse, the Cyclic Reveal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Siren

Enchantment Tale

Sirens are masters of the lure, sorcerers that can use magic and charm to draw in victims or foes. Sirens often feel themselves above the other mortals they meet; for a siren, it doesn't take much to lead others by a string, even to their own destruction. Sirens do not often advertise their unique talents, for there is little good that can come of it. A siren seeking employ will often find themselves part of a small, often elite teams that operate as part of some larger organization at the behest of some shadowy lord they will never meet. The value a siren brings to a small group that anticipates trouble is objectively high. As such, sirens walk a tight line between exposing the talents to just the right group, and accidentally tipping the hat of the average citizen with whom they must interact as neighbor and friend.

Lantern • Signature Talent • Action

Manifest your lantern, a **tiny** floating lamp that emits a soft, bluish-green glow. The lantern hovers near you (it will always remain **adjacent**, unless directed otherwise). The lantern's radius is 2 + **mastery** spaces; it emits enough light to illuminate everywhere within its radius. As a **fast** action, you can direct your lantern to move to any space that you can see - it will move on your turn(s) with a **movement** of 6. Your lantern remains until dismissed. You may only have one lantern at a time.

Attract • Tier 1 Talent • Action

Make a **Magic** vs **Wits** check against all targets of your choice within the radius of your lantern; for each success, pull that character up to 3 spaces directly towards the lantern. (Characters cannot be pulled through solid objects.)

Critical: Each of the characters is also **slowed**.

Adjust • Tier 1 Talent • Action

As a **fast** action, change the current radius of your lantern, up to its maximum radius.

Detonate • Tier 2 Talent • Action

Your lantern explodes (it is dismissed); make a **Magic** vs **Steel** check against all characters of your choice within the lantern's radius; for each success, that character suffers d8 + **Magic** damage; for each failure, that character suffers half damage (rounded down).

Empowered Flight • Tier 2 Talent

Your lantern's **movement** is permanently increased by your **Magic** attribute.

Pulse • Tier 3 Talent • Action

Once per encounter, make a **Magic** vs **Steel** check against all characters of your choice within the lantern's radius; for each success, that character is blinded, and can take no actions on their next turn.

Vessel of Great Powers • Tier 3 Talent

When manifesting your lantern, you may choose to have it be **charmed** or **cursed** (or neither). If you choose **charmed** or **cursed**, *all* characters within the range of your lantern gain that condition for as long as they remain there.

Notes: This temporarily replaces any opposing condition that the character may have, and if they leave the radius of your lantern, or your lantern is dismissed, they will regain whatever condition they may have previously had.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Channel, the Uncontrolled Arcane.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Social Butterfly

Story Tale

Social butterflies are quick to make friends; they are charming individuals who always knows just what to say and when to say it. But these individuals have a darker side - a desire, no... a thirst for such connections. The high that one can get from popularity and acceptance by the elite of a kingdom can manifest into addiction; social butterflies may begin their journey innocently, seeking only recognition by their betters. As their life in high society progresses, they soon find that they can extract more than any of their peers ever bargained for. The power of the crimson monarch awaits them, and soon they will begin to feed off the very essence of their victims lives, sapping their power and draining their souls.

Eminence • Signature Talent

Gain the **eminence** attribute. **Eminence** is spendable currency - you start with 0, and can hold up to 2 + **mastery** at any time. All basic **Charm** actions that you take (non-specific actions) gain half your current **eminence** (rounded up) added to their checks.

Connect • Tier 1 Talent • Action

Roll a **Charm** vs **Charm** -2 check against a **nearby** mortal character that you have never connected with; if successful, you are now connected with this character (note it). Gain 1 **eminence**. Add +2 to all **Charm** checks you make against characters you are connected with; further, connected characters are more likely to simply volunteer information or reasonable assistance without the need of convincing. You may only use this action up to 1 + **mastery** times per encounter. (Connections last indefinitely.)

Siphon • Tier 1 Talent • Action

Spend an **eminence**, and target either a **nearby** character, or any of your connections (regardless of their distance). If targeting a non-connection, make a **Magic** vs **Charm** check, if targeting a connection, no check is required. If successful, deal d8 damage to the target, and heal yourself for the same amount. If your target was a connection, they immediately make a **Wits** vs **Difficulty** check - if they succeed, they understand that you were the source of this action; at their discretion they can sever your connection and / or become openly hostile to you.

Entertain • Tier 2 Talent • Action

Once per encounter, make a **Charm** vs **Difficulty** +4 check; if successful, gain an **eminence** from each character **nearby**. (This does not count as connecting.)

Critical: Gain an additional + **mastery** **eminence**.

Wings • Tier 2 Talent

Spend an **eminence** to sprout delicate butterfly wings that last for **magic** turns (if in **danger**, otherwise minutes). While you have wings, you can fly or glide unimpeded (your movement remains the same, but you can travel vertically or across chasms without issue).

Antennae • Tier 3 Talent

Permanently grow delicate antennae from your forehead. You gain +2 to all Search action checks. Your antennae are a source of interest, and do not negatively affect how characters view you.

Transformation - Crimson Monarch • Tier 3 Talent • Action

Spend any amount of **eminence** to transform into a **Crimson Monarch** for that many turns (if in **danger**, otherwise minutes). When you transform, take the highest value between your attributes, breakpoint, and movement and the entry for the Crimson Monarch, in addition gain their natural armor and add it to any equipped armor you have. Gain all Crimson Monarch signatures and talents (and retain your own). Retain any gear, conditions, and damage you have. When the transformation ends, revert back to your normal attributes - retain any conditions or damage (if you now have damage greater than your **breakpoint**, immediately suffer one **weakened** condition, and check to see if you fall **unconscious**).

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Surge, the Forbidden Dance.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Spiretechnician

Crafting Tale

Spiretechnicians understand spiretech as well as any has since the fall of the spires themselves. Working with existing devices comes naturally to these talented individuals. They are capable of understanding as much of what makes a device tick as can be understood in this age. They can manipulate these devices with a far greater ease than any other mortal now living. While they lack the true understanding required to create new spiretech, their services are in high demand in cities and kingdoms with populations high enough to support the truly wealthy. As spiretech is typically hoarded by the richest citizens, it is these citizens who in turn must find and hire spiretechnicians to calibrate and operate these devices; consequently, their work demands a high price indeed.

Affinity for Ancient Tech • Signature Talent

Add +1 and **+mastery** to all Calibration and Operation checks for spiretech devices.

Detect Spiretech • Tier 1 Talent • Action

Sniff the air, detecting if any **spiretech** devices are **nearby**. You cannot tell exactly where, or which ones, only that they are (or are not) in the vicinity.

Calibration Specialty • Tier 1 Talent

You can use the Calibrate action on the same device without restriction (as opposed to once per encounter).

Advanced Calibration • Tier 2 Talent

Reduce the cost of the Calibrate action by 1 **widget** (to a minimum of 1).

Advanced Operation • Tier 2 Talent

Reduce the **entropy** of an unlocked non-signature function by 1 when taking the Operate action on a spiretech device, or using a spiretech function.

Operation Switch • Tier 3 Talent • Action

As a **slow** action, spend 1 hour and 5 **widgots** working on an **adjacent spiretech** machine - select an Operate functionality for the device. Make a **Wits** vs **Difficulty** check (increase the **Difficulty** by the **entropy** required for the desired functionality); if successful, install an operation switch, and record preferred functionality setting. As a **fast** action, any character with access to the device can flip the switch to Operate the device (assuming it has sufficient **entropy** remaining); the character does not need to have unlocked the device's signature to perform this action. Only one calibration switch can be installed per device.

Machine Understanding • Tier 3 Talent

Permanently increase your **Wits** by 1.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Balance, the Two as One.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Standard Bearer

Combat Tale

Standard bearers carry the banner of their lord or king, a symbol of the proud heritage of their land, and a source of inspiration to those around them. Typically with some military training or background, these individuals excel at rallying their companions against the worst of odds. They lead the charge into danger, and act as an encouraging and important beacon for their allies. Off the battlefield, standard bearers often play largely ceremonial roles during important state functions. Many have illustrious careers by simply being adjacent to a king; their presence over time is both reassuring and empowering to the monarch, and often develops into a kinship resulting in the standard bearer acting as an unofficial advisor - often behind the scenes, away from the politics of any official advisory chamber.

Inspire • Signature Talent • Action

Activate one of your **battle hymns**; it stays activated until the end of the encounter, or until you activate another. Up to 1 + **mastery** other **nearby** characters of your choice benefit from your hymn's effect (as characters enter or leave this area, you may immediately select which benefit, and which do not). In subsequent turns, you must spend your **fast** action to maintain the hymn, or it will end. You know one hymn: Fearless - all affected characters gain +1 **Bravery**.

Defensive Hymn • Tier 1 Talent

When you Inspire, you may select this hymn; all affected characters gain +1 armor.

Charge • Tier 1 Talent • Action

Up to three times per encounter, move up to your **movement** (without consuming it for the turn); if you have an active hymn, it is maintained without the need to spend a **fast** action this turn.

Enchanting Hymn • Tier 2 Talent

When you Inspire, you may select this hymn; all affected characters gain +1 **Magic**.

Inspiring Strike • Tier 2 Talent

Up to 1 + **mastery** times per encounter, when you make a successful Attack action, take the Inspire action for **free**. If the Attack was critical, you may also select a second of your **battle hymns** to enable simultaneously (you can't pick the same one twice).

Invigorating Hymn • Tier 3 Talent

When you Inspire, you may select this hymn; all affected characters gain +2 movement; in addition, at the start of each round, select one affected character to go first that round (regardless of turn order).

Belief In Something • Tier 3 Talent

Permanently increase your **Bravery** by 1.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Defend, the Eternal Bulwark.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Strategist

Combat Tale

Strategists are military experts with a high level of training and a natural affinity to protect others that have been placed under their care. Strategists are often found in the direct service of the monarchy of a kingdom, acting as personal guards or commanders of troops. They may specialize as extremely capable bodyguards, and many now have taken up training and expertise with firearms, the latest in military technology to have been developed; their closeness with royalty often allowing for the funds to acquire and use such weapons in defense of their lords.

Ward • Signature Talent • Action

Once per encounter, as a **free** action, nominate a **ward**. Your **ward** can be any character within eyesight. This character stays your **ward** until you pick another, or until they die. You may only have one **ward** at a time.

Behind My Shield • Tier 1 Talent

When your **ward** is **nearby** and would take damage from any effect, you move to be **adjacent** to them if possible, and suffer the entirety of the effect that they would have. This does not count as an action, nor does it consume movement. This effect can happen up to 1 + **mastery** times per encounter.

Armored Tactics • Tier 1 Talent

While you are wearing any armor, gain an additional +1 armor.

Battlefield Medic • Tier 2 Talent

When you use the Bandage action on yourself or your **ward**, heal an additional d4 damage.

Defensive Position • Tier 2 Talent • Action

Gain +2 armor until the start of your next turn. The next Attack action against you or your **ward** (before your next turn) allows you to make an immediate **free** Attack action at the attacker.

Firearms Training • Tier 3 Talent

Up to 1 + **mastery** times per encounter, you can reload a blunderbuss or flintlock as a normal turn action.

Tactician Training • Tier 3 Talent

Permanently increase your **Wits** by 1.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Defend, the Eternal Bulwark.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Swashbuckler

Combat Tale

Swashbucklers are both charming and deadly, able to dispose of their enemies with a flourish and a wink. They are well trained and well equipped in light combat, and are more than willing to make use of it whenever the moment strikes. These individuals excel at using multiple weapons simultaneously, a quick blur of blades followed by a single shot from a flintlock is the signature move of the swashbuckler. Typically acting as mercenaries, swashbucklers are willing to go out into the field in order to make some coin. The jobs they do often live in a moral grey area - and very often a legal one as well.

Off-hand Attack • Signature Talent

If you have made an Attack (Weapon) with a one handed weapon this turn, and you are wielding a dagger in your other hand, you may make an Attack (Weapon) action this turn as a **fast** action using the dagger.

Find Cover • Tier 1 Talent

As a **fast** action, make an **Adventure** vs **Difficulty** check; if successful, are able to find something to hide behind within 2 spaces (you move there, without spending movement). While hidden, you gain +3 to any defensive check you make against ranged Attacks until your next turn.

Quick Shot • Tier 1 Talent

You can take an Attack (Weapon) action using a flintlock as a **fast** action.

Sprint Forward • Tier 2 Talent

Once per encounter, double your movement on your turn.

Fast Hands • Tier 2 Talent

Once per turn, you can swap wielded weapons as a **free** action.

Improved Off-hand • Tier 3 Talent

Your Off-hand Attack does not require a dagger anymore (any one-handed weapon can be used).

Adventure Awaits • Tier 3 Talent

Permanently increase your **Adventure** by 1.

Mastery • Mastery Talent

Add **mastery** damage to your successful Off-hand Attacks.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Demonstrate, the Harmonious Ideal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Thrall of the Princes

Devotion Tale

Thralls of the Princes are individuals who are drawn to the mystery and promise of power that is granted by the pantheon of Sh'thani gods known as the Princes. Fear is power, and they intend to wield it with surgical precision. The aims and goals of the Sh'thani gods are not known to many, and their thralls are no exception; they are kept intentionally in the dark, but used as pawns to sow fear and doubt amongst the peoples of the land. To the thrall, this may be a fine bargain to strike - the power granted by devotion to the Princes is undeniable, and those looking for such power may reach out and grasp it. These individuals tend to form small and secretive cults, where they plot and scheme towards whatever evil ends the Princes demand.

Divine Fear • Signature Talent • Action

Make a **Magic** vs **Steel** check against a **nearby** character. If successful, you now know their **true fear**. (If you fail, you cannot attempt to learn that character's **true fear** for one day.)

Whisper Terrors • Tier 1 Talent • Action

Whisper in the ear of an **adjacent** character whose **true fear** you know. They panic, treating everyone around them as a hostile enemy for 1 + **mastery** turns.

Mirror Sparks • Tier 1 Talent • Action

For the next **Magic** turns, any successful Attack (Weapon) action you make with a melee weapon will send a shard of glass sparking off the target, hitting another **nearby** target of your choice, dealing d3 + **mastery** damage. If you know the other target's **true fear**, the shard deals double damage.

Your True Face • Tier 2 Talent • Action

Once per encounter, make a **Magic** vs **Charm** check against a **nearby** character; if successful, they now appear hideously ugly to all who see them for the next **Magic** days.

Critical: When they see themselves in a mirror or other reflective surface, they look normal.

Dream Invasion • Tier 2 Talent • Action

Make a **Magic** vs **Steel** check against a sleeping or **unconscious** character whose **true fear** you know, is up to **far** distance away, and whose location you know, even if you can't see them; if successful, you enter their dreams, and can both see what they are dreaming, and interact with them (they will believe you to be either part of the dream, or perhaps to represent a portent or warning of some sort; the narrator will determine their exact reaction). This effect lasts 10 minutes, during which you cannot react or defend yourself in any way, but if you are disturbed, the effect immediately terminates.

Magical Power • Tier 3 Talent

Permanently increase your **Magic** by 1.

Devotion to the Princes • Tier 3 Talent • Action

Once per encounter, take on the form of fear for 2 + **mastery** turns. When any character first looks upon you after taking this action, make a **Charm** vs **Bravery** -3 check; if successful, that character cannot target you with any action, or even look at you, until the start of their next turn (at which point they check can be repeated). If you critically succeed on the check, you also immediately learn the character's **true fear**. If you fail the check, the character sees past their fears of you for the rest of the encounter. While in this form, any character that you know the **true fear** of cannot pass this check, and you gain +2 to all checks made against any that currently fear you.

Notes: This talent requires devotion to the Princes. The Princes requires you exhibit these virtues: **cruelty**, **greed**, and **viciousness**. See the [Narrator's Guide](#) for more details on devotion.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Demonstrate, the Harmonious Ideal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Vassal of the Faerie King

Devotion Tale

Vassals of the Faerie King have heard the alluring call of the lord of the enchanted land of Fae'rela, and found it too sweet to ignore. They have made a pact with this fae creature, gaining great powers, but at what cost? The lord of the fae is a tricky, capricious, and malevolent spirit that demands absolute devotion, and rewards his followers with powerful magics and ultimately an estate of their own in the land of faeries. Vassals are often more than willing to enter into this deal, knowing that the bill will come due, but taking every ounce of advantage they can in the meantime. Devotion to the Faerie King is pretty universally a private affair, the king himself demanding as much. There are no great revels, secret societies, or establishments for gatherings - vassals likely don't even know if their neighbors are under the thumb of the lord of fae as well.

Pact of the King • Signature Talent

You make a pact with the Faerie King for power. From time to time, he may request things of you - tasks or errands whose purpose only he can know. The Faerie King expects you to handle these tasks promptly.

Notes: Narrators are expected to make these requests every so often - if the character fails to comply, the Faerie King will punish them in a variety of appropriate, nasty, and clever ways. For example, he may erase the memory of the character from a lover, or the character may become **cursed** for the next encounter, or the character may find their most beloved possession has gone missing...

Patronage • Tier 1 Talent

It just won't do for a representative of the Faerie King to be dressed as you are; 10 + **mastery** crowns will appear in your pockets each day - fix this problem.

Empowered Magic • Tier 1 Talent

You cannot be expected to perform to the Faerie King's satisfaction without some of his power; add 1 damage to any action you take that requires a **Magic** check and causes damage.

Sleep • Tier 2 Talent • Action

If you go around killing everyone, how can the Faerie King gain new vassals? A nearby target who is already sleeping, or is nearly asleep, falls into a deep sleep and will not awake for 8 + **mastery** hours, unless someone is very intentionally trying to wake them (general commotion or loud noises will not suffice).

Green Fire • Tier 2 Talent • Action

The Faerie King demands prompt results; once per encounter, vanish from your current location and reappear anywhere within **far** distance that you can see. The form of this teleport is a dramatic burst of green fire and flames, from which you are consumed and then immediately emerge.

True Power • Tier 3 Talent

You must feel the true power of the Faerie King, if you are to serve him in all things; permanently increase your **Magic** by 1.

Devotion to the Faerie King • Tier 3 Talent

The Faerie King grants you his most precious of gifts: an estate in Fae'rela. To access it, you must take a **slow** action to make a portal. Once inside, the estate is 10 x 1 + **mastery** feet cubed in size, and whose borders are an impassable foggy edge. You may simply will the interior to appear in any way you like - it can be a sunny meadow, a creepy dungeon, or anything else of your imagination. The estate may also be furnished as you choose, but items you manifest inside the estate are not real and cannot be taken out of the estate (nor do they function in any useful way - they are decorative only). Items you bring into the estate are real and can be operated and removed as needed. You may allow anyone you wish to enter through the portal, but nobody else can breach it. The portal remains in place until you close it, or until you open another one elsewhere.

Notes: This talent requires devotion to the Faerie King. The Faerie King requires you exhibit these virtues: **ambition**, **deception**, and **judgmentalism**. See the [Narrator's Guide](#) for more details on devotion.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Defend, the Eternal Bulwark.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Wandmeister

Crafting Tale

Wandmeisters can feel the power of the heart of a faecorn tree as an extension of their very essence; the wand is a part of them, as much as their fingers and toes. Wands are inherently magical devices, carved from the heart of a faecorn tree before it fully matures, they are often deeply personal items that respond better to certain individuals than others. Wandmeisters have learned to harness the power of wands at a level far exceeding most - they are capable even of creating their own, albeit weakened, wands. Wands are subtle and discreet, and less messy than a dagger - wandmeisters often find themselves employed in stealthy, typically defensive rolls.

Fabricate Wand • Signature Talent • Action

As a **slow** action, spend 1 hour and 4 **faecorns** to make a unique wand (magic type) that only you can use. The wand has 4 **entropy**. When used in an Operate (Wand) action, your wand deals d4 + **entropy** damage to a **nearby** target.

Wand Training • Tier 1 Talent

Add +1 to all Operate (Wand) checks you make.

Quick Wandwork • Tier 1 Talent

Once per encounter, you can make an Operate (Wand) action as a **fast** action.

Coax Wand • Tier 2 Talent • Action

Reduce all SP costs to calibrate a wand by 5.

Improved Personal Wand • Tier 2 Talent

Your fabricated wand now deals d6 + **entropy** damage, instead of the usual.

Grow Wand • Tier 3 Talent • Action

As a **slow** action, spend 1 hour and a number of **faecorns** equal to twice the **entropy** of a wand to increase the wand's **entropy** by 1 (as a bonus in addition to its normal **entropy** track). You must have **mastery** \geq the wand's current **entropy** to attempt this. You must have possession of the wand the entire time.

Entangling Wand • Tier 3 Talent

Your fabricated wand now also makes the target **slowed** (1 + **mastery**).

Mastery • Mastery Talent

Add your **mastery** as damage to all Wand (Attack) actions.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Channel, the Uncontrolled Arcane.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Weaver

Crafting Tale

Weavers are mystics that are highly in tune with the golden threads of the Great Tapestry; so much so, they can spin them together to create the reality you prefer by constructing their own Tarr'ko cards. This, however, is the domain of Athya, and weavers are no expert in the cosmic flow of time; they know their actions may have unintended consequences, but they pursue them nonetheless. The talents and skills of a weaver are well-sought, and their fee can be quite steep. As they are often an eccentric bunch, unlike other artisans, they are rarely shown off by a wealthy patron, however the fruits of their labors are well and truly desired, so they are sought out nonetheless.

Weave Tarr'ko • Signature Talent • Action

Once per encounter, as a **slow** action, spend one hour attempting to weave a tarr'ko card. Make a **Magic** vs **Difficulty** check; if successful, spend 5 **threads**, and create a tarr'ko card. Roll on the Tarr'ko Loot Table to determine which card you create; for this roll, use your **mastery** in place of any other **luck**.

Critical: Spend 1 less **thread**.

Patient Weave • Tier 1 Talent

When taking your Weave Tarr'ko action, if you choose to spend 2 hours (rather than 1), you do not need to make a check - the action is automatically successful. (You must still roll on the loot table as normal.)

Seasoned Prophet • Tier 1 Talent

When taking the Read the Tarr'ko action, you may reduce the overall cost by 1 **thread** (if applicable).

Tighter Weave • Tier 2 Talent

Your Weave Tarr'ko action now consumes 1 less **thread**.

Divine the Tarr'ko • Tier 2 Talent

Gain +2 **luck** whenever you roll on the Tarr'ko Loot Table. (This counts for normal Loot actions, as well as the Weave Tarr'ko action.)

Forced Prophecy • Tier 3 Talent

Whenever you take a Read the Tarr'ko action, your **prophecy** can include one duplicate card (if you have access to it).

Rapid Reading • Tier 3 Talent

Your Read the Tarr'ko action is no longer **slow**.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Reverse, the Cyclic Reveal.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Witch

Enchantment Tale

Witches are individuals who often live outside of society. They may have been scorned, mocked, or even attacked in the past. But they have persevered, hidden away in their rundown hut in the deep woods, or lurking in the shadowy parts of the kingdom's alleys. They often have vengeance on their mind, and have developed the magical means to act on it. They well versed in the various curses that can be woven onto the soul of another, and when the time is right, tend to delight in dramatically making both an entrance and exit, with a dash of cursing thrown in the middle. Witches are individuals who shouldn't be trusted, their motives are rarely clear, but their means are quite straightforward - they will wrack your body and soul with all manner of foul magics until they get what they desire.

Curse Foe • Signature Talent • Action

Make a Magic vs Steel +2 check against a target within **far** range. If you succeed, the target is **cursed**.

Critical: The target cannot be **charmed** for the rest of the encounter.

Hex of Pain • Tier 1 Talent • Action

Whenever an action you take makes a target **cursed**, the target also takes **mastery** damage. You may only add one hex per curse.

Improved Curse Foe • Tier 1 Talent

Your Curse Foe signature action is now improved; each time you use it, choose one of the following:

- **Power** - Reduce the **Difficulty** of the check by 2.
- **Speed** - The action counts as **fast**.

Hex of Sloth • Tier 2 Talent • Action

Whenever an action you take makes a target **cursed**, the target is also **slowed** for **mastery** turns. You may only add one hex per curse.

Curse Food • Tier 2 Talent • Action

Touch a **nearby** portion of food. The next character to eat any of it must make a **Steel** vs **Magic** +4 check; if they fail, they are **cursed**. If they succeed the curse has been dispelled. (A portion of food is no more than an average mortal would eat in a sitting: for example, one apple, a slice of pie, or a leg of turkey.)

Hex of Rot • Tier 3 Talent • Action

Whenever an action you take makes a target **cursed**, the target is also **poisoned** for **mastery** turns. You may only add one hex per curse.

Curse You All! • Tier 3 Talent • Action

Once per encounter, select a location up to **far** away. All targets **nearby** the selected location must make a Steel vs Magic check; each that fails is **cursed**.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Surge, the Forbidden Dance.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Worker

Story Tale

Workers are found all throughout the land, in all parts of the kingdom and countryside, in all manner of occupations. These people are the salt of the earth, and they are what makes society tick. They have worked an honest job for most of their life - a dockhand, a farmer, or perhaps a bricklayer. They are well aware that life can be both challenging and unfair, but they have always done their best to pick themselves back up and carry on. Workers are incredibly resilient, both physically and mentally - to get by doing what they do, they have to be. Some are content with their life, others view the wealthy bitterly, considering the balance to be unjust at best, and many intend to do something about it.

All Your Effort • Signature Talent

Once per encounter, add +3 to any check you make.

Bartering Expert • Tier 1 Talent

Add +2 to any Barter check you make.

Among Friends • Tier 1 Talent

Whenever you make a basic **Charm** check (not a specific action) while interacting with peasants, workers, or other common folk, add +1 to the check.

Rugged Determinism • Tier 2 Talent

Gain +5 breakpoint.

Experienced • Tier 2 Talent • Action

Once per encounter, select another one of your tales; add half of your **mastery** (rounded up) to that tale's **mastery** for the rest of the encounter.

Persistent • Tier 3 Talent

The duration of all **slowed** conditions you suffer is halved (round down).

An Honest Face • Tier 3 Talent

Permanently increase your **Charm** by 1.

Mastery • Mastery Talent

When you reach 5 and 10 **mastery**, permanently increase the attribute of your choice by 1.

Tarr'ko • Tarr'ko Talent

You gain an innate tarr'ko card - Balance, the Two as One.

Notes: Innate tarr'ko cards cannot be lost, stolen, or exchanged; they are gibberish to anyone else who looks at them.

Equipment

Equipment

As characters go about their adventures, they will gather new and interesting equipment - crowns and commons, weapons and armor, useful tools and advanced devices. Characters should record any equipment they have, and remove that equipment if it is lost, spent, or given away. The **narrator** will present various ways that a character might find equipment. It may be part of the story (a king presents a special gift to the character), it may be available in a shop or at a traveling merchant, or it may be found via the Loot action.

Various equipment are presented below.

- **Armor** - Armor and shields can be worn to help resist against various attacks.
- **Crowns** - Crowns and commons are the currency used throughout the kingdoms.
- **Ingredients** - Faecorns, widgets, and threads can all be used in crafting and for various other actions.
- **Potions** - Potions can be consumed to gain powerful but temporary effects.
- **Tarr'ko** - Tarr'ko cards can be destroyed to release their reality altering powers.
- **Tools** - Tools, goods, and services can be used or hired to help accomplish tasks.
- **Weapons** - Various weapons can be used to attack foes.

Devices

In addition to the above, **devices** can also be acquired and used by all manner of characters. Devices are rare items of either spiretech, invention, or magic design. These mechanisms provide unique effects to those that control them. Operating requires understanding their core functions. These items are exceptionally rare; finding one for sale will only happen in the largest of cities, and only either in the most upscale boutique areas, or as part of a back-alley deal doubtless part of some illegal behavior. In either case, expect devices to demand hundreds or thousands of **crowns** in value.

Devices may count as weapons or armor; they may be items that must be wielded to be used, or they may be trinkets or baubles that are simply worn, or operated to activate. Full details of devices can be found in **Devices**.

Armor

Armor equipment is worn by various species to supplement their natural **armor** attribute (most species available to players have no natural armor at all, and therefore rely on equipment to provide it). Each pieces of armor that is worn will increment the character's **armor** attribute in some way. Most armor is worn in one of three armor slots: head, chest, or legs. A character can wear at most one piece of armor in each of those slots. Further, a character may use a single hand to wield a shield, if desired.

Worn Armor

Worn armor must be equipped to be effective. The time it takes to put on, or take off, a single piece of armor varies based on the heft of the armor (1 minute for light armor, 5 minutes for heavy armor), but in both cases is too slow to happen if the character is in **danger**.

Worn armor can be applied to three different slots: head, chest, or legs. Further, worn armor comes in two quality levels: light and heavy.

Each piece of light armor worn adds +1 to a character's **armor** attribute. Each piece of heavy armor worn adds +2 to a character's **armor** attribute.

There is no penalty for wearing any piece of light armor. Each piece of heavy armor worn adds a penalty depending on the slot:

Heavy Armor Slot Penalty

Head	Suffer -1 to all Adventure checks related to noticing or passively observing.
Chest	Suffer -1 to all Attack (Ranged) checks.
Legs	Suffer -1 to movement .

A character can find a quality piece of light armor for 20 **crowns**. A quality piece of heavy armor will often run 50 **crowns**.

Shields

Shields are wielded like weapons, but provide **armor** attribute bonuses when the Defend action is taken. There are two types of shields: light and heavy.

A light shield requires one hand to wield, and adds +1 to a character's **armor** attribute on successful use of the Block action.

A heavy shield requires one hand to wield, and adds +2 to a character's **armor** attribute on successful use of the Block action.

A character may not wield multiple shields at once.

A light shield can typically be purchased for 10 **crowns**, while a heavy shield will cost 30 **crowns**.

Crowns and Commons

The main currency of the kingdoms is the **crown**, a small gold coin that can be exchanged at any reputable merchant for goods and services. The **crown** has a single denomination, the **common**, which is a small copper coin worth 1/100th of a **crown**. All of the equipment throughout this chapter has an associated average value in crowns (or commons) to give **narrators** and **players** a rough idea of its value. A narrator may opt to change the value of any item at a merchant in any way that is appropriate (for example, a scarcity of metal from a local mine will increase the average cost of weapons for a time).

Ingredients

There are three ingredients found throughout the kingdoms that characters may require for various actions. These are **faecorns**, **threads**, and **widgets**. When a character encounters any of these items (in any quantity) they may opt to immediately (for convenience) convert them into their **crowns** value; alternatively, they can record them and use them as needed. **Faecorns** can be consumed to gain a small enchantment, **threads** can be unraveled to manipulate time, and **widgets** are used to analyze, calibrate, and operate devices. In all cases, any action that uses either of these items requires them as a prerequisite, and consumes them upon use.

Faecorns are small, enchanted seeds that glitter on inspection. They are roughly half an inch across, and are a dark blue with a rich green leaf sticking out the top. A **faecorn** is valued at 5 **crowns**.

Threads are golden and glittery strands of soul and reality that taper to a fine point on either end. A **thread** is valued at 10 **crowns**.

Widgets are small spiretech elements of various shapes and configurations. They are made of a hard, stone-like substance that is lightweight but incredibly durable. Various intricate, geometric glowing lines cross the widget, wrapping all around it. A **widget** is valued at 10 **crowns**.

Potions

Potions are small vials or bottles with liquids made from mixing mundane ingredients with ground up faecorns. Potions have different effects when consumed. Characters can use the Drink Potion (Bravery) action to consume a potion.

There are six potions, they are:

name: Faeheart

description: A shimmering green potion.

effect: Immediately heal d10 damage.

value: 25 crowns

name: Nimblemead

description: An oily pink-and-yellow potion.

effect: Gain +3 **movement** for d4 turns (if in **danger**, minutes otherwise). This effect does not stack.

value: 30 crowns

name: Portserum

description: A strong-smelling milky-white potion.

effect: Immediately remove any **poisoned** condition.

value: 20 crowns

name: Revelwine

description: A red, sweet, flavorful potion.

effect: Add +1 to all checks made using **Charm**, **Magic**, or **Wits** for d4 turns (if in **danger**, minutes otherwise). This effect does not stack.

value: 40 crowns

name: Stalwort

description: A fizzy, bitter, yellowish potion.

effect: Gain +2 **armor** for d4 turns (if in **danger**, minutes otherwise). This effect does not stack.

value: 50 crowns

name: Strongale

description: A potent, robust, and heavy dark blueish potion.

effect: Add +1 to all checks made using **Adventure**, **Bravery**, or **Steel** for d4 turns (if in **danger**, minutes otherwise). This effect does not stack.

value: 40 crowns

Tarr'ko

A tarr'ko card is part prophecy part reality - a golden and glittering rectangular object, tarr'ko cards are made by weaving **threads** together. Once woven, the power contained within is energized. A reading of the tarr'ko is required to set the power of the card into **prophecy**, at which point, when the prophecy is fulfilled, the power is released.

There are 23 tarr'ko cards, they are:

Adjust, the Machine Spirit • Tarr'ko

Trigger when you critically succeed on an Operate action targeting a machine; pick any calibration option to use for the machine's effect without adjusting its current calibration setting.

Value: 500 Crowns

Balance, the Two as One • Tarr'ko

Trigger when rolling natural doubles on any check; that check is a success, even if it would not normally be.

Value: 300 Crowns

Burst, the Root of Realms • Tarr'ko

Trigger when you critically succeed on an action; you may take another action this turn.

Value: 500 Crowns

Betray, the Story's Will • Tarr'ko

Trigger when an enemy up to **far** away successfully takes an action with a **Magic** check; copy that action immediately as a **free** action (you may select new targets if applicable, and you must make any check required).

Value: 500 Crowns

Channel, the Uncontrolled Arcane • Tarr'ko

Trigger when you critically succeed on an action with a **Magic** check; for the rest of the encounter, deal +2 damage any time you would deal damage with an action that has a **Magic** check.

Value: 300 Crowns

Conserve, the Fountain Depths • Tarr'ko

Trigger when you take a Drink Potion action; gain the effects of the potion, but do not consume it.

Value: 500 Crowns

Defend, the Eternal Bulwark • Tarr'ko

Trigger when you take damage from an Attack; gain +1 armor for the rest of the encounter.

Value: 300 Crowns

Deny, the Great Tapestry • Tarr'ko

Trigger when a character up to **far** away successfully takes an action with a **Magic** check; negate the effects of that action.

Value: 500 Crowns

Demonstrate, the Harmonious Ideal • Tarr'ko

Trigger when you critically succeed on an action; gain +1 to that action's attribute for the remainder of the encounter.

Value: 300 Crowns

Discover, the Antiquity Shines • Tarr'ko

Trigger when you would take a Loot action; for this action, gain +3 **luck**.

Value: 500 Crowns

Force, the Triumphant Tone • Tarr'ko

Trigger when you critically succeed on an Attack action; you may immediately take that action again against the same target (as a **free** action) with +2 to your attribute check.

Value: 500 Crowns

Invert, the Hexeme Tongue • Tarr'ko

Trigger when you would be **cursed**; you are **charmed** instead.

Value: 500 Crowns

Knot, the Rhythm Divine • Tarr'ko

Trigger when another character **nearby** takes the Fulfill Prophecy action; copy the effect as if you had triggered it.

Value: 500 Crowns

Mirror, the Two Realms • Tarr'ko

Trigger when you have a critical success on a **Magic** action; copy that action immediately as a **free** action (you may select new targets if applicable, and you must make any check required again).

Value: 500 Crowns

Pulse, the Unary Blink • Tarr'ko

Trigger when your initiative roll is better than any other character's; you may move up to your movement prior to the start of the first round.

Value: 500 Crowns

Recover, the Wasted Nots • Tarr'ko

Trigger when you fail a Calibrate action; recover the **widgets** that would have been spent.

Value: 500 Crowns

Restore, the Golden Thread • Tarr'ko

Trigger when a character falls **unconscious**, or would die, or has been found dead for less than one hour; return that character to life with no damage or conditions. (They may recall their brief time in Zh'vael.)

Value: 500 Crowns

Reverse, the Cyclic Reveal • Tarr'ko

Trigger when you would fail an action's check (not a defensive check); reroll the check, and accept those results.

Value: 300 Crowns

Share, the Paths Intertwined • Tarr'ko

Trigger when a **nearby** character takes any damage; link with that character - for the remainder of the encounter, evenly split all damage either of you takes with the other (rounding amounts go to the original target).

Value: 500 Crowns

Stitch, the Fate Undone • Tarr'ko

Trigger when a **nearby** character successfully takes an action without a **Magic** check; negate the effects of that action.

Value: 500 Crowns

Surge, the Forbidden Dance • Tarr'ko

Trigger when your initiative roll would put you in the bottom half of the initiative list; add +3 to that roll.

Value: 300 Crowns

Triage, the Bloodied View • Tarr'ko

Trigger when you or another **nearby** character critically succeed on a Bandage action; that action heals 4d4 damage instead of the usual amount.

Value: 500 Crowns

Twist, the Alternate Prism • Tarr'ko

Trigger when you roll a one on the attribute die of a check; reroll the check, and accept the new results.

Value: 500 Crowns

Tools, Goods, and Services

Commonly available tools, goods, and services can be found by characters in most populated parts of the world. Be it climbing gear, field rations, a day laborer, or just a hot meal and roof for the night.

Tools broadly fit into two categories: common or expert. Common tools can often be had for 50 **commons**, and include such things as a simple hammer, a length of rope, or a blanket. Expert tools cost 10 **crowns**, and include such things as lockpicking tools, jewelers precision instruments, or a set of fine needles. Expert tools may be required by the **narrator** to accomplish a task (where it would otherwise simply be impossible to perform without them).

Goods include all consumables, such as rations, meals, bandages, and more. Simple goods such as a normal meal at an inn will run 25 **commons**; rations can also be had for this price. More elaborate goods can be any appropriate price - an expert feast for a king could easily cost hundreds of **crowns**.

Services can also be purchased at the **narrator's** discretion. The cost for a simple laborer for a day is 50 **commons** - such labor would be unskilled manual work during daylight. Expert labor will charge more, with crafting projects costing 5 **crowns** per day plus materials, academic tasks (such as legal, research, etc.) running 10 **crowns** per day, and mercenary services also costing about 10 **crowns** per day.

Weapons

Weapons are item wielded by a character and used by many actions with the intent to cause harm.

To use a weapon, a character must **wield** it. Each weapon requires one or both hands to wield; to wield a weapon, a character must spend their **fast** action on their turn (doing so allows them to stash any other weapons they are wielding, and wield as many weapons as they can). Unless the narrator says otherwise, at the start of any **danger**, all characters may wield any weapons of their choice as a **free** action.

Weapons are used by the Attack (Weapon) action, and similar actions. Each weapon below has a profile describing how many hands are needed to **wield** it, how far a valid target can be from the character using the weapon, what check to make to determine if the weapon strike is successful, how much damage the weapon deals, and any additional effects or rules associated with that weapon.

Axe • Weapon

Hands: 1, **Range:** **adjacent**, **Check:** **Bravery** vs **Armor**, **Damage:** d6

Value: 3 **Crowns**

Battleaxe • Weapon

Hands: 2, **Range:** **adjacent**, **Check:** **Bravery** vs **Armor** +1, **Damage:** d10

Value: 20 **Crowns**

Blunderbuss • Weapon

Hands: 2, **Range:** **nearby**, **Check:** **Wits** vs **Adventure**, **Damage:** 3d4

Reloading takes a full minute, and is too slow to perform while in **danger**.

Value: 500 **Crowns**

Bow • Weapon

Hands: 2, **Range:** **far**, **Check:** **Bravery** vs **Armor** +1, **Damage:** d6

Bows cannot be used against an **adjacent** target.

Value: 10 **Crowns**

Broadsword • Weapon

Hands: 2, **Range:** **adjacent**, **Check:** **Bravery** vs **Armor** +1, **Damage:** d8

A critical hit also adds an additional d2 damage.

Value: 20 **Crowns**

Club • Weapon

Hands: 1, **Range:** **adjacent**, **Check:** **Bravery** vs **Steel**, **Damage:** d6

Value: 1 **Crown**

Dagger • Weapon

Hands: 1, **Range:** **adjacent**, **Check:** **Bravery** vs **Adventure**, **Damage:** d4

Once per encounter, an attack made with a dagger can be counted as a **fast** action.

Value: 2 **Crowns**

Crossbow • Weapon

Hands: 2, **Range:** nearby, **Check:** Bravery vs Armor, **Damage:** d10

Reloading a crossbow takes a full turn (no other actions or movement can occur).

Value: 40 Crowns

Flintlock • Weapon

Hands: 1, **Range:** nearby, **Check:** Adventure vs Armor -1, **Damage:** 2d6

Reloading takes a full minute, and is too slow to perform while in danger.

Value: 500 Crowns

Morningstar • Weapon

Hands: 1, **Range:** adjacent, **Check:** Bravery vs Armor, **Damage:** d8

A critical hit also damages one random piece of armor (it cannot be used again until repaired, at a cost of half its value).

Value: 25 Crowns

Shortbow • Weapon

Hands: 2, **Range:** nearby, **Check:** Bravery vs Armor, **Damage:** d4

Value: 10 Crowns

Spear • Weapon

Hands: 2, **Range:** adjacent, **Check:** Bravery vs Armor -2, **Damage:** d4

Value: 2 Crowns

Staff • Weapon

Hands: 2, **Range:** adjacent, **Check:** Bravery vs Armor +1, **Damage:** d6

When making the check, you may use Adventure or Bravery.

Value: 2 Crowns

Sword • Weapon

Hands: 1, **Range:** adjacent, **Check:** Bravery vs Armor, **Damage:** d4

You may optionally wield the sword with 2 hands; if so, its damage is d8 instead of d4.

Value: 10 Crowns

Thrown Weapon • Weapon

Hands: 1, **Range:** nearby, **Check:** Bravery vs Adventure, **Damage:** d4

Value: 1 Crown

Warhammer • Weapon

Hands: 1, **Range:** adjacent, **Check:** Bravery vs Armor -1, **Damage:** d6

Value: 15 Crowns

Devices

Devices

Devices are inventions, contraptions, or other mechanical and magical mechanisms capable of producing great effects. Many devices are based on, or literally constructed from, spiretech. Spiretech items are rare devices from the age of the spires, lost in time and rediscovered in various states of operation. Working copies of these devices are incredibly rare and immensely valuable.

Beyond spiretech, devices may also be derived entirely from modern invention - contraptions of steam, electricity, and other mechanics cobbled together to produce an effect. More elegant devices powered entirely by magic also exist, producing wondrous and powerful effects.

Devices come in all shapes and sizes - they are always based on either spiretech, invention, or magic, but the base may be further altered with any of those processes to produce unique contraption. Aside from their originating technology, devices fall broadly into three categories:

- **Eidolons:** An eidolon is a device that provides an ongoing effect to the bearer of it; they are often small trinkets or baubles that can be worn or pocketed. An eidolon is a fusion of an enchantment with an artificial spiretech intelligence. A character is limited to a number of eidolons that they can benefit from at once (equal to their **Charm**).
- **Equipment:** Some devices takes the place of normal weapons or armor; these are advanced devices that may work largely the same way, but convey greater advantages for use. There is no limit (beyond the normal equipment limitations) for use of such devices aside from unlocking their signature **function** (like all devices).
- **Machines:** A machine is a device that must be operated to produce a single effect. No passive effect is provided by simple possession of the machine, and further, operation time and concentration may be required. Wands are a subcategory of machines.

When a character comes into possession of a device, in order to use it in any way, they must unlock its signature **function**, which will provide the device with a single **entropy**, enabling its use.

Each device has an entry similar to a **tale**; the device is unusable by a character until they have spent the requisite resources to unlock the device's signature **function**. After having done this, characters may then proceed to either upgrade the device's **entropy** (up to 10), or unlock any number of tier 1 **functions**. After unlocking at least one tier 1 **function**, any number of tier 2 **functions** may be unlocked; and similarly, a tier 2 **function** is required before any tier 3 **functions** can be accessed. After the device has had at least the signature **function** unlocked, it can be used - how the device is used will vary, and is described in more detail below.

Device Calibration

For a character to use a device at all, they must use the Calibrate action. Calibration allows the character to select any **function** to unlock, or **entropy** upgrade, pay the required costs, and permanently unlock that capability on the device (for that character). In order to Calibrate a device, take the following steps:

1. Select an adjacent device
2. Select an accessible locked **function** (an accessible **function** is either the signature, any function of the current or next available tier)
3. Make a **Wits** vs **Difficulty** check; modify the difficulty by the tier (+1, +2, +3) or by the targeted entropy (+1, +2, +3, ...); if the check is successful, continue (otherwise, this cannot be attempted on this device again until the next encounter):
4. Pay the required resources and SP
5. The action takes 10 minutes of uninterrupted effort

The cost for calibration is based on the tier of upgrade or the next level of **entropy** being unlocked, as well as the technology type being targeted. If the upgrade is a signature, or entropy upgrade, use the device's core type; for each tier upgrade, the type will be specified. The two tables below describe the costs based on type and level:

Device or Upgrade TypeResource Needed	
Spiretech	Widgets
Invention	Crowns (25 per)
Magic	Faecorns
Device Upgrade LevelResource Cost	
Signature	2 resources and 5SP

Device Upgrade LevelResource Cost

Tier 1	3 resources and 5SP
Tier 2	5 resources and 10SP
Tier 3	10 resources and 30SP
Entropy	2 resources and 5SP, per previous rank

Device Operation

Once a character has calibrated a device at least once (unlocking the signature **function**), they can begin to use it. To do this, they will use the Operate action.

Devices all have **entropy**, a resource that is recharged at the start of each encounter up to its maximum (starting at one when the signature is unlocked). The use of devices costs **entropy**, and once it is exhausted, the device may not be usable for the rest of the encounter.

The base Operate action does not require a check, and allows a character to target any adjacent device they have access to, and attempt to use it. Individual devices may require checks, and certain device types can be turned "on" indefinitely.

Eidolon Operation

When a character operates an eidolon, they **attune** to it; there is no check required, and they can do this as often as they want. A character is limited to **attuning** to a number of eidolons no greater than their **Charm**; if they attune to additional eidolons, they must remove others.

When attuned, the eidolon grants its effect to the character until it is removed. The **entropy** the eidolon has at the time of attunement can be spent to select the details of the effect, after which it will retain exactly that state until removed, after which it will need to wait until the next available encounter to recharge its **entropy** (in essence, at the start of each encounter, it immediately drains the same **entropy** to maintain its state).

Equipment Operation

When a character operates an equipment, they equip it; there is no check required, and they can do this as often as they want. A character is limited to equipping devices with the same shared limitation as any other equipment (that is, a device that acts as chest armor can't be worn with other chest armor).

When equipped, the equipment grants its effect to the character until it is removed. The **entropy** the equipment has at the time of equipping can be spent to select the details of the effect, after which it will retain exactly that state until removed, after which it will need to wait until the next available encounter to recharge its **entropy** (in essence, at the start of each encounter, it immediately drains the same **entropy** to maintain its state).

Machine Operation

When a character operates a machine, they produce a one-time effect from the machine's capabilities. If the machine requires a check, it will specify, after which the character may then spend as much of the machine's **entropy** as they desire to sculpt the effect. All machines require at least 1 **entropy** to use the signature **function** - beyond that, additional available **entropy** can be spent to utilize unlocked upgrades.

If a machine requires a check, all entropy must be spent even if the check is failed.

A machine may be used multiple times in an encounter, provided that sufficient entropy can be spent each time.

Wands

Wands are a special type of machine that require the Operate (Wand) action, rather than the Operate action, therefore always requiring a check. Otherwise, they are broadly similar in their usage (each action costs **entropy**, regardless of success).

List of Eidolons

- [Bajin's Demons](#)
- [Bifocal Future](#)
- [Bracer of the Sultanate](#)
- [Diria's Pauldron](#)
- [Heart Attenuator](#)
- [Ring of Adoration](#)
- [Ring of Blades](#)

- [Sorcerous Focus](#)
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List of Equipment

- [Energy Shield](#)
- [Helm of the Stargods](#)
- [Industus Mockup v.2.3](#)
- [Legs of Indomintability](#)
- [Sh'thanian Battlespear](#)
- [Sh'thanian Warbow](#)
- [Spireblade](#)
- [Spiresuit](#)
- [Spolarus](#)
- [Taskmaster](#)

List of Machines

- [Alchemy Lab](#)
- [Approximatter](#)
- [Dawnfire Wand](#)
- [Dechronostim Needle](#)
- [Density-Space Converter](#)
- [Faefrost Wand](#)
- [Garlo's Shrinking Wand](#)
- [Looking Glass](#)
- [Percept Perfection](#)
- [Poisoning Wand](#)
- [Resonance of Desire](#)
- [Ritaz's Replicating Wand](#)
- [Suffering Wand](#)
- [Yafwa's Courier](#)

Alchemy Lab • invention machine

A small wooden box that unfolds to reveal a series of beakers and tubes; a brass nozzle is attached to the side.

Twist the nozzle to pour out up to 1 gallon water.

Lamp Oil • Tier 1 invention Function • Alchemy Lab

Produce lamp oil instead.

Improved Volume • Tier 1 invention Function • Alchemy Lab

+1 gallon per **entropy** spent.

Wine • Tier 2 magic Function • Alchemy Lab

Produce wine instead.

Glue • Tier 2 invention Function • Alchemy Lab

Produce glue instead.

Ale • Tier 2 magic Function • Alchemy Lab

Produce ale instead.

Sand • Tier 2 spiretech Function • Alchemy Lab

Produce sand instead.

Approximatter • spiretech machine

A small flat spiretech square with intricate energy lines on the back; when activated, the face illuminates.

The face displays a top-down map of the surrounding area that automatically updates for 10 minutes, showing all terrain and buildings in a 10 mile radius.

Extended Range • Tier 1 spiretech Function • Approximatter

Increase the range by +10 miles per **entropy** spent.

Extended Duration • Tier 1 spiretech Function • Approximatter

Increase the duration of the operation by +10 minutes per **entropy** spent.

Underground Detector • Tier 2 spiretech Function • Approximatter

Spend 1 **entropy** to also detect all underground passages.

Thread Detector • Tier 3 magic Function • Approximatter

Spend 2 **entropy** to also detect all characters or creatures up to **far** away, rendered as ambiguous dots on the projection.

Bajin's Demons • magic eidolon

A small metal hook that attaches behind the ear, with several tiny holes drilled in the face of it, from which the eidolon can communicate.

Bajin's Demons grants +1 **Wits**.

Whispered Wits • Tier 1 magic Function • Bajin's Demons

Spend 1 **entropy** to make Bajin's Demons also grant +3 to any basic knowledge **Wits** checks.

Translation Matrix • Tier 2 spiretech Function • Bajin's Demons

Spend 1 **entropy** to make Bajin's Demons also grant the ability to read, write, or speak any language at a functional level.

Bifocal Future • spiretech eidolon

A thin lens attached to a long chain, encircled with spiretech energy.

Attunement to the Bifocal Future allows the character to include one duplicate Tarr'ko card when taking the Read the Tarr'ko action.

Future Reimagined • Tier 1 magic Function • Bifocal Future

Spend 3 **entropy** to make Bifocal Future also allow one additional Tarr'ko card (at no **thread** cost, and without the **Magic** required to sustain it).

Redundancy Core • Tier 2 magic Function • Bifocal Future

For each 2 **entropy** spent, an additional duplicate Tarr'ko card can be included.

Bracer of the Sultanate • spiretech eidolon

A single shackle made of spiretech material, with a loophole for attaching a chain to.

Attunement to the Bracer of the Sultanate grants +1 **Steel**.

Density Shell • Tier 1 invention Function • Bracer of the Sultanate

Spend 1 **entropy** to make Bracer of the Sultanate also grant +1 Armor.

Interwoven Fibers • Tier 2 spiretech Function • Bracer of the Sultanate

Bracer of the Sultanate grants +1 breakpoint for each 2 **entropy** spent.

Antitoxin Stimulant • Tier 2 invention Function • Bracer of the Sultanate

Spend 1 **entropy** to make Bracer of the Sultanate also grant immunity to the **poisoned** condition.

Dawnfire Wand • **magic** machine

An ivory rod with opal and gold insets.

Deal d6 damage to a **far** target.

Empowerment • Tier 1 **invention** Function • Dawnfire Wand

For each **entropy** spent, increase damage by 1.

Charming Enchantment • Tier 1 **magic** Function • Dawnfire Wand

Spend 1 **entropy** to enable the wand to have the target be **charmed**, rather than take damage.

Dechronostim Needle • invention machine

A needle on the end of a brass handle with two fingerholds made of steel.

Injecting the needle into the back of the head will cause the target to forget anything that has happened in the last 1 hour.

Improved Injection • Tier 1 invention Function • Dechronostim Needle

+1 hour per **entropy** spent

Implanted Memory • Tier 2 spiretech Function • Dechronostim Needle

Spend 2 **entropy** to have the needle instead cause the target to vaguely recall an event that did not happen in the last 1 hour.

Mental Recovery Stim • Tier 2 invention Function • Dechronostim Needle

Spend 2 **entropy** to have the needle instead cause the target to forget one of their tales recovering only half spent SP, rounded down; all talents, mastery, Tarr'ko, etc. are lost; a new tale can be selected).

Density-Space Converter • invention machine

A tiny cube of various metal materials with an intricate fractal pattern etched into each side, and a series of adjustable spinners on each edge.

Activate the Density-Space Converter causes it to require 1000 pounds of force to move; the effect lasts until deactivated (a simple action by anyone who has unlocked this signature).

Increased Force • Tier 1 invention Function • Density-Space Converter

+1000 pounds of force per **entropy** spent

Levitating Base • Tier 1 magic Function • Density-Space Converter

The device instead flattens into a **medium** sized platform that holds its position in the air; it requires half as much force to move as it would otherwise.

Barrier Calibration • Tier 2 spiretech Function • Density-Space Converter

Spend 1 **entropy** to have the device instead form a **large** sized platform that cannot be penetrated in any way.

Diria's Pauldron • spiretech eidolon

A convex disc of spiretech material, traced with intricate lines, and designed to fit over one should by affixing the attached spiretech ribbon.

Attunement to Diria's Pauldron grants +1 **Adventure**.

Discovery Capacitor • Tier 1 magic Function • Diria's Pauldron

For each 2 **entropy** spent, the pauldron also grants +1 luck.

Shimmering Veil • Tier 2 spiretech Function • Diria's Pauldron

Spend 1 **entropy** to also enable the pauldron to grant a single reroll for each Sneak action (the second result must be accepted).

Energy Shield • spiretech equipment

A small handle with a simple trigger to engage a shield of crackling spiretech power.

The Energy Shield counts as a shield, and grants 2 armor.

Shield Magnetism 1 • Tier 1 spiretech Function • Energy Shield

Spend 1 **entropy** to grant +1 armor.

Sharp Harmonics • Tier 2 spiretech Function • Energy Shield

For each **entropy** spent, up to 3, gain that many thorns differentia.

Negative Entropic Discharge • Tier 2 invention Function • Energy Shield

Spend 1 **entropy** enable any successful melee Attack made against the bearer to cause the attacker to be **frozen**.

Shield Magnetism 2 • Tier 3 spiretech Function • Energy Shield

Spend 2 **entropy** to grant +1 armor.

Faefrost Wand • magic machine

A thin glass rod that hums and vibrates gently.

A target up to far away is frozen.

Empowerment • Tier 1 invention Function • Faefrost Wand

The wand now also deals damage; for each entropy spent, increase damage by 1.

Garlo's Shrinking Wand • invention machine

A brass rod shaped like a wand, with a small switch that enables a directed beam to be projected from the tip.

Activating Garlo's Shrinking Wand to miniaturize a **nearby** target; a **medium** sized item shrinks to tiny for 1 hour (its weight proportionally changes).

Stabilizer • Tier 1 invention Function • Garlo's Shrinking Wand

Increase the duration by 1 hour for each **entropy** spent.

Improved Targeting • Tier 2 invention Function • Garlo's Shrinking Wand

Increase the potential size of the target by 1 for each **entropy** spent.

Biocapable Targeter • Tier 2 invention Function • Garlo's Shrinking Wand

Spend 2 **entropy** to allow the wand to target a mortal; the effect lasts 1/6 the time, and causes the target to suffer 10 damage.

Proportionality Assurance • Tier 3 spiretech Function • Garlo's Shrinking Wand

Spend 1 **entropy** to cause the target's weight to remain unchanged.

Heart Attenuator • magic eidolon

A thin bracelet consisting of three spirals made of unknown material, inset with tiny black beads.

Attunement to the Heart Attenuator grants +1 **mastery** to a single tale of your choice.

Dual Chambers • Tier 1 magic Function • Heart Attenuator

Spend 5 **entropy** to select an additional tale.

Desire • Tier 2 magic Function • Heart Attenuator

Spend 5 **entropy** to select an additional tale.

Helm of the Stargods • spiretech equipment

An adaptive fitting headpiece interlaced with spiretech energy and golden filigree.

The Helm of the Stargods counts as head armor, and grants +1 armor and +1 to all Attack actions against targets at **far** range.

Improved Protection • Tier 1 spiretech Function • Helm of the Stargods

Spend 1 **entropy** to add +1 armor (max 1 time).

Durable Cranial Buffering • Tier 2 invention Function • Helm of the Stargods

Spend 2 **entropy** to add +1 armor, cause the helm to count as heavy armor, and make the bearer only capable of targeting **adjacent** characters with actions.

Industus Mockup v.2.3 • invention equipment

A round loop of metal with a crossbar that can be disengaged to produce a dagger attached to a self-coiling strand of spiretech ribbon.

The Industus Mockup v.2.3 is a unique weapon that requires 2 hands, a **nearby** target, a **Bravery** vs **Adventure** check, and deals d4 damage. Additionally, on a critical success, add **Bravery** damage a second time.

Rapid Ribbons • Tier 1 invention Function • Industus Mockup v.2.3

For each **entropy** spent, attacking with this weapon is considered a **fast** action up to that many times per encounter.

Entangling Ribbons • Tier 2 spiretech Function • Industus Mockup v.2.3

Spend 2 **entropy** to cause targets hit with a critical success to only take a **fast** action on their next turn.

Legs of Indomitability • **magic** equipment

Scaled leg and feet armor that can adapt to various environmental conditions.

The Legs of Indomitability count as leg armor, grant +2 armor, and +1 movement.

Accelerators • Tier 1 **invention** Function • Legs of Indomitability

For each **entropy** spent, add +1 movement (max 3).

Warmth Charm • Tier 1 **magic** Function • Legs of Indomitability

Spend 1 **entropy** to grant immunity to the **frozen** condition.

Motion Charm • Tier 1 **magic** Function • Legs of Indomitability

Spend 1 **entropy** to grant immunity to the **slowed** condition.

Looking Glass • invention machine

A small looking glass with a variety of adjustable nobbs and gears.

Hold the Looking Glass to your eye; you can see up to 1 mile away for as long as you hold it there.

More Lenses • Tier 1 invention Function • Looking Glass

For each **entropy** spent, increase the range by +1 mile.

Piercing Gaze • Tier 2 magic Function • Looking Glass

For each **entropy** spent, see through up to +1 foot of solid material.

Listening Device • Tier 2 spiretech Function • Looking Glass

For each **entropy** spent, hear any noise up to +5 feet away from the focal point.

Recording Device • Tier 3 spiretech Function • Looking Glass

Spend 2 **entropy** to record what is seen for up to 5 minutes. Later, as an action, spend 1 **entropy** to playback the recording (by looking through the lense). The recording can be played back as many times as desired, until a new recording overwrites it.

Percept Perfection • spiretech machine

A palm-sized rod or spiretech material with a single brass button on the top.

Pressing the button will render you invisible for 10 minutes.

Extended Functionality • Tier 1 invention Function • Percept Perfection

For each **entropy** spent, increase the duration by +10 minutes.

Nullifying Field • Tier 2 spiretech Function • Percept Perfection

Spend 2 **entropy** to cause you to make no sound during this time.

Illusion of Stability • Tier 3 magic Function • Percept Perfection

Spend 1 **entropy** to cause you leave no small markings of passage during this time (footprints, etc.).

Poisoning Wand • magic machine

A jet black burnt wood wand with small nettles growing from it.

A target up to **far** away is **poisoned** (1).

Empowerment • Tier 1 magic Function • Poisoning Wand

For each **entropy** spent, increase the **poisoned** condition by 1 (max 5).

Resonance of Desire • **magic machine**

A crystal ball whose outside is traced in fae energy lines and golden filigree.

Whispering the name of someone you have met into the ball will show you where they are in relation to you.

Enable Sight • Tier 1 **magic** Function • Resonance of Desire

Spend 2 **entropy** to also see what they are doing, and hear their surroundings.

Deepest Desires • Tier 2 **magic** Function • Resonance of Desire

Spend 2 **entropy** to instead only see what they are currently thinking, with no environmental context given.

Ring of Adoration • magic eidolon

A magic ring made of a pinkish stone and laced with golden filigree.

Attunement to the Ring of Adoration grants +1 **Charm**.

A Small Truth • Tier 1 magic Function • Ring of Adoration

For each **entropy** spent, that many times per encounter you can make a **Charm** vs **Difficulty** check against a **far** character; if successful, you know their name, and something personal (but harmless) about them.

The Beholder • Tier 1 magic Function • Ring of Adoration

Spend 2 **entropy** to cause anyone who sees you while wearing the ring to find you attractive.

Ring of Blades • spiretech eidolon

A spiretech ring made of a darkened metal; the inner loop has a series of tiny spikes that extend to fasten the object to the finger.

Attunement to the Ring of Blades causes the wearer to both give and receive +1 damage from all weapons.

Piercing Tongues • Tier 1 spiretech Function • Ring of Blades

For each entropy spent, increase the damage given and received by +1.

Ritaz's Replicating Wand • **magic machine**

An ivory rod shaped like a wand with a small crystal ball inset, and a series of switches and dials.

Pointing the rod at a **nearby medium** item will cause the rod to scan the item (the item will then vanish, appearing inside the tiny crystal ball). If an item is within the crystal ball, use the rod again to duplicate the item directly in front of you. Scanning another item in the future causes the first to be deleted.

Imitation Matrix • Tier 1 **spiretech** Function • Ritaz's Replicating Wand

For each **entropy** spent, duplicate +1 of the item; all duplicates are of a very low quality (readily identified by anyone with experience; tools or complex mechanisms may break or not work at all).

Repairing Blueprint • Tier 2 **spiretech** Function • Ritaz's Replicating Wand

Spend 2 **entropy** to allow the secondary function of the item to repair any similar item to the scanned one (rather than making a duplicate).

Sh'thanian Battlespear • spiretech equipment

A long spiretech handle that can optioally produce an energy blade at one or both ends.

The Sh'thanian Battlespear is a unique weapon that requires 2 hands, an **adjacent** target, a **Bravery** vs **Armor** -2 check, and deals d6 damage. Additionally, reduce the number required for a critical success by 1.

Piercing Blades • Tier 1 spiretech Function • Sh'thanian Battlespear

Spend 2 **entropy** to grant critical successes an effect that reduces the target's natural **Armor** by 1 (if any; otherwise, it destroys a random piece of armor).

Lightened Shaft • Tier 1 spiretech Function • Sh'thanian Battlespear

Spend 1 **entropy** allow the spear to be used with only 1 hand.

Targeting Polux • Tier 2 invention Function • Sh'thanian Battlespear

For each **entropy** spent, reduce the number required for a critical success by 1 (max 3).

Sh'thanian Warbow • spiretech equipment

A collapsible shaft with an engagement mechanism to manifest a rigid cord; pulling the string will generate an arrow of pure energy.

The Sh'thanian Warbow counts as a bow, that reduces the **Armor** difficulty by 1.

Piercing Arrows • Tier 1 spiretech Function • Sh'thanian Warbow

For each **entropy** spent, reduce the **Armor** difficulty by 1 (max 3).

Energy Discharge • Tier 1 invention Function • Sh'thanian Warbow

Spend 1 **entropy** to change the damage dealt to d12.

Entangling Shots • Tier 2 magic Function • Sh'thanian Warbow

For each **entropy** spent, a critical success gives the target **slowed**.

Sorcerous Focus • magic eidolon

An earring made of a mysterious material, containing a large opalescent jewel.

Attunement to the Sorcerous Focus grants +1 **Magic**.

Destructive Focus • Tier 1 magic Function • Sorcerous Focus

For each **entropy** spent, add +1 damage to actions with a **Magic** check (max 3).

Magic Reactant • Tier 2 invention Function • Sorcerous Focus

Spend 1 **entropy** to always know when any magic is being performed within **far** distance of you.

Spireblade • equipment spiretech

An elaborate hilt with a complex engagement mechanism; once turned on, a pulsing energy blade is emitted from the hilt.

The Spireblade counts as a sword that adds +2 damage when successfully used in an Attack.

Blade Discharge • Tier 1 invention Function • Spireblade

For each **entropy** spent, add +1 damage (max 3).

Blade Focus • Tier 2 invention Function • Spireblade

Spend 1 **entropy** to add 2d4 damage to critical successes.

Blade Alignment • Tier 2 spiretech Function • Spireblade

Spend 1 **entropy** to reduce the critical roll requirement by 1.

Spiresuit • equipment spiretech

An adaptable chestpiece that provides protection as well as temperature and moisture regulation; notably, it repairs the body as needed.

The Spiresuit counts as chest armor, granting +2 armor (with no drawback).

Integrated Flesh • Tier 1 invention Function • Spiresuit

Spend 1 **entropy** to reduce the armor granted by 1, but gain +15 breakpoint.

Energy Dispersion System • Tier 1 invention Function • Spiresuit

When you would take damage from an Attack (Weapon), you may then spend 1 **entropy** to reduce it by d6.

Fluid Recycling • Tier 2 spiretech Function • Spiresuit

For each **entropy** spent, at the start of each round, heal 1 (max 3).

Repair Center • Tier 2 spiretech Function • Spiresuit

Spend 2 **entropy** to heal to full at the start of each encounter.

Spolarus • equipment spiretech

A polearm made of spiretech material with a signature wide energy blade emitted from the top.

The Spolarus is a unique weapon that requires 2 hands, a **nearby** target, a **Bravery** vs **Armor** check, and deals d8 damage. Additionally, if both actions on a turn are used to make an Attack, it deals double damage.

Whirling Blades • Tier 1 spiretech Function • Spolarus

Spend 1 **entropy** to allow a **fast** action can be held to prevent all characters from moving into an **adjacent** space until your next turn.

Accelerated Blades • Tier 1 spiretech Function • Spolarus

Spend 1 **entropy** to change the effect of using both actions to instead grant *all* characters **nearby** an additional **fast** action.

Suffering Wand • magic machine

A thin rod made of interlaced black and red woods with a small ribbon at the end.

A **far** target is **cursed**.

Empowerment • Tier 1 **invention** Function • Suffering Wand

Spend 1 **entropy** to have the wand now also deal d4 damage.

Targeting Matrix • eidolon spiretech

A copper bracelet with four delicate chains attached to wide rings of the same material (each meant to be worn on a finger).

Attunement to the Targeting Matrix grants +1 **Bravery**.

Tactical Ringlets • Tier 1 spiretech Function • Targeting Matrix

Spend 1 **entropy** to allow you to modify any Attack (Weapon) check to be opposed by either **Armor** or **Adventure**.

Focused Burst • Tier 1 invention Function • Targeting Matrix

Spend 1 **entropy** to allow you the option to cause d8 damage on any Attack (Weapon) critical success, rather than **Bravery**

Taskmaster • equipment spiretech

A wicked energy whip generated from a small rod, used by Sh'thanian lords primarily as a disciplinary tool on their fauna servants.

The Taskmaster is a unique weapon that requires 1 hands, a **nearby** target, a **Bravery** vs **Steel** check, and deals d8 damage.

Poisoned Barbs • Tier 1 magic Function • Taskmaster

Spend 1 **entropy** to cause damage dealt by the whip to also inflict **poisoned** (d4).

Poisoned Barbs • Tier 2 magic Function • Taskmaster

Spend 3 **entropy** to cause the whip to only deal d4 damage, but it can be used as a **fast** action.

Wings of Rilaya • **magic** eidolon

A glass bead strung on a thin silver line. The bead has two wings stretching out from either side.

Attunement to the Wings of Rilaya grants +1 **movement**.

Accelerated Rate • Tier 1 **magic** Function • Wings of Rilaya

For each **entropy** spent, increase +1 **movement** (max 5).

Balancing Metals • Tier 1 **magic** Function • Wings of Rilaya

Spend 1 **entropy** to add +1 to all basic acrobatics checks made with **Bravery**.

Feather Materials • Tier 2 **magic** Function • Wings of Rilaya

Spend 1 **entropy** to grant a slowed falls; you cannot be injured from a fall.

Yafwa's Courier • spiretech machine

A small, flat spiretech tablet with an attached quill, and a thin slot on the side.

Activating the slot will produce a small spiretech card. Using the quill on the table will cause writing to appear on the last card produced up to 10 miles away.

Encryption Key • Tier 1 spiretech Function • Yafwa's Courier

Spend 1 **entropy** to guarantee that the message is only legible to the person you gave the card to.

Inquiry Fields • Tier 1 spiretech Function • Yafwa's Courier

Spend 1 **entropy** to include a [Yes / No / Maybe] button whose response will be rendered on the tablet.

Repeater • Tier 2 magic Function • Yafwa's Courier

There is no range restriction on usage.

Narrator's Guide

Narrator's Guide

This section presents a guide for narrators - the content here is primarily advice, as well as optional rules that can be used in the event of a dispute, or simply to augment the game with additional mechanics if desired.

There are three main sections to this guide: using the setting, balancing encounters and rewards, and a potpourri of advice and optional rules.

Narrator's may also desire to use the **story sheet** as a way to track the progress of the game across sessions.

Setting

- [Using the Setting](#)
- [Devotion](#)

Balancing Encounters and Rewards

- [Balancing Encounters](#)
- [Balancing Rewards](#)
- [Defining Encounters](#)
- [Merchants and Shops](#)

Potpourri of Advice

Note, any rules here are considered optional; often they cross the line into "too much rules", and should only be used if they will improve the gameplay in some way. Similarly, advice listed here is just that: advice; it is not meant to be a rule that must be followed.

- [Ammunition](#)
- [Bestiary Weapons](#)
- [Flying](#)
- [Mortal Species NPCs](#)
- [PCs vs NPCs](#)
- [Regions](#)
- [Who Should Loot](#)

Using the Setting

The setting of the Twilight Kingdoms is interwoven with the rules. You'll find that many of the tales, creatures, species, and more have mechanical elements that fit with into the history of the world - few are generic tropes.

The game is meant to be played in this setting, as the setting is meant to be used by the narrator to keep a compelling and shared mental image for all players.

There are several components that can be used to assist. Notably, the use of [Regions](#) and spires, the careful usage of the various realms and worlds, the impact of the pantheon of pagan gods, and the bestiary.

Regions and Spires

Each region is defined in the [Regions](#) section; these regions are meant to thematically define what most places in the world look or feel like. By keeping broadly to these regions, all players will have a shared mental image of where they are and what they might expect to find while there.

Spires can be used to setup traditional dungeon crawls; the characters may discover the remains of a spire that may reach up into the sky, dig into the earth, or lay in a crumpled mess across the landscape. The contents to be discovered would be expected to be of Sh'thani origin - weird tech, traps, and creatures should be plentiful; perhaps an evil wizard has already claimed the space, now an integration of magics into the Sh'thani remains ups the challenge and variability of the site.

Worlds and Realms

The main world upon which the players should start is Xan'rius; this is the world described by the regions, and is the world the mortal species are largely now native to. In the setting, however, the shattered sister world, Sh'than, is accessible by powered mirrors at the peaks of the spires (now likely buried in rubble). It is at the narrator's discretion if they wish to allow any mirror to

be powered, and thus travel to Sh'than to exist.

Sh'than is a broken world, much of it a wasteland, fractured into separate pieces. The world is ruled by various warring sultanates, absolute isolationist city-states surrounded by mile-high walls, containing all manner of ancient Sh'thani technology. The mirror spires are in as much disrepair on Sh'than as they are on Xan'rius - following the war, the peoples of Sh'than entered an age of isolationism that has not yet released. All manner of horrors and beasts wander the wastes - many the mutated byproducts of ancient experiments. The Sh'thani people are the absolute rulers, all other mortals (many the descendants of transplants from Xan'rius) are lesser castes.

Fae'rela and Zh'vaele are two of three cosmic realms (the third, Ra'zad, is largely unknown to the peoples of Xan'rius). Each of these realms is lorded over by one of the pagan gods (the Faerie King and Athya respectively). Mortals cannot simply enter these worlds - only the granting of an estate by the Faerie King allows a mortal into Fae'rela, while typically mortals only enter Zh'vaele upon their death. Including activities in these realms (outside of the estates granted by the Faerie King to players who take the [Vassal of the Faerie King](#) tale) should seem suitable cosmic in scope.

Bestiary

The bestiary is full of creatures that inhabit Xan'rius (and in fact all worlds and realms). In many cases, those that are native to another world have been provided with descriptions or abilities that allow the narrator to plausibly transplant them to Xan'rius. If one was in another realm, one shouldn't exactly expect to find native Xan'rius creatures there, however.

Many of the creatures in the bestiary are not just "dumb monsters". While they attributes and talents to enable them to participate in the mechanics of the game, many of them could or even should be used more as NPCs, and less as wild creatures to slay. The fae, in particular, fall into this category, but so too do many of the obviously intelligent and driven creatures (particularly those from Zh'vaele). Any entry in the bestiary who seems to possibly be motivated by more than simply finding its next meal may be better served as an NPC to interact with that *could* turn dangerous at any moment, rather than simply starting as a mindless monster that needs slaying.

Balancing Encounters

Narrators will inevitably throw a dangerous challenge at a group of players, and soon discover that either the foes they thought were hardened are a pushover in the face of the players' powers, or that the players are in no way matched to the danger they face, and the narrator may need to think quickly to get them out alive.

Balancing encounters is a tricky situations, and involves being somewhat aware of the overall power level of each group of characters. Narrators should consider using [danger points](#) (DP) to assist in this task. For every [story point](#) (SP) the narrator hands out, they should record an equal number of DP. The total DP is a rough assessment of the power level of a group of characters. Note that narrators should record the total across all players - that is, if a group of 4 players is each awarded 5SP, the narrator should add 20DP to the current total. In some cases, narrators may wish to record total DP per player, if they expect certain players to not be available in all game sessions.

When constructing an encounter that includes danger, the narrator should consider the current DP of the group, and populate the foes to match. Each entry in the [Bestiary](#) includes a DP cost; further, each upgrade available in those entries also includes a DP cost. In addition, for each entry chosen from the bestiary to create the encounter in excess of the number of players, an additional 20DP should be spent (this is to prevent "horde" or "swarm" tactics). The encounter should be built such that the total cost of monsters and upgrades is close to the overall DP of the group.

It does not have to be exact; in fact, it should be expected that the narrator modify the difficulty from there, but the DP value gives a good starting point. The narrator will have to be somewhat aware of how the players are spending their SP. Players may: go deep into combat mechanics (in which case, consider upping the overall difficulty, as these players are prepared); go wide into non-combat mechanics (lower the difficulty here, as these characters will be somewhat handicapped in a fight); hoard their SP (again, lowering the difficulty is a good idea, as the SP haven't even been used yet, so the DP value is a bit inflated). Keep in mind that while players may choose to focus on combat talents (or not), PCs by design cannot "go deep" in the same way that bestiary entries do. PCs have very limited means of improving their raw attributes, and most tales are designed to "go wide"; coupled with the fact that PCs will be spreading their SP across three tales, even highly synergized tales won't feel as well-oiled as most bestiary entries (which tend to have inflated stats and talents that play to those strengths directly).

When it comes to balancing encounters that do not involve [danger](#), this is often less a case of numbers, and more a case of ability coverage. There is no mechanic to aid in this process - simply being aware of the types of abilities the characters have, and how they might use them to solve certain problems will assist in deciding what sort of challenges to throw at them.

Easy Pickups

To quickly change the dynamic of any fight, consider adding an [Enchanter](#) as an affordable and not too challenging opponent that has easy access to the [cursed](#) condition.

Balancing Rewards

There are two main types of rewards that players can receive: SP and Loot. In both cases, consider only rewarding these at the end of any given encounter (see [Defining Encounters](#) for details on when this should be).

Rewarding SP

Story points should be rewarded for essentially any effort the players makes to drive the story forward. In many other traditional tabletop roleplaying games, the analogue to this progress system is typically rewarded for slaying creatures or completing a "campaign". You'll note that the [Bestiary](#) does not include suggested story points for each entry - this isn't to say that story points shouldn't be rewarded for slaying a great beast that threatens the town, but rather that the amount rewarded is intended to be flexible.

Story points are intended to be rewarded for:

- Advancing the story
- Defeating beasts and other foes
- Roleplaying and character development

All of the above actions (and more at the narrator's discretion) should reward SP (to be handed out when the encounter ends). The duration of any given encounter is collectively up to the players and the narrator, however the loose expectation is that any given play session will result in an average of 3 encounters. The narrator should determine the pace at which they wish players to improve - if a narrator wishes players to rapidly gain new abilities, they could consider handing out up to 10SP per encounter; the intended design was roughly 5SP per encounter (or, a total of 15SP per play session). In such a way, most players would be able to make one solid improvement on their character, on average, per session.

The slow and steady trickle of constant improvements is directly contrary to the "level up" system more commonly used, where enormous improvements in character quality come at once, but only after a prolonged period of time.

Ultimately, how much SP any encounter rewards is up to the narrator, and they will effectively set the pace of character improvement in this way. The game is designed for players to feel like their characters are constantly improving one step at a time; the narrator should be sure to read the players reactions - this is a game after all, and everyone should be having fun; if more rewards are needed, then perhaps that should be considered.

Rewarding Loot

Loot comes in two flavors - props and specific rewards the narrator has baked into their story (the key to the lost keep, a promised bounty for an apprehended criminal, etc.) and "Loot" (randomly found items that players have the opportunity to roll for).

The Loot tables are intended to be used for two purposes; first, each [Bestiary](#) entry has a suggested set of Loot tables to roll on. These are only suggestions, and are not meant to be a hard and fast rule that players can use to force rewards from the narrator. The suggestions shown are thematic in nature - in this world, a certain beast would be expected to hoard or have possession of certain items, and the Loot tables reflect that.

The second usage of Loot tables is as the narrator finds the need in the course of the story. Perhaps the players break into a bank vault in the middle of the night - the King's Ransom loot table provides the narrator a ready made and reasonable range of crowns that might be found in such a place. By using the loot table, the narrator again puts the action in the hands of the players (see [PCs vs NPCs](#)), which is an overarching theme of gameplay in the Twilight Kingdoms.

Loot that is considered a prop should be handed out as the story dictates. Loot that is a random reward should be handed out when it "feels good or right" to do so. Defeating a powerful foe feels like a good time to hand out loot, hence the suggested loot tables in the bestiary. Finding a secret stash or hideout also seems like an appropriate place to allow for the Loot action. How much loot to allow is a matter of preference for gameplay pacing. Ingredients can be used to augment and empower players, so simply dumping tons of faecorns on them may not be a good plan. Be aware of any tales that players have taken that require certain loot to function (maybe faecorns should show up more often than normal if one of the players is very excited about their [Alchemist](#) tale; it is never a good idea to let a player select one of their three tales as a crafting tale, and then starve them of their needed ingredients).

Be aware that the Treasure table essentially can allow for anything in the game to show up. If the narrator wants to limit powerful things such as Tarr'ko and Devices early on (likely a good idea), then they should not take the easy Treasure table roll

approach, and select narrower tables for players to roll.

Also be aware of how much **luck** any given player has, and if they have modifiers for rolling. If a player has chosen Sciura as their species, or has taken the **Scoundrel** tale, they have invested in being able to roll for loot, so always using prop rewards will be a disappointment to them.

Powerful Loot

Keep in mind that both Tarr'ko and Devices are intended to be end-game character improvements. These items should be very hard to find, and certainly shouldn't be available early on (unless you wish to start a game with powerful characters). It is intended that once a character has exhausted their affordable SP upgrades, they will enter into a phase of character improvement where a single SP upgrade comes slower, but is augmented at the same time by the occasional improvement in high-end item rewards (such as Tarr'ko and Spiretech).

Finding these items should feel unique and special, and should make a character excited to try out a new playstyle; keeping these as sparing rewards will allow them to continue feeling that way throughout an extended campaign.

Defining Encounters

As described in **Encounters**, the boundary of when an encounter ends and another begins is at the discretion of the narrator. That being said, there are plenty of natural boundaries that make sense to use in the context of a greater story. Typically, an encounter should be considered one "scene" - it may or may not involve **danger**, and further, it may have moments that are not in **danger** and then moments that are.

As an example, an encounter could involve arriving at a lord's manor for a dinner party. Throughout the encounter, the PCs and NPCs socialize and converse and are fed. The PCs take a moment to sneak away to investigate suspicious activities in the manor, breaking into a locked room on the top floor. As they discover the incriminating evidence, the lord and his guards burst in. A fight ensues, but the PCs are outmanned and must flee. Eventually, their pursuers lose sight of them in the deep woods. This entire experience could be considered one encounter.

Part of the art of the narrator is to understand when an encounter break feels right for the story, but also to be aware of the limited resources that players have at their disposal that are dependent on encounter changes. Many actions or other talented abilities have "once per encounter" (or some other number) limitations imposed; by making an encounter too long and too dangerous, these talents will be exhausted and the players may find themselves without a leg to stand on.

Devotion

Among the tales that players can select are a collection with the **devotion** type. Each of these tales represents one of the pagan gods and describes how a character can commit to the virtues of that god and gain powers from that commitment.

In most ways, these tales are no different from any other; they follow the same structure and rules. However, one of the tier 3 talents in each of these tales is titled "Devotion to ...", and represents the ultimate devotion of a character to that god's morals. Each of these devotion talents specifies three virtues that the god expects a character who devotes to them to exhibit; for example, Bathemos expects characters to exhibit **impulsiveness**, **hedonism**, and **anarchy**.

Should a character with one of these devotion talents fail to uphold the virtues of that god, the god will retract this blessing. What that means in rules terms, is the devotion talent (the tier 3 talent only, not any other parts of the tale) will be disabled - meaning the action cannot be taken, or the passive effect is inactive, until the god deems the character worthy again.

Tracking Devotion

Ultimately, it is up to the narrator to determine if and when a character has crossed the line and is no longer representing the virtues of their god. There is no hard and fast rule, but consider the following levels of rebellious behavior:

1. Contradictory behavior - certainly, if a character intentionally and repeatedly displays contradictory behavior, a god will likely retract their gift until correct. An example would be a devotee of Bathemos taking their time to consider and strategize, rather than displaying **impulsiveness**.
2. Absence of virtues - if the narrator wishes, the gods can be even more strict, and may retract their gifts even in the absence of evidencing virtues (not even contradictory, but simply not displaying them enough). For example, a devotee of Bathemos not actively flaunting laws whenever possible, rather than completely displaying the **anarchy** virtue.

Narrators may also wish to cut players slack for the sake of progressing a game or good group play; this is ultimately up to the group as a whole as to how strict these requirements should be.

Further, how much effort is required to win back a god's favor is flexible, and should fall under the rule of "whatever makes sense in the situation, and is most fun for the players and story".

Competing Devotion

A character is allowed to take more than one [devotion](#) tale, and can even take more than one of the "Devotion to ..." talents. Depending on the selected gods, this may cause a conflict, which might result in a character having a difficult time pleasing both gods at once. This should ultimately make for an entertaining story and gameplay, as the character tries their best to juggle potentially competing virtues.

Merchants and Shops

To make it easier to quickly provide reasonable items for purchase to a group of players, consider using the [Merchant Tables](#). Each of these tables has a brief description of how likely it would be for players to encounter such a merchant, along with a list of goods they have for sale. Often the goods either have a range (e.g., d4), or have a percentage chance (e.g., 20%) of appear at all. Notes will specify any additional considerations.

In all cases, assume the merchant charges the amount listed under the [Equipment](#) section.

Ammunition

Ranged weapons such as bows require ammunition for each attempted use.

The core rules make no mention of ammunition - it is intended that it be typically ignored. The core rules assume that a character wielding a bow, or even a firearm, has a sufficient stock of ammunition at any given time, and prefers to gloss over the details of tracking this information as it crosses the line into "too much paperwork".

However, if this level of realism is useful or desired in a campaign, then it is reasonable to request players track any ammunition they have. In that case, the following table defines the expected costs of purchasing ammunition from any vendor that would be expected to stock it.

Ammunition	Cost
Stones (Sling)	Free (readily available on the ground)
Arrows (Bow, Shortbow)	5 for 1 Crown
Bolts (Crossbow)	2 for 1 Crown
Charges (Blunderbuss, Flintlock)	1 for 5 Crowns (includes black powder, ball or pellets, packing material, etc.)

Bestiary Weapons

Certain entries in the [Bestiary](#) contain talents that are unique weapons to those creatures. For example, the [Industus](#) carries the Razor Silks weapon.

It is intended that these weapons be considered "guaranteed" loot drops; should the players defeat one of these monsters, and the monster used the weapon throughout the fight, it is only reasonable that the players could retrieve them.

Each of these weapons has a normal weapon entry, and so can be used by player characters. They don't have a value attached to them, although if needed, consider them to each be worth 500 Crowns (due to either their power, or novelty).

Flying

Some characters (and even some player characters) will have the option to fly. In this case, [scale](#) works as expected, where abstract distances can be used to determine how close a character is. If the character is flying above the head of another, they are at best [nearby](#).

Consider the size of a space to be the same horizontally as vertically when considering flying as it relates to movement.

Therefore ascending or descending costs movement approximately as much as moving to adjacent spaces would.

While most flying capable characters will be using wings, while in [danger](#) allow for the pace of the situation to enable "hovering"; while not entirely accurate, this can be dismissed as swooping or circling, and removes the need for complex movement rules related to flight.

Mortal Species NPCs

When the narrator needs an NPC, they will often need one of the mortal species (that is, a normal character that the players can

interact with). If a creature of beast is needed, the [Bestiary](#) is the go-to source, but for "regular" NPCs, there are several options. First, if the occupation of the NPC is the most important part (that is, is the NPC a guard, a tavern keeper, or a queen), then the mortal entries in the [Bestiary](#) (such as [Bandit](#)) are a great and easy choice. The attributes and talents are designed to emphasize a typical character in that profession. The narrator is encouraged to embellish the NPC by providing details such as species, but can simply use the entry in the bestiary for all mechanical components. This is a great choice for entirely disposable or ad-hoc NPCs; characters that likely don't have a name or backstory.

Second, if it is important to do so, the narrator can use the bestiary entry, but simply replace the attributes with the ones that correspond to the mortal species found in [Species](#). The narrator can go a step farther and also include that species' perks (where relevant). This is a great choice for a less disposable NPC, such as a bartender the players will return to throughout the story.

Finally, for important or major NPCs, the narrator can simply make a full PC using the rules provided; the character will still be an NPC, so certain restrictions apply (such as no critical successes). This NPC can start with any amount of story points the narrator deems appropriate to balance their encounters.

Differences Between PCs and NPCs

There are only a few rules differences between how PCs and NPCs behave.

1. NPCs never roll - always have the PCs roll defensive checks rather than having NPCs roll their own dice. Only if the PCs wouldn't be directly involved, and you want to randomize the outcome, should NPCs roll dice.
2. NPCs cannot ever critically succeed, as they essentially don't ever roll dice. If a PC makes a defensive roll, and the opposition die rolls a natural 10, no critical effect is applied, it is simply a 10 and can be used to determine success or failure. As such, actions in the bestiary never include critical effects, and any basic action that an NPC takes that could have a critical effect, should simply ignore it. As the narrator, you may feel free to break this rule as appropriate, but the default expectation should be that an NPC is incapable of critical success - this is reserved for the PCs and they are the heroes (or at least, protagonists) of the story.
3. NPCs in general should not gain **weakened** conditions and test for unconsciousness once their **breakpoint** is reached; instead, most NPCs should immediately fall **unconscious**. This helps to expedite **danger**, making the game drag a bit less. Naturally, this gives an advantage to PCs, who are somewhat more resilient as a result. NPCs who *should* use the typical **weakened** condition rules are important NPCs (big bads) as well as any "lord" variant NPCs (e.g., the Bandit Champion surrounded by several [Bandits](#)).

Regions

Regions are mentioned throughout the [Bestiary](#) as a means of tying the flavor of various creatures to places around the world that the players may find themselves. There are a few defined regions whose descriptions are below. The narrator is free to determine which (if any) region the PCs find themselves in, and can use this to set a visual stage, and also as a means to keep threatening encounters thematically anchored.

Kingdoms

A traveler will know when they have entered a kingdom by the steep increase in civilized population, and by the telling feature of a castle. Kingdoms across the land vary, but each includes a castle, and all within its walls. Some kingdoms extend to populated townships just outside the walls, and possibly as far as the next large town across the river or on the other side of the valley. In all cases, if you cannot see the castle, certainly, you are not in the kingdom.

Kingdoms are civilized areas – the roads are cobbled or paved, the buildings largely made of stone. All manners of folk call a kingdom home, and with them come access to most goods and services. A steady stream of activity and military guard keep most monstrous creatures out of the kingdom.

Countrysides

The most common region in Xan'rius, a countryside region is also the most varied, and showcases Xan'rius best: fields, rolling hills, rivers, light woods, mountains and valleys, villages, hamlets, and more. If you are unsure of where you are, you are probably in the countryside!

Countryside regions tend not to have access to esoteric or high-end goods and services, and the traveler will often find vast stretches of land between civilization, although much of the countryside will be interconnected by paths and trails if not actual roads. The countryside can be a dangerous place, as it typically borders the wilder regions, and all manner of creatures can wander in.

Deep Woods

Travelers are hereby advised that entering a deep woods is a dangerous, and often deadly experience. Deep woods are notable from the woods that make up the countryside – they have an ominous, near chilling look and feel. Light seems to be swallowed up only a few feet beyond the perimeter.

Deep woods are made of the truly old growth; trees and vines that reach for the skies, overgrown with countless vegetation and hiding untold horrors. They are vast places, with little to no natural light. Witches and large beasts are known to call the deep woods home.

Moors

As the traveler crosses the countryside, they may notice the land squelch beneath their boots. The earth becomes moist, the sky darkens, and a misty fog lifts from the ground. They have found themselves in the moors, a dark, foggy, wet stretch of land that spreads for vast distances. Raised paths and roads cross most moors, although more sparsely than would be found in the countryside.

The land is dotted with low trees and rotted stumps. Visibility is hindered, but the sound of life can be heard all around. Throughout the moors, and particularly near the border of the countryside, krakaw roosts will dot the land. Small huts built on top of the short trees, sometimes connected by rope bridges, other times not. Krakaw lead solitary lives, but welcome travelers for a short time – the lights from their hearths are often a relief to those journeying through the moors – a sign that they will soon escape the dreary world they find themselves in.

Twinkling Swamps

Upon entering a twinkling swamp, the traveler will immediately feel the weight of the air – heavy with rot, humid, and stagnant. The spores and dust that float through the air cast disorienting lights and shadows, dimming the land in a confusing haze. Movement is challenging, and all manner of sounds and maddening visions are experienced.

Some twinkling swamps have raised trails through them, but straying from such paths invites all manner of evil to the traveler's side. Twisted and nightmarish creatures native to Xan'rius can be found lurking the depths of the swamp, and if these creatures are not enough of a match, even the plants can be deadly.

Revels

Known across the land, revels are areas surrounding the ancient stone circles where celebrants and worshipers gather to give praise or give thanks to the world or a particular patron, and to celebrate the passage of time. In some areas, revels are started as a religious observance, while others use them as an annual celebration akin to a harvest festival. In religious usages, some sacrifices (typically breads or vegetables, rarely animals) are used, while non-religious revels tend not to have any such symbolism. On occasion, a great revel may be sparked – a yearlong feast of merriment and depravity that will attract the attention of traveling merchants, performers, fortune tellers, and more. Due to the high amount of activity, and importantly, fire, monstrous creatures are naturally averse to revels, although they may lurk nearby, awaiting a careless wanderer.

The exact nature of any given revel will depend on the pagan god – a revel to Bathemos will evoke a chaotic and carefree nature in an endless display of drinking and hedonism, as the revelgoers dance around an enormous central bonfire. A revel to Artemix will be an unending cycle of hunts and feasts, with the spirits of

the prey thanked at each opportunity. Iluna's revels tend to be moonlit ceremonies of dancing and symbolic releasing of the spirit – a cleansing of one's mortal troubles.

Burgs

The fascinating mobile townscapes of the bobbin can be found most often in the foothills and mountains of the countryside. Burgs are mobile towns, consisting of seemingly haphazardly shaped constructions that can be packed up and relocated in the blink of an eye. A bobbin burg appears to be a ramshackle settlement, full of wooden apparatuses, tents, crisscrossed roping, and more. When the chieftain of a bobbin tribe, known as the big bobbin, declares, the entire town will be deconstructed, and packed up for transport.

Burgs are muddy, noisy, and hazardous places where a sort of agreed-upon lawlessness is overruled only by the whims of the bobbin social and political structures. Common markets exist in all burgs, and as they tend to travel about on the fringes of other civilization, strange objects and rarer materials can sometimes be found as well.

Alleys

Alleys can often be found as part of a kingdom, and occasionally in the countryside as well. They are dense with civilization, featuring cobbled streets winding through tall, cantilevered buildings. Not known for their cleanliness, or their safety, a variety of esoteric goods and service, particularly illegal ones, can be secured in the alleys.

Wandering down an alley during the day may be largely considered a safe experience – shopkeepers may appear pushier than in other markets, and more than one suspicious character may watch you, but by and large, good folk will be going about their business. At night however, the alleys become silent, dark, and deadly – hold your purse close, and keep your eyes and wits about you.

Spires

At the edges of the world lie the ruins of the spires; far from most kingdoms, the collapsed monuments to an ancient age remain. These crumbled edifices once pierced the sky - throughout the world, few remain still standing.

Most spires lie abandoned by mortals; full of dangerous mechanisms and haunted by the proverbial ghosts of the past, they are often avoided. Some enterprising individuals may scour them for treasures to sell, but more of them than not, they do not return. The spires were enormous constructions, and many also had vast underground labyrinths. The experimental labs of the ancient Sh'thani left spiretech, creatures, traps, and more behind for those brave enough to find.

Who Should Loot

Whenever the narrator produces loot tables for the characters, there may be some debate as to who gets to take the Loot action. As stated, any table can only be rolled on once (by one player) - surely the narrator can provide a table for everyone, but typically the loot will be more restricted than that.

So that begs the question of which player gets to take the action.

From a meta-gaming perspective, there likely will always be a right answer here. That is, the player with the highest **luck** (or other modifiers) should produce the best results for the group. The problem lies in "fun" potential; rolling for loot is fun - loot tables are specifically designed to give players an entertaining consequence-free gambling feel. "What did I find?" is something that most players of tabletop roleplaying games want to ask at some point.

It is ultimately up to the group and the narrator how best to handle this approach. Some groups may feel that their best plan is to let the top looter do her work, and simply share the spoils. Other groups may prefer the "he who found it first gets to loot" approach.

If the group is having a hard time with this, or there appear to be some hurt feelings, the narrator may wish to implement a round-robin approach, where each player gets a turn to roll loot (the narrator can track this on the story sheet, if desired). One

drawback to this approach that the "best looter" approach does not have is if a character has specifically selected a species or tale that enhances their looting capability, they may feel like this investment was wasted if they don't get the opportunity to exercise it. In this case, it may be worth the narrator noting that that rolling the loot action isn't fundamentally different from rolling to attack, or rolling to charm - if a character is good at that task, the group should consider letting them be the ones to do it.

Bestiary

Bestiary

The Bestiary contains a list of templates suitable for use as NPCs. It contains both monsters (beasts, horrors, and similar), as well as templates for mortal NPCs. The **narrator** should feel free to use a mortal template from the Bestiary to quickly have access to common adversarial mortals (such as a soldier, witch, or thief); alternatively, the **narrator** may choose to construct any mortal NPC using the rules for player characters. For more details, see the [Narrator's Guide](#).

Each Bestiary entry contains a description of the creature, a table of attributes and other values, a **danger rating** (used by **narrators** to provide balanced encounters by aligning to **danger points**), and a unique set of **talents**. Talents available to creatures in the Bestiary work similarly to the **tales** available to players; each may have one or more **signatures**, which all members of that species innately have at no cost. In addition, each has some number of additional talents - unlike **tales**, there are not always exactly six, and they are not categorized by tiers. To unlock one of these talents, the **danger rating** of the creature rises by the value specified in the talent (for example, a creature worth 50 DP that takes a talent worth 20 DP is now a 70 DP creature). Creatures do not need to take their talents in any order, nor do they have any restriction on unlocking them. For more details, see the [Narrator's Guide](#).

Note that some **talents** (and **signatures**) in Bestiary entries are weapons. In this case, these weapons are available (if not exclusively) for the creature to use when take the Attack (Weapon) action. These are often natural weapons, such as razor sharp claws or immense fangs, but in some cases may be crafted weapons.

Finally, each Bestiary entry has a suggestion for loot tables - it is at the **narrator's** discretion if these tables should be used, or modified in any way.

Differentia

Some entries in the bestiary share common talents, called **differentia**. These entries are listed below.

- **Poison Resist** (10 danger): This creature reduces all **poisoned** condition durations by 3.
- **Magic Resist** (10 danger): This creature reduces all damage from any **Magic** action by 1.
- **Frightening** (10 danger): Any character that looks upon this creature must make a **Bravery** vs **Steel** check; if successful, they are no longer afraid of the creature. If they fail, they cannot be **nearby** this creature (they can't move to a **nearby** space, and they must leave on their turn if they are); a character that failed can attempt this check again once per turn, at the end of their turn.
- **Flying** (20 danger): This creature can fly.
- **Consuming** (20 danger): If an **unconscious** character is **nearby**, this creature *must* spend its movement to be **adjacent** to the character, and must spend its action eating the character. The character is fully consumed by the creature in this action.
- **Alluring** (20 danger): As an action, this creature can make a **Charm** vs **Wits** check against all **nearby** characters of its choice; for each success, that character must move towards the creature on their next turn (and cannot leave an **adjacent** space once arrived).
- **Immense** (20 danger): This creature adds its **Bravery** to the damage it causes for all Attack (Unarmed) and Attack (Weapons) actions it takes.
- **Incorporeal** (30 danger): This creature cannot be hurt by mundane weapons or unarmed attacks. Any effect based in **Magic**, or any type of special or enhanced weapon can harm this creature as normal.
- **Thorns** (20-40 danger): Any Attack (Unarmed) or Attack (Weapons) action made against this creature deals 2, 3, or 4 damage back to the attacker (the danger scales with the intensity of the thorns).

Lords

Some entries in the bestiary refer to the Lord differentia; these signatures and talents often provided improved attributes, equipment, and more, and are unique to each entry. Importantly, the Lord differentia itself is used to identify which NPCs should (commonly) be allowed to gain **weakened** conditions as opposed to immediately being **unconscious** on taking damage beyond their **breakpoint** (see the [Narrator's Guide]narrators/pcs-vs-npcs for details).

List of Creatures

- **Amalgam**: a construct of bodyparts, animated with galvanism or necromancy
- **Anur**: an immense froglike creature that will swallow adventurers whole if given the opportunity
- **Aquien**: a siren-like fae that lurks in small cliques near enchanted ponds and lakes
- **Arachnia**: a dangerously fast spider-like creature with debilitating fangs

- **Bathite**: an avatar of Bathemos, a being of pure fire summoned by ritual at a great revel
- **Bog Menace**: a territorial bipedal mushroom-like creature that collects equipment from the fallen trespassers
- **Bulwark**: an avatar of Athya that guards her other avatars while they perform their task
- **Cinderkin**: a devilish sub-mortal species known as vicious thieves and murderers
- **Corveast**: an enormous birdlike predator that stalks the moors
- **Crimson Monarch**: a vampiric insectile humanoid that disguises itself to hide amongst the crowds
- **Darkhorn**: an embodiment of ill fortune, a midnight blue horse with a single crystalline horn
- **Echo**: a creature capable of taking on the form of a loved one
- **Eldis Odder**: a being of energy that must consume mortals to grow
- **Emotion**: a creature of energy able to curse the foes it touches
- **Empty**: a threadless spirit that has failed to pass from the mortal worlds to Zh'vael
- **Entius**: a tree-like fae that guards a sacred forest or grove
- **Executor**: an avatar of Athya that renders her judgment on the threads of mortals
- **Fae'dra**: a dragon, daughter of the pagan god Fae'la
- **Grotesque**: a winged stone guardian constructed during the age of the spires
- **Horrifowl**: an enormous chicken-like creature with human arms and the ever-screaming face of its last mortal victim within its open beak
- **Industus**: a mechanical elemental addicted to the tastes of the golden threads
- **Ivorian**: an ivory humanoid that is only seen when heralding great events
- **Miasmar**: a living mist that envelops its victims and consumes them alive
- **Nettling**: an offshoot spiretech experiment in animated plant-life
- **Nightmare**: one of the fallen foal of Norami, a horse of chaos and flame
- **Nordle**: a disgusting swamp-dwelling creature with human hands for feet
- **Prismatic**: a being of crystalline light that can pass through windows and other clear surfaces
- **Rat King**: an amalgamation of rats coalesced into an embodiment of plague and suffering
- **Scry**: an avatar of Athya that reads the threads and decides the fates of mortals
- **Shel**: a demon that takes the shape of an eyeless human child until transforming into its true form
- **Umbra**: a being of negative energy contained within the mundane form of physical equipment
- **Unicorn**: an enchanting horse with a single piercing horn whose presence is said to bring luck
- **Ursun**: an enormous bear-like creature whose mouth hides a swarming mass of poisonous tentacles
- **Vermin**: large pest-like creatures often found in sewers and abandoned basements
- **Vivikin**: an animated physical object operating via various machinations
- **Wikked**: wolf-like creatures that prowl the woods, hungry for the next meal
- **Wolloi**: a fae creature that feeds on fear and horror, slowly draining the life-force from its victims

List of Mortal Species Templates

- **Bandit**: a common thief, rogue, cutpurse, or pirate
- **Champion**: a character whose name is known throughout the land
- **Enchanter**: a magic users whose operation may be public or kept quite secret
- **Knight**: a trained fighting character commissioned to act in the king's name throughout the land
- **Laborer**: a common worker, farmer, or peasant
- **Merchant**: a well-to-do citizen whose coin is made in trade
- **Noble**: a person of the upper classes with the best education and a lifetime of experience in society
- **Soldier**: an armed and armored individual working as part of a trained fighting force

Anur

Found in the depths of the twinkling swamp, the moors, and occasionally the deep woods, the anur is an enormous creature of great wisdom and deep hunger. The anur typically rests in a murky pond large enough to conceal its bulk, eyes peeking out over the stagnant water, waiting for prey.

The anur resembles an enormous toad, often 12 to 15 feet in height, and equally as round; its greenish-grey body is covered in warts and blisters. It has 8 eyes, each capable of independent movement, and it rises off the ground held up by 6 human-like legs.

The anur is immensely intelligent, and is one of the few beasts that can be reasoned with, but only if the anur believes it is in a losing position; otherwise, it is happy to eat the stray adventurer whole.

The anur will be quick to aggress on trespassers if it feels it has the upper hand; if it believes the adventurers are equipped to defeat it, it will either try to remain hidden, or in the event it is found, bargain with any wisdom or information about the surrounding area that it has.

Anur • Beast • Bestiary Entry	
195 Danger	
Adventure	2
Bravery	3
Charm	3
Magic	1
Steel	5
Wits	6
Armor	4
Breakpoint	20
Movement	4
Found in:	
<ul style="list-style-type: none">Twinkling SwampsMoorsDeep Woods	
Common loot:	
<ul style="list-style-type: none">Pocket ChangeWidgets	

Lashing Tongue • Signature • Action
The anur makes a Charm vs Adventure check against a nearby character. If successful, the character is wrapped in the anur's tongue. At the start of each turn, the character suffers d6 damage, and can make a Bravery vs Steel check to break free of the tongue - doing so costs their action. The anur cannot use this action if it is currently holding another character.

Bulbous Warts • 20 Danger Talent
The anur is covered in bulbous warts that secrete a poisonous hallucinogen. Any physical contact with the anur (including all melee attacks made against it) causes a Steel vs Difficulty + 2 check; if failed, the character is Poisoned (2) and Slowed (2).

Crushing Legs • 20 Danger Talent
The anur adds d4 damage to each Attack (Unarmed) it makes.

Aquien

Aquien fae appear as humanoid from the waste up, and much like a fish from the waste down. Their scaled tale graduates into blue, green, or pinkish flesh around the midsection. In some aquien, the scaled textures extends as high as the neck, and down the arms all the way to the hands. In others, the scaled texture ends abruptly at the waistline. Occasionally, aquien will have legs, rather than a fish tale, but those legs will be covered in scales and fins.

Aquien frequently have short, opalescent wings. Their scales are tones of blues and greens, and their hair – short or long – tends to be vibrant and deep in color and can be found in all tones. Aquien appear as either female, or ungendered – as is the case with fae, gender is purely a visual effect. Aquien fae average around one foot in height, and always appear lean and fit.

Fae of the House Aquien are free souls; they are unencumbered by House politics and tend to have no foes. They congregate in small groups; rarely are they found alone, but often in threes and fours. These cliques are typically tight, and they will be very standoffish or rude to other fae, regardless of House.

Even so, while aquien will exclude other fae from their group, they are overly welcoming of mortals. Aquien can be dangerous in an indirect way, as mortals who join up with aquien may ultimately neglect themselves to the point of starvation, dehydration, or exhaustion. Aquien love to "lure" mortals to their group, and make them part of the club. This isn't sinister or overtly evil, but it shows a lack of empathic understanding on the part of the aquien.

When a mortal crosses their path, aquien are immediately interested in attracting that person to join their group. They will do so openly, and without hostility. They will make themselves seem as compelling as possible, appearing as beautiful women and men, displaying luxury and opulence, suggesting comfort and riches. These things are typically illusion, they are deceptive but the aquien doesn't do this out of malice or spite – they see these tricks as a means to quickly gain a new companion.

The cliquish nature, juxtaposed by the desire to add mortals to their party, results in aquien living on the outskirts of civilization. They are not to be found as deep in the woods as possible, but they are also never seen in populated areas. Further, they are often found congregating near ponds and streams, as well as uninhabited coastlines and on small islands.

When dealing with aquien, common advice is to assume that everything they present is a fabrication. Staying with them and learning about their unusual personalities and ways can be safe, as long as the mortal is cognizant of the passage of time and has the mental fortitude to leave them. Exposure to their tricks does not lessen their effects over time, one must always be on their guard.

Aquien are not aggressive by nature, they will not attack unless provoked. They will use their variety of tricks to keep mortals around, however.

Aquien • Fae • Bestiary Entry

140 Danger

Adventure	4
Bravery	2
Charm	4
Magic	4
Steel	2
Wits	3
Armor	2
Breakpoint	25
Movement	8

Found in:

- Countryside
- Twinkling Swamps
- Deep Woods

Common loot:

- Ingredients
- Ingredients
- Ingredients
- Potions

Flying • Signature TalentThe aquien gains the flying **differentia**.**Tiny Fists • Signature Talent**The aquien's Attack (Unarmed) is opposed by the target's **Armor**, and deals d4 damage.**Magic Resist • 10 Danger Talent**The aquien gains the magic resist **differentia**.**Jinx • 10 Danger Talent**The aquien makes a **Magic** vs **Steel** check against a **nearby** character; if successful, the character is **cursed**.**Tell Lies • 20 Danger Talent**Up to thrice per encounter, the aquien makes a **Magic** vs **Wits** check against a **nearby** character; if successful, the aquient tells a lie to the target that they absolutely believe to be true (and will act upon accordingly) for 10 minutes.

Arachnia

Lurking in the depths of the deep woods, or far in the twinkling swamp, the arachnia spins webs to catch her prey. The arachnia, 10 or more feet in height, resembles a spider from the waste down, and a nude female human from the waste up. The human half of this sadistic creature is often covered in markings – tattoos made from the drained blood of its victims.

Arachnia love to toy with their prey, taunting them, increasing their fear until the moment is right to strike. Arachnia will often lead them further from safety, until they have fallen into the spider queen’s nest, her sticky webbing holding them tight.

Arachnia are aggressive, choosing to attack any mortals in the area. They will typically have a nearby nest; if they can lead the mortals there, they may be trapped in the webbing; otherwise, arachnia will attempt a series of hit-and-run maneuvers, attempting to weaken their prey before going in for the kill.

Arachnia • Beast • Bestiary Entry	
130 Danger	
Adventure	5
Bravery	4
Charm	3
Magic	1
Steel	3
Wits	3
Armor	3
Breakpoint	18
Movement	7
Found in:	
<ul style="list-style-type: none">• Deep Woods• Twinkling Swamps	
Common loot:	
<ul style="list-style-type: none">• Threads• Faecorns	

First Strike • Signature Talent

The arachnia is exceptionally fast; she will start **danger** going first in the turn order (she does not need to roll for this).

Fangs • Signature • Weapon

Hands: 1, **Range:** **adjacent**, **Check:** **Bravery** vs **Adventure**, **Damage:** d4

Any character damaged with the arachnia's Fangs has their **breakpoint** reduced by 1 for the remainder of the encounter.

Lord • Signature Talent

The arachnia gains the lord **differentia**.

Webbing • 20 Danger • Action

Twice per encounter, as a **fast** action, the arachnia can cover a **nearby** area of **medium** size in sticky webbing; any character besides herself that starts their turn in the webbing is **slowed** (3).

Bandit

Bandits are lightly trained and lightly armed fighting forces that operate outside of the law, raiding and pillaging when in larger forces, or simply robbing weary travelers at knife point. Bandits are quick to react and attack, but equally quick to retreat when they feel the tides are turning. They are bullies, and prefer to outnumber their victims - if this is not the case they will be inclined to make an escape.

Bandit • Mortal • Bestiary Entry	
30 Danger	
Adventure	4
Bravery	2
Charm	3
Magic	2
Steel	2
Wits	2
Armor	0
Breakpoint	10
Movement	5
Found in:	
<ul style="list-style-type: none">• Alleys• Countryside• Deep Woods	
Common loot:	
<ul style="list-style-type: none">• Crowns• Potions	

Equipment • Signature Talent
The bandit is equipped with a dagger.

Backstab • Signature Talent
The bandit can use its Adventure attribute when taking an Attack (Weapon) action; if the attack is successful, and is taken from behind the target (or the bandit can otherwise not be seen), it deals double damage.

Bandit Champion • 10 Danger Talent
This bandit has the lord .differentia; it gains +1 to all attributes, and will be equipped with a sword and full set of light armor.

Bathite

An avatar of Bathemos, the Bathite is often summoned by ritual at a revel, after which it may escape (or be set free), wandering the countryside causing destruction. Bathites are elemental creatures, roughly resembling a humanoid, but made purely of fire and swirling chaos.

They exist to spread destruction – they aren’t hunters, but will kill anything that attempts to impede them from their anarchist desires. Bathites are pure energy, they do not speak, nor listen, and mundane damage is of little effect to them.

Bathites will be found in the process of causing damage and destruction; they will typically ignore mortals until they are threatened, at which point, they will focus their powers on removing the threat.

Bathite • Threadless • Bestiary Entry	
125 Danger	
Adventure	3
Bravery	2
Charm	2
Magic	4
Steel	5
Wits	2
Armor	2
Breakpoint	25
Movement	5
Found in:	
<ul style="list-style-type: none">• Revels• Countryside• Burgs	
Common loot:	
<ul style="list-style-type: none">• Crowns	

On Fire • Signature Talent

The bathite is made of pure flame; any action that targets the bathite from an **adjacent** character causes that character to make a **Steel** vs **Steel** check; if failed, that character takes d3 damage. Anything the bathite touches that is easily flammable will catch on fire immediately (this is a natural fire that can be extinguished in mundane ways).

Incorporeal • Signature Talent

The bathite gains the incorporeal **differentia**.

Flaming Arms • 10 Danger Talent

The bathite uses its **Magic** attribute when making a check for an Attack (Unarmed); the attack deals d4 damage.

Fire Blast • 10 Danger • Action

The bathite makes a **Magic** vs **Steel** check against a **far** target; if successful, the target suffers d8 damage.

Magic Resist • 10 Danger Talent

The bathite gains the magic resist **differentia**.

Bog Menace

On the edges of the twinkling swamp, or in the damper areas of the deep woods, a bog menace can sometimes be seen wandering in the distance. These highly territorial beasts have a low intelligence but do partake in an extremely primitive form of farming. They can be seen transplanting various mushrooms to areas of more appropriate light or moisture in order to yield better returns.

Standing a bit taller than the average human, bog menaces have notably more bulk – easily weighing in at several hundred pounds or more, these strong creatures will aggressively defend their territory. Their form is humanoid, but there are fungal in nature – appearing to be a large mushroom-like creature, with huge tusk-like teeth, and small black beady eyes.

Bog menaces are only aggressive if threatened or if their territory is trespassed upon. They have a primitive intelligence and cannot be reasoned with.

Bog Menace • Beast • Bestiary Entry	
30 Danger	
Adventure	3
Bravery	2
Charm	2
Magic	2
Steel	4
Wits	2
Armor	4
Breakpoint	14
Movement	5
Found in:	
<ul style="list-style-type: none">• Deep Woods• Twinkling Swamp	
Common loot:	
<ul style="list-style-type: none">• Equipment• Equipment• Equipment	

Bog Limbs • Signature Talent
The bog menace's Attack (Unarmed) deals 2d3 damage.

Spores • 20 Danger • Action
The bog menace makes a Steel vs Steel check against all nearby characters; for each success, that character is poisoned (3) and slowed (3).

Bulwark

One of the three avatars of Athya that form the triumvirate, bulwark is found on each nexus in Zh'rael, standing guard over scry and executor as they enact the will of their patron. As an avatar, bulwark has a singular purpose, to protect the other members of the triumvirate at all costs.

Bulwark appears as an enormous marble statue, reaching upwards of 30 feet in height. Her form mirrors that of her creator: a woman with long, braided hair, draped in silks, and covered in ornate metal armors.

Bulwark is the protector of each nexus, but that does not make her aggressive. It is her task to prevent any interruption to the work of weaving the Great Tapestry, but she will allow travelers to approach – although often with a stern warning. Should they appear to be anything but genuine in their intents, bulwark will not hesitate to strike.

Bulwark • Seraphim • Bestiary Entry	
430 Danger	
Adventure	4
Bravery	5
Charm	3
Magic	2
Steel	5
Wits	3
Armor	4
Breakpoint	50
Movement	6
Found in:	
• Zh'rael	
Common loot:	
• Curiosity	

Immense • Signature Talent
The bulwark gains the immense differentia .

Greatsword • Signature • Weapon
Hands: 1, Range: nearby , Check: Bravery vs Steel , Damage: 2d8
The greatsword requires at least 5 Bravery to equip.

Magic Resist • 10 Danger Talent
The bulwark gains the magic resist differentia .

Massive Slam • 10 Danger • Action
The bulwark makes a Bravery vs Adventure check against all nearby characters; for each success, that character takes d6 damage, and is knocked directly backwards 5 spaces.
Notes: Characters can't be moved through solid obstructions, but could be pushed through breakable objects at the narrator's discretion.

Champion

Champions are characters who have performed great deeds - their names are known, or they would be if they were not intentionally kept secret. Champions can in fact be both good or ill intentioned; a champion is simply a mortal whose capabilities far exceed the average mortal. They are more experienced and have a variety of unique capabilities that cause them to stand apart.

Champions are mortal characters that excel in adventuring, having traveled the world and gain immense experience and no shortage of useful equipment.

Champion • Mortal • Bestiary Entry	
20 Danger	
Adventure	2
Bravery	4
Charm	2
Magic	2
Steel	3
Wits	2
Armor	0
Breakpoint	10
Movement	5
Found in:	
<ul style="list-style-type: none">Xan'rius	
Common loot:	
<ul style="list-style-type: none">EquipmentCrownsPotions	

Equipment • Signature Talent	
The champion is equipped with a sword, shield, and heavy chest armor.	
Mighty Swing • Signature Talent	
The champion deals +3 damage on all Attack (Weapon) actions it takes.	
Lord • Signature Talent	
The champion gains the lord differentia .	

Cinderkin

Found in small groups amongst the burgs, countryside, and alleys, the cinderkin are devilish little creatures that aim to steal what they can, and injure anything in their way. They are strange monsters, no more than a foot or so in height, but incredibly fast and vicious. They are stocky, and appear to be made of smoldering coals, although their flesh is far less resilient than it would appear. They will swarm a victim in numbers, slashing, biting, and scratching in attempt to take down their prey. Sometimes they intend to sow chaos and destruction, stealing and damaging before fleeing; other times their intent is to feast on a victim, tearing out organs from the still living mortal and relishing in the victory of the slaughter. Cinderkin appear in groups of at least 3; they will fight to the death in all cases – they have a very limited intelligence, and behave like cornered animals at all times.

Cinderkin • Beast • Bestiary Entry	
30 Danger	
Adventure	4
Bravery	3
Charm	1
Magic	1
Steel	3
Wits	3
Armor	2
Breakpoint	12
Movement	7
Found in:	
<ul style="list-style-type: none">BurgsCountrysideAlleys	
Common loot:	
<ul style="list-style-type: none">Pocket ChangeToolsIngredients	

Motivation • Signature Talent
All cinderkin are motivated by either greed or hunger; if motivated by hunger, they will always fight to the death. If motivated by greed, they will attempt to leave with their spoils at the first opportunity.

Thieving Claws • Signature • Action
The cinderkin makes an **Adventure** vs **Wits** check against an **adjacent** character; if successful, they steal either a **small** or **tiny** item, or if nothing else, d6 crowns. If they are successful, and are motivated by greed, they must now make a **Wits** vs **Difficulty** check - if they pass, they will attempt to retreat for the rest of the encounter (if possible).

Fiesty • 10 Danger Talent
The cinderkin's Attack (Unarmed) can be against either **Adventure** or **Armor**, whichever is lower on the target.

Corveast

A beast of the moors, the corveast is massive bird-like creature, roughly 12 feet in height, with a wingspan of 20 feet. Its head and body resemble a crow or raven, black feathered and slick, but its wings are the stuff of nightmares: instead of feathers, they are made of hundreds of human hands, clutched together in a horrifyingly intricate pattern.

Corveasts are hunters; they glide between the tall misty trees of the moors, swooping to gather a stray buck, horse, or man in their enormous talons. Their prey is eaten alive, their innards picked out by the razor-sharp beak while the helpless victim is pinned under the monstrous predator’s feet

Corveasts will attack with an element of surprise. They have excellent sight and hearing at great distances and in low light and through foggy atmosphere; they are rarely unaware of what is around them.

Corveast • Beast • Bestiary Entry	
115 Danger	
Adventure	3
Bravery	4
Charm	2
Magic	3
Steel	4
Wits	2
Armor	3
Breakpoint	18
Movement	8
Found in:	
• Moors	
Common loot:	
• Ingredients	
• Ingredients	

Peck • Signature • Action
The corveast makes a Bravery vs Armor -2 check against an adjacent character; if succesful, the character suffers d6 damage.

Magic Resist • 10 Danger Talent
The corveast gains the magic resist differentia .

Winged Hands • 20 Danger Talent
The corveast’s Attack (Unarmed) deals 3d4 damage.

Crimson Monarch

Lurking in the shadowy places where mortals often dwell, the crimson monarch disguises its true form by appearing as, and mimicking, the local population. One might pass by a crimson monarch in a crowded market, or at a lord's ball, without even realizing it. Once the monarch is ready to strike, its true form is revealed. They thirst for the blood of mortals, rising once every few weeks to hunt. Having a body roughly the size and shape as an adult female human, crimson monarchs have a greyish flesh pulled so tightly across their frame that all of their pulsing red veins are visible. Their eyes are black and red, their fingers twice as long as a man's, and razor sharp at the end. Their most distinguishing feature, however, are their enormous butterfly wings, an absurd juxtaposition of beauty and beast.

Crimson Monarch • Horror • Bestiary Entry	
350 Danger	
Adventure	5
Bravery	6
Charm	6
Magic	3
Steel	5
Wits	2
Armor	2
Breakpoint	18
Movement	7
Found in:	
<ul style="list-style-type: none">KingdomsAlleys	
Common loot:	
<ul style="list-style-type: none">Pocket ChangeThreads	

Hide in Plain Sight • Signature • Action

The crimson monarch takes on any mundane appearance it wishes for 1 hour. Anyone who sees it in more than passing must make a **Wits** vs **Charm** check; if they pass, they see through disguise, otherwise they will remain convinced for the duration.

Flight • Signature • Action

The crimson monarch can fly for extended durations, with no limitation on height or distance covered.

Razor Nails • Signature Talent

The crimson monarch's Attack (Unarmed) deals d6 + 1 damage.

Drain • 20 Danger • Action

The crimson monarch makes a **Bravery** vs **Steel** check against an **adjacent** target; if successful, it deals d4 damage, and heals for as much as is dealt.

Fast Slashes • 20 Danger Talent

The crimson monarch can treat the Attack (Weapon) action as **fast** if it uses its Razor Nails.

Echo

Creatures of pure magic, echoes can naturally traverse any mirror they encounter, regardless of its energy source. They read the minds of nearby mortals, and instantly take the form of someone from their past: a lost love, a deceased friend, or a recent acquaintance; they flawlessly mimic remembered behaviors, appearing exactly as the mortal recalls.

Echoes travel between realms with ease; they will always appear as someone from a mortal's past and will behave as that mortal recalls them to behave. Echoes have unique motivations, although most seek experience and emotion, as they have none of their own.

Echo • Horror • Bestiary Entry	
165 Danger	
Adventure	3
Bravery	2
Charm	6
Magic	3
Steel	2
Wits	4
Armor	0
Breakpoint	35
Movement	5
Found in:	
<ul style="list-style-type: none">Sh'thanXan'rius	
Common loot:	
<ul style="list-style-type: none">EquipmentCrowns	

Hide in Plain Sight • Signature • Action

The echo takes on any mundane appearance they desire for one hour. Any character attempting to see through the disguise must make a **Wits** vs **Wits** check, or will be fooled for the duration. Part of the appearance may be to manifest any mundane equipment; if the echo dies, this equipment dissolves immediately.

Notes: No character will automatically attempt that check - they must consciously decide to.

Probe • Signature • Action

As a **fast** action, the echo makes a **Wits** vs **Steel** check against a **nearby** character; if successful, the echo clearly sees d3 important characters from the target's memory (e.g., parents, loved ones, lost friends, etc.). The echo can use these images as reference when taking the Hide in Plain Sight action.

Hypnotic Gaze • Signature • Action

The echo makes a **Charm** vs **Steel** check against a **nearby** character; if successful, the target is hypnotized by the echo, and cannot attempt to harm it in any way until the echo dies, releases it, or an hour has passed. The echo can only hypnotize one character at a time.

Magic Resist • 10 Danger Talent

The echo gains the magic resist **differentia**.

Mirror State • 10 Danger Talent

The echo can travel between Xan'rius and Sh'than at will (it takes a full minute of concentration to do so).

Eldis Odder

Since the shattering of Sh'than, in its most remote corners, far from even the reaches of the Princes, lurk the otherkin, the eldis odders. These are beings of the pure energy cosmic energy, amalgamations of hatred and fear given form. These horrors feed on the souls of any that cross their path, acting as a form of cosmic cleansing, they reach across the thread of the damned, consuming their anchor in Zh'vae.

Otherkin are confusing and terrifying to behold. A constantly realigning body of flesh, mirrors, tentacles, and eyes. They may appear humanoid at first glance, but their shape is so fluid that it is impossible to pin down, increasingly appearing to be a shape that doesn't fit in reality.

The eldis odder will aggressively attack anything it finds, including others of its kind. It is ferocious, and highly dangerous. Should it manage a kill, it will consume the dead, absorbing their very essence, anchor and all – this will dramatically increase its power. Young eldis odders may not yet have fed on enriched souls, and so will still be relatively weak and easier to dispatch.

Eldis Odder • Horror • Bestiary Entry	
120 Danger	
Adventure	2
Bravery	2
Charm	2
Magic	2
Steel	2
Wits	2
Armor	2
Breakpoint	20
Movement	5
Found in:	
• Sh'than	
Common loot:	
• Devices Complexity 1	

Consuming • Signature Talent	
The eldis odder gains the consuming differentia .	
Consumed Souls • Signature Talent	
When an eldis odder consumes a soul, it consumes their thread as well (the character can never be resurrected in any way). When it does this, it permanently gains +10 breakpoint , +1 Bravery , +1 Adventure , and +1 Steel . An eldis odder can be encountered having already consumed any number of souls.	
Tentacles • Signature Talent	
The eldis odder's Attack (Unarmed) deals additional damage equal to the number of souls the creature has consumed.	
Poison Resist • 10 Danger Talent	
The eldis odder gains the poison resist differentia .	
Frightening • 10 Danger Talent	
The eldis odder gains the frightening differentia .	

Emotion

Natives to Sh'than, but able to cross mirrors (even inactive ones) at will, emotions come to Xan'rius to feed on the life force of mortals. They are found throughout civilized lands, supping at the willpower and very essence of those around them.

Emotions appear as nondescript humanoids; they blend in effortlessly in a crowd – focusing on them is challenging at best, as they are so uninteresting that they slip from the mind with ease. Their physical form is not terribly threatening, but their very touch can drain the spirit from the body.

Emotions prefer to act in secret; often they will seek out crowds, and feed small bits of life force from those around them, although not so much as to be noticed. If in less populated areas, they may feed in secret at night, slipping into a bedroom regularly, keeping a victim in a seemingly endless state of illness.

Emotion • Horror • Bestiary Entry	
70 Danger	
Adventure	3
Bravery	3
Charm	5
Magic	3
Steel	2
Wits	2
Armor	2
Breakpoint	18
Movement	6
Found in:	
<ul style="list-style-type: none">Sh'thanXan'rius	
Common loot:	
<ul style="list-style-type: none">PotionsThreads	

Draining Touch • Signature Talent

Any time the emotion makes a successful Attack, or simply touches another character, that character is **cursed**.

Mirror State • Signature Talent

The emotion can travel between Xan'rius and Sh'than at will (it takes a full minute of concentration to do so).

Fingertips • 10 Danger Talent

The emotion's Attack (Unarmed) deals d4 damage.

Indistinct • 10 Danger Talent

While the emotion is in a crowd, it is difficulty to notice or identify, requiring a successful **Wits** vs **Difficulty** +2 check to spot.

Empty

Through curses, dark magics, or accidents in Zh'rael, occasionally the soul of a deceased individual will not travel to their anchor before their golden thread is severed. This lost spirit is now damned to wander the land; often found in the moors, where the connections to Zh'rael are the highest, empties desperately seek a way to their eternal home, violently lashing out at any living thing they encounter. Empties are any ghosts or apparitions of any formerly living creature that are trapped outside of Zh'rael. They are violent, and difficult to handle; if destroyed, the soul will vanish.

Empty • Threadless • Bestiary Entry	
105 Danger	
Adventure	3
Bravery	3
Charm	4
Magic	3
Steel	3
Wits	1
Armor	1
Breakpoint	18
Movement	8
Found in:	
• Moors	
Common loot:	
• Crowns	

Incorporeal • Signature Talent
The empty gains the incorporeal **differentia**.

Wail • Signature • Action
The empty makes a **Charm** vs **Steel** check against a **nearby** character; if successful, the character suffers d4 damage, and cannot target the empty with any action on its next turn. If a natural 10 was rolled for the empty's **Charm**, the empty may repeat this action immediately (as a **free** action), targeting a character not yet targeted by Wail this turn (increase the **Steel** of the target by 1 for each time this action has repeated this turn).

A Moment to Bless • Signature Talent
For one minute after falling **unconscious**, an **adjacent** character can make a single attempt to pass the empty's soul to Zh'rael, otherwise it will be lost forever. To do so, the character must make a **Steel** vs **Difficulty** +4 check, or instead, consume one **thread**.

Frightening • 10 Danger Talent
The empty gains the frightening **differentia**.

Ghostly Limbs • 10 Danger Talent
The empty's Attack (Unarmed) deals 2d3 damage.

Flying • 20 Danger Talent
The empty gains the flying **differentia**.

Enchanter

Enchanters or wizards are mortal characters with an affinity towards magic. These characters may use their magics for good or ill. It is not uncommon to find a local healer near each village in the countryside, practice a mix of mundane medicines and revel healing. A secluded hermit in the deep woods may delve into the darker sides of fae magic out of a sense of mistrust for their fellow man. Enchanters practice magic, although to what end they put it is as varied as any mortal's motivations.

Enchanter • Mortal • Bestiary Entry	
30 Danger	
Adventure	2
Bravery	2
Charm	3
Magic	4
Steel	2
Wits	2
Armor	0
Breakpoint	10
Movement	5
Found in:	
<ul style="list-style-type: none">Xan'rius	
Common loot:	
<ul style="list-style-type: none">Curiosity	

Equipment • Signature Talent
The enchanter is equipped with a dagger.

Magic Bolt • Signature • Action
The enchanter makes a Magic vs Steel check against a nearby character; if successful, the target takes d6 damage.

Hex Tongue • Signature • Action
The enchanter makes a Magic vs Steel check against a nearby character; if successful, the target is cursed .

Enchanter Supreme • 10 Danger Talent
This enchanter has the lord .differentia; it gains +1 to Magic and Wits , and its Magic Bolt action deals d8 damage.

Entius

Entius fae are among the largest fae, standing taller than a human on average. They are covered in bark or thorns, and may have leaves, vines, or other deep forest growth on them. From a distance, some entius can easily be mistaken for trees – even up close this mistake can still be made to the less observant.

Entius fae exhibit no signs of gender or age. While their appearance may vary drastically, from looking like a bark-covered humanoid, to looking mostly like a tree, entius can be commonly identified by a few characteristics that would set them apart from some of the lesser Houses that might also physically resemble plant-life.

Entius are, first and foremost, deliberate and slow actors – their movements and decisions are ponderously sluggish, often to the great impatience and irritation of mortals and other fae alike. Entius observe actions and change on time scales that mortals can't comprehend, and only a few fae would bother with.

The House of Entius is a truly ancient pillar of fae society. Entius are concerned with change on a geologic scale, and have no interest or need to interact with mortals. Anything a mortal can do is likely of no impact to the interests of an entius Fae. Entius have been known to stand and watch a tree grow from a sapling to its full height without moving. Changing the course of a river by placing a large rock and allowing nature to handle the rest would not be unusual for an entius fae.

Entius are notorious loners who stick to the deep woods. They tend to shy away from civilized society and other inhabited lands. Entius are generally amenable if approached by mortals – but their slow responses and clearly distant thoughts make engaging with them challenging. An entius is likely to use antiquated proverbs with little or no explanation; they may repeat themselves rather than provide further information when asked. Entius are the least violent and aggressive of the six great Houses – even provoking an entius can be challenging.

In entius society, all fae seem to know each other, if not their specific motives and current whereabouts.

Asking an entius about another is likely to receive a confirmation that they have met.

Some entius may be territorial regarding their area – destruction of their forests may incur wrath. This is not guaranteed however, as some entius view mortals as part of the natural force that changes the land over time – they will typically allow such actions and observe them, bringing the changes wrought into the fold of their grand plans.

Entius are almost never aggressive; they would only engage in a dire situation if they were directly threatened, or if some element of nature that they consider important was threatened. In many cases, even the latter is insufficient to provoke them, as they consider mortals a force of nature, so the felling of a great tree might simply be seen as part of the necessity of change.

Entius • Fae • Bestiary Entry

350 Danger

Adventure	4
Bravery	4
Charm	2
Magic	4
Steel	4
Wits	3
Armor	4
Breakpoint	45
Movement	4

Found in:

- Deep Woods
- Moors

Common loot:

- Faecorns
- Faecorns
- Faecorns

Tree Limbs • Signature Talent

The entius' Attack (Unarmed) deals d8 + **Bravery** damage.

Magic Resist • Signature Talent

The entius gains the magic resist **differentia**.

Rejuvenate • 10 Danger Talent

Once per encounter, the entius makes a **Magic** vs **Difficulty** check against an **adjacent** character; if successful, the target is healed for 2d8 damage.

Entangling Limbs • 20 Danger Talent

The entius makes a **Magic** vs **Difficulty** check; if successful, the entius selects a **nearby** space - all characters in or **adjacent** to that space are **slowed** (3).

Executor

Found in Zh'vael, executor is one of the three avatars of Athya that form the triumvirate that operates in her stead. Listening to the cues from scry, executor manipulates the countless threads entering the nexus into that portion of the Great Tapestry.

Executor is a golden machination of boundless complexity. Endless gears spin, moving pistons, servos, and other contraptions to weave, pluck, and sever the incoming threads. Executor works with singular and mechanical purpose, and at a speed that no mortal can comprehend.

As an avatar of Athya, executor's task is pure, and it will not deviate from that task for anything. It is less conversational than the other members of the triumvirate, but it will still converse if only to satisfy the irritant such that it may be left to its task. Executor will engage in combat if needed, but it will continue its task, defending itself with increasing distraction.

Executor • Seraphim • Bestiary Entry	
465 Danger	
Adventure	3
Bravery	6
Charm	2
Magic	2
Steel	5
Wits	3
Armor	5
Breakpoint	60
Movement	4
Found in:	
• Zh'vael	
Common loot:	
• Equipment	
• Threads	

Immense • Signature Talent
The executor gains the immense differentia .

Automatus Devices • Signature • Weapon
Hands: 1, Range: adjacent , Check: Bravery vs Armor , Damage: d10

Fae'dra

Across all the realms, anywhere that Fae'la has been spotted, one could encounter one of her brood. A fae'dra, a dragon avatar and daughter of the great Fae'la, incubates in an egg for one hundred years. After which, it hatches and quickly grows to maturity – reaching 20 feet in length, covered in dark black and iridescent scales, these creatures are apex predators. Fae'dra may come from the mountains or caverns to hunt in the countryside. They will consume livestock and mortals. They are attracted to gold, and will horde piles of it in their nests.

Fae'dra • Beast • Bestiary Entry	
715 Danger	
Adventure	6
Bravery	8
Charm	2
Magic	4
Steel	7
Wits	3
Armor	5
Breakpoint	30
Movement	12
Found in:	
• Countryside	
Common loot:	
• Treasure	

Flight • Signature • Action

The fae'dra can fly for extended durations, with no limitation on height or distance covered.

Claws • Signature Talent

The fae'dra's Attack (Unarmed) deals d12 damage.

Tail Attack • 30 Danger • Action

The fae'dra makes an **Adventure** vs **Adventure** check against all **nearby** characters that are to the side or behind her; for each success, the character is dealt 2d8 damage, and can only take one action on their next turn.

Fast Slashes • 20 Danger Talent

The fae'dra can treat the Attack (Unarmed) action as **fast** if it uses its Claws.

Fire Breath • 30 Danger • Action

The fae'dra makes a **Magic** vs **Steel** check against all characters in a cone in front of her, up to **nearby** distance away; for each success, the character is dealt d6 + **Magic** damage, for each failure deal d4 damage.

Grotesque

Constructed during the age of the spires, these independent creatures are made of the same stony material as spiretech. Winged beasts with horrifying visages, these creatures are of medium size, and sport vicious talons and large fangs.

Perched atop castles and ruins, grotesques often lie dormant for extended periods of time, their stone skin allowing them to blend in with the statuary and décor of their surroundings. The intricate lines of spiretech power that trace their body are extremely subtle while the grotesque is dormant - but flare to light when the creature detects a threat nearby.

Grotesques were designed as defenders of a location. While they were primarily used to defend both the outer and inner areas of a spire, many were also stationed elsewhere throughout the world. With the fall of the spires, grotesques were often faced with the decision to follow their design and continue to defend the ruins left behind, or to break from their programming, and seek a new area to guard.

Grotesque • Beast • Bestiary Entry	
45 Danger	
Adventure	3
Bravery	3
Charm	1
Magic	1
Steel	4
Wits	3
Armor	3
Breakpoint	12
Movement	8
Found in:	
<ul style="list-style-type: none">SpiresKingdoms	
Common loot:	
<ul style="list-style-type: none">Widgets	

Constructed for Defense • Signature • Action

The grotesque was built as a defensive creature in ancient times. They fiercely defend the area they consider their territory. A grotesque will typically attack intruders on sight, but is intelligent enough to be reasoned with in certain circumstances, in which case it will back down.

Flight • Signature • Action

The grotesque can fly for extended durations, with no limitation on height or distance covered.

Vicious Claws • 10 Danger Talent

The grotesque adds d4 damage to each Attack (Unarmed) it makes.

Regenerative Spiretech • 20 Danger Talent

The grotesque heals d4 damage at the start of each turn while in the light of Sh'than.

Horrifowl

On the borders of the moors and countryside, the awful shriek of the horrifowl can be heard for miles. These solitary creatures hunt mortals to consume, using their tortured bodies as renewable sustenance for weeks at a time.

The horrifowl is a chicken-like creature, standing 10 feet tall; its ruffled feathers hiding two human arms, its glassy eyes fogged over, and its beak forever open. Within its mouth is the face of its last victim, a mortal that has been consumed and whose lifeblood slowly feeds the creature. The unwilling host also provides the eyes and ears through which this foul monstrosity sees and hears.

The horrifowl needs only consume one mortal for weeks at a time, but it will return to a favorite hunting ground regularly once one has been discovered. They are exceptionally dangerous, and one will not hesitate to consume another mortal, regurgitating the half- digested form of its previous meal, if the opportunity strikes.

Horrifowl • Horror • Bestiary Entry	
185 Danger	
Adventure	2
Bravery	5
Charm	2
Magic	1
Steel	4
Wits	2
Armor	4
Breakpoint	35
Movement	5
Found in:	
<ul style="list-style-type: none">MoorsCountryside	
Common loot:	
<ul style="list-style-type: none">ArmorsFaecronsIngredients	

Shriek • Signature • Action
As a fast action, the horrifowl makes a Steel vs Bravery check against a nearby character; if successful, the target takes d2 damage and is cursed .

Frightening • Signature Talent
The horrifowl gains the frightening differentia .

Consuming • Signature Talent
The horrifowl gains the consuming differentia .

Ruffled Feathers • 10 Danger Talent
The horrifowl can take an additional fast action on each of its turns.

Vicious Beak • 20 Danger Talent

The horrifowl's Attack (Unarmed) uses its **Bravery** attribute, reduces the defending **Armor** attribute by 1, and deals d6 damage.

Industus

Found floating around Zh'rael, industus might for a moment be mistaken for an executioner. Industus, however, have no tie to Athya; their golden mechanical bodies, a dizzying array of gears and legs, draped in red and black silks, stalk the cracked landscape, aggressively attacking any that draw near. Industus can be heard from a distance, spouting obscure prophecies, and can be observed humming to the rhythm of a golden thread that passes by, sometimes caressing or even licking it. Industus have a central body which displays a mask from the torso; at will, the industus will retreat the mask, rotating some internal mechanism, displaying a second or even third mask as its face. Industus are addicted to the harmonies and flavors of the golden threads. They interact with them gently, but any interaction at all can cause a ripple effect on the life attached to that thread. When approached, they will react quickly, willing to kill or maim anyone that might prevent them from feeling the threads.

Industus • Seraphim • Bestiary Entry	
350 Danger	
Adventure	2
Bravery	4
Charm	3
Magic	1
Steel	6
Wits	3
Armor	5
Breakpoint	48
Movement	6
Found in:	
<ul style="list-style-type: none">Zh'rael	
Common loot:	
<ul style="list-style-type: none">ThreadsThreads	

Many Faces • Signature Talent

At the start of each turn, the industus rotates its mask, starting with golden, and moving to obsidian, then opal, before returning to golden.

- Golden Mask** - The range on Razor Silks is **far**.
- Obsidian Mask** - Any attempt to target the industus with any action requires a successful **Bravery** vs **Difficulty** +2 check to attempt.
- Opal Mask** - The industus has Magic Resist.

Razor Silks • Signature • Weapon

Hands: 1, **Range:** **nearby**, **Check:** **Bravery** vs **Adventure**, **Damage:** d8

Once per encounter, an Attack (Weapon) action using razor silks can be **fast**.

Poison Resist • 10 Danger Talent

The industus gains the poison resist **differentia**.

Ivorian

Found wandering Zh'vael, ivorians are fanatical in their belief in some great conjunction they refer to as The Dawn. They fly about the empty void, seeking any to proselytize to. Ivorians appear roughly the size and shape as a human; they are made of hewn marble, are held aloft by enormous white feathered wings, and their arms are encircled by golden glowing halos.

Ivorians are always founding holding one or more of the golden instruments of their order: the halberd, the shield, and the harp. Often, ivorians are found in threes, each carrying one of these sacred objects, although occasionally an ivorian may have more than one such object on them.

Ivorians are intelligent, militaristic, and zealous. They fly about Zh'vael and will aggressively push their dogmatic views of the end times on any they can find. Ivorians will also take any opportunity to follow a golden thread to Xan'rius or Sh'than to further their cause. Anyone who declines their conversion will be immediately seen as a threat and attacked.

Ivorian • Seraphim • Bestiary Entry	
260 Danger	
Adventure	3
Bravery	4
Charm	2
Magic	4
Steel	4
Wits	3
Armor	4
Breakpoint	30
Movement	6
Found in:	
<ul style="list-style-type: none">Zh'vaelCountrysideKingdoms	
Common loot:	
<ul style="list-style-type: none">ArmorsThreads	

Triumvirate Mockery • Signature Talent
Ivorians rarely, if ever, show up in less than a set of 3; the entire triumvirate mockery consists of one ivorian each wielding their halberd, harp, and shield.
Notes: The danger cost presented is for a single ivorian; if a triumvirate mockery is arriving, multiply the cost by 3.

Flying • Signature Talent
The ivorian gains the flying differentia .

Ivorian Halberd • Signature • Weapon
Hands: 2, Range: adjacent, Check: Bravery vs Armor, Damage: d8 + 2

Ivorian Harp • Signature • Weapon

Hands: 2, **Range:** **far**, **Check:** **Magic** vs **Armor**, **Damage:** 2d4

Carrying the ivorian harp grants Magic Resist.

Ivorian Shield • Signature • Weapon

Hands: 1, **Range:** **adjacent**, **Check:** **Bravery** vs **Steel**, **Damage:** d6

Wielding an ivorian shield counts as a shield, and grants +3 armor.

Ivorian Chanter • 20 Danger Talent

The ivorian gains the lord **differentia**, gaining +1 to all attributes. No more than one ivorian per triumvirate can have this upgrade.

Knight

Knights are heavily trained and heavily armed fighting forces can operate independently, often as a roaming form of law enforcement from the nearest kingdom, but also can be called up to act in a larger military force. In some kingdoms, knights are trained from the lesser nobility, while in others only those who show great courage can become knights, regardless of their station.

Knights are natural leaders; they are brave to a fault, and tend to rush in to save the day at a moment's notice. They will rarely retreat from a fight - only if they can be convinced that a better outcome can be achieved by fleeing for now.

Knight • Mortal • Bestiary Entry	
10 Danger	
Adventure	2
Bravery	3
Charm	2
Magic	2
Steel	4
Wits	2
Armor	0
Breakpoint	10
Movement	5
Found in:	
<ul style="list-style-type: none">KingdomsCountryside	
Common loot:	
<ul style="list-style-type: none">EquipmentCrowns	

Equipment • Signature Talent
The knight is equipped with a sword and shield, and rides a horse.
Knight Lord • 20 Danger Talent
This knight has the lord .differentia; it gains +1 to all attributes, and will be equipped with a full set of heavy armor.

Laborer

Laborers are general workers who typically untrained, or are trained in a particular craftsmanship profession. They are often the lowest on the economic ladder, working the fields, fishing the rivers, or constructing small buildings.

Laborers are common folk that spend their days working at a task - their motivations and desires are varied, but as they are not warriors, they will typically shy from any sort of real fight.

Laborer • Mortal • Bestiary Entry	
20 Danger	
Adventure	3
Bravery	2
Charm	2
Magic	2
Steel	2
Wits	3
Armor	0
Breakpoint	10
Movement	5
Found in:	
<ul style="list-style-type: none">KingdomsCountryside	
Common loot:	
<ul style="list-style-type: none">Pocket ChangeTools	

Equipment • Signature Talent
The laborer is equipped with a club.

Rugged • Signature Talent
Once per encounter, the laborer can add +3 to its Steel attribute for any one check it makes (including defensive checks).

Merchant

Merchants are the economic engines of the world, traveling from place to place to facilitate the exchange of goods across the land. They are typically more learned and well-traveled than the average person, and significantly more wealthy.

Merchants are characters who travel from town to town buying and selling goods; they tend to surround themselves with several mercenaries or guards to protect themselves and their investments. They are more willing to buy their way out of a tight spot than to fight.

Merchant • Mortal • Bestiary Entry	
20 Danger	
Adventure	2
Bravery	2
Charm	3
Magic	2
Steel	2
Wits	3
Armor	0
Breakpoint	10
Movement	5
Found in:	
<ul style="list-style-type: none">KingdomsAlleysCountryside	
Common loot:	
<ul style="list-style-type: none">CrownsIngredients	

Equipment • Signature Talent
The merchant is equipped with a sword.

Expert in Trade • Signature Talent
The merchant adds +2 to its Barter actions (or when being targeted by a Barter action).

Merchant Master • 10 Danger Talent
This merchant has the lord .differentia; it gains +1 to all attributes and will be accompanied by 2 [Soldiers]bestiary/soldier.

Miasmar

Miasmars are threats found in the remotest places of the world; further, they have a natural affinity for magic. They are mindless creatures, feeding on the negative emotions of mortals. A miasmar is a creature of mist and shadow; like an evil fog, it rolls and swirls across the land. Its presence is dark and chilling, and its hunger is boundless. Miasmars will aggress on anything they encounter; they move across the landscape seemingly without direction. When they encounter prey, they will immediately begin instilling fear, and feeding off all negative emotions; they do this by covering as many victims as possible (miasmars do not make any attacks).

Miasmar • Horror • Bestiary Entry	
195 Danger	
Adventure	1
Bravery	1
Charm	2
Magic	4
Steel	6
Wits	2
Armor	0
Breakpoint	35
Movement	6
Found in:	
<ul style="list-style-type: none">MoorsTwinkling Swamp	
Common loot:	
<ul style="list-style-type: none">Nothing	

- Consuming Fog** • Signature Talent

A miasmar takes up all **nearby** area. Any character that starts their turn inside the miasmar suffers d6 damage, and the miasmar is healed for d3 damage.
- Frightening** • Signature Talent

The miasmar gains the frightening **differentia**.
- Incorporeal** • Signature Talent

The miasmar gains the incorporeal **differentia**.
- Magic Resist** • 10 Danger Talent

The miasmar gains the magic resist **differentia**.

Nettling

Found on the edges of the countryside and the deep woods, nettlings appear to be humanoid from a distance. When approached, nettlings are revealed to be thorn-covered vine-like amalgamations, animated by prolonged exposure to a suit of spiretech armor, which they now occupy.

Nettlings are mindless, they are plants given animation, contained within an ancient and ornate set of armor. They move erratically, the steps and swings seem plodding and unnatural. But they still pose a high level of danger, as their thorn-covered vines and poisonous prickles can lash out from any crack in the ancient metal. Nettlings are dangerous creatures; they are often motivated by the wrongs done to the former wearer of the armor, ancient memories implanted in their roots that must be avenged. The enchantment in the armor has long since seeped into the ground, converting the natural flora into something dangerous – when the nettling is defeated, the armor will crumble to a rusted scrap.

Nettling • Horror • Bestiary Entry	
135 Danger	
Adventure	3
Bravery	2
Charm	1
Magic	2
Steel	4
Wits	3
Armor	3
Breakpoint	30
Movement	4
Found in:	
<ul style="list-style-type: none">• Deep Woods• Countryside	
Common loot:	
<ul style="list-style-type: none">• Faecorns• Devices Complexity 1	

Poison Shards • Signature • Action

The nettling makes an **Adventure** vs **Adventure** check against all **adjacent** characters; for each success, the character is **poisoned** (4).

Poison Resist • Signature Talent

The nettling gains the poison resist **differentia**.

Seizing Poison • 10 Danger Talent

Any time a nettling would inflict a **poisoned** condition, it also inflicts a **slowed** condition for the same duration.

Nettle Spear • 10 Danger • Weapon

Hands: 1, Range: **nearby**, Check: **Adventure** vs **Adventure**, Damage: 1

The nettle spear also inflict **poisoned** (6).

Nightmare

A bastardization of the steeds of legend, the nightmare is a jet-black horse of unusual size, with flaming eyes, mane, and hooves. Doubtless it once was one of the foals of Norami, it now stalks the moors, singeing the ground it walks upon.

Nightmares are territorial and aggressive but are willing to ignore intruders who seem to be moving on. Should one dally in the land of a nightmare, the beast will surely strike.

Anywhere a nightmare walks, the ground ignites in fire for a short time. The trail of a nightmare is exceptionally easy to follow; identifying when one has entered the territory of the beast is also fairly simple for this same reason.

Nightmare • Beast • Bestiary Entry	
265 Danger	
Adventure	4
Bravery	4
Charm	3
Magic	4
Steel	4
Wits	3
Armor	4
Breakpoint	22
Movement	8
Found in:	
• Moors	
Common loot:	
• Ingredients	

Flaming Hooves • Signature Talent
The nightmare lights the ground on fire anywhere it walks. Any successful adjacent Attack against the nightmare will ignite the attacker, causing d3 damage at the start of their next 3 turns. An action can be spent by that character, or an adjacent one, to put out the flames.
Poison Resist • 10 Danger Talent
The nightmare gains the poison resist differentia .

Noble

Nobles are the higher born members of society, typically moving between the kingdom they call home, and a countryside estate. They typically have immense wealth and consequently a far superior education than most others. Some may be skilled in combat as part of their education or even a knighthood.

Nobles tend to live in larger and well protected areas either inside the walls of a kingdom, or in a private estate in the countryside. They are often surrounded by a personal guard, or at the very least, can quickly summon one.

Noble • Mortal • Bestiary Entry	
20 Danger	
Adventure	2
Bravery	3
Charm	3
Magic	2
Steel	2
Wits	3
Armor	0
Breakpoint	10
Movement	5
Found in:	
<ul style="list-style-type: none">KingdomsCountryside	
Common loot:	
<ul style="list-style-type: none">CrownsCrownsCrowns	

Equipment • Signature Talent
The noble is equipped with a sword and flintlock.

Court Expertise • Signature Talent
The noble gains +2 to all basic Charm checks it makes (not specific actions).

Nordle

Native to the twinkling swamps, nordles are disgusting little beasts that will attack any nearby threat. Their fat and round bodies are covered in a mottled pinkish flesh, their faces roughly that of a pig or boar. They are about 3 feet across, covered in thorny spikes, and with four legs that end in human-like hands. Nordles hang from the rotting trees in the swamps, swinging about from branch to branch. When on the ground, they move perched at the tips of their fingers, sometimes undulating the digits to create a massaging effect of locomotion. Nordles look awful, and smell worse; their flesh is not safe for consumption. Nordles are unintelligent animals and will attack just about anything around them. If they are seriously injured, they will attempt to escape either into the swamp, up a tree, or into any available hiding spot.

Nordle • Beast • Bestiary Entry	
20 Danger	
Adventure	3
Bravery	2
Charm	1
Magic	1
Steel	3
Wits	2
Armor	3
Breakpoint	10
Movement	6
Found in:	
<ul style="list-style-type: none">Twinkling Swamp	
Common loot:	
<ul style="list-style-type: none">IngredientsTools	

Creepy Digits • Signature Talent
The nordle's Attack (Unarmed) deals d4 damage. Any character damaged by this attack must make a Bravery vs Adventure check; if failed, they are creeped out by the nordle's appendages, and must spend movement whenever allowed to stay out of adjacent range.
Thorns (2) • 20 Danger Talent
The nordle gains the thorns (2) differentia .

Prismatic

Prismatics are humanoid creatures made of crystalline light that wander the void of Zh'rael. When they encounter a golden thread of their liking, they follow it to one of the other realms, where they attempt to feast on the affinity of their targets.

Standing as high as a human, the features of a prismatic are hard to identify. They glitter and glow with a myriad of colors, shining and reflecting from their crystalline forms. At times, they can make themselves immaterial, allowing them to pass through translucent objects before solidifying again.

Prismatics appear in groups of 3 or more; they are mindless creatures that feed off magical energies. They are drawn from their world along golden threads and seek any source of magic to consume.

Prismatic • Horror • Bestiary Entry	
250 Danger	
Adventure	3
Bravery	3
Charm	3
Magic	5
Steel	4
Wits	2
Armor	3
Breakpoint	30
Movement	5
Found in:	
<ul style="list-style-type: none">Zh'raelXan'riusSh'than	
Common loot:	
<ul style="list-style-type: none">Threads	

Phase Shift • Signature • Action

Once per encounter, as a **free** action, the prismatic can switch from hard to soft light (remaining so for 2 turns). While in soft light form, the prismatic gains the incorporeal differentia, and can pass through any transparent or translucent material.

Magic Reflection • Signature Talent

Whenever the prismatic would take damage from a **Magic** action, half the damage (rounded up) is reflected back to the character who took the action.

Magic Resist • Signature Talent

The prismatic gains the magic resist **differentia**.

Crystalline Claws • 10 Danger Talent

The prismatic's Attack (Unarmed) deals 2d3 damage.

Refraction • 10 Danger • Action

The prismatic makes a **Magic** vs **Steel** check against all other **nearby** characters; for each success, that character takes d3 damage.

Rat King

Living in the hidden places near busy alleys and under basements, the presence of a rat king can be felt by those around as plague and sickness spread while food stores go missing.

The visage of a rat king is a sight to behold; a swirling amalgamation of rats coalesce into the form of a giant rat – varying in size from 8 to 20 feet in height; a glowing greenish energy holding the creatures together, alighting its "mouth" and "eyes", and oozing from each crack in undulating body. Its voice booms while the individuals chitter along, creating a haunting and creepy soundscape.

Rat kings are held together by magic, creating a single entity. As they are damaged, they may simply shed individuals, who, broken from the spell, may react aggressively. Rat kings will, without hesitation, attack any threat in their lair, taunting and cackling the entire time.

Rat King • Beast • Bestiary Entry	
440 Danger	
Adventure	2
Bravery	4
Charm	4
Magic	1
Steel	8
Wits	3
Armor	4
Breakpoint	40
Movement	5
Found in:	
<ul style="list-style-type: none">• Alleys• Countryside	
Common loot:	
<ul style="list-style-type: none">• Treasure• Treasure• King's Ransom	

Greater than It's Parts • Signature Talent

The rat king's **Steel** is determined by the number of rats it is comprised of (starting at 8). Whenever a rat king would be **weakened**, instead, it loses a single rat instead (if it reaches 0 **Steel**, it dies immediately). Each time a rat king loses a rat in this way, it rolls a d10 - on a 5+, the lost rat appears **adjacent** to it as a **vermin**.

Claws and Teeth • Signature Talent

The rat king's Attack (Unarmed) uses its **Bravery** attribute, and deals d3 damage for each rat it is comprised of.

Poison Resist • 10 Danger Talent

The rat king gains the poison resist **differentia**.

Corrosion • 20 Danger • Action

The rat king makes a **Charm** vs **Armor** check against a **nearby** character; if successful, damage a random piece of armor that character is wearing; it provides no further benefit until it is repaired by an expert for 1 day. If the rat king has 5+ **Steel**, this action is **fast**.

Scry

A member of Athya’s triumvirate, the avatar scry can be found on all nexuses in Zh’rael. Scry appears as a female humanoid, her face covered in a solid golden mask with a horrifying visage. Her long, straight, white hair falls down the mask, covering her nude form, and pooling on the ground around her folded legs. Scry subtly touches the golden threads that enter the nexus, feeling their harmonies, listening for their secrets. When a decision is made, she announces once her intent – pluck, tug, sever – and executor obeys. Scry is an avatar, her purpose is pure and distinct. She will not deviate from her task in the slightest. Unlike executor, who can be distracted, or bulwark, who will directly engage trespassers, scry is nearly unflappable, single minded in her purpose.

Scry • Seraphim • Bestiary Entry	
300 Danger	
Adventure	2
Bravery	3
Charm	4
Magic	4
Steel	3
Wits	4
Armor	4
Breakpoint	40
Movement	5
Found in:	
• Zh'rael	
Common loot:	
• Ingredients	
• Ingredients	
• Ingredients	

Singular Purpose • Signature Talent

The scry cannot be distracted, confused, or otherwise have its attention manipulated in any way.

Shield of True Purpose • Signature • Action

Once per encounter, the scry can produce a shield of pure energy that extends to all nearby spaces; anyone else inside the shield is violently pushed out, taking d8 damage. The shield lasts for 10 rounds, during which nothing can penetrate it.

Magic Resist • 10 Danger Talent

The scry gains the magic resist differentia.

Shel

One of the most dangerous entities to lurk in the twinkling swamps, the shel, a creature that appears as an eyeless, pale, human child, is a hunter that relishes the chase more than the kill. Moving erratically, limbs bending in ways that seem unnatural, the shel will quickly approach its target, leaping on and viciously biting and scratching.

Should the shel become severely wounded, its head will rotate, transforming it into the cacoshel, an enormous beast comprised mostly of razor-sharp claws and many mouths. The cacoshel has a penchant for healing, and will do so rapidly, before reverting to its original form.

The shel will always interrupt following any action that puts it low enough in health to transform into the cacoshel, where it will remain until it has fully healed again. The shel is a vicious predator, that will attack without any hesitation.

Shel • Horror • Bestiary Entry	
225 Danger	
Adventure	4
Bravery	4
Charm	2
Magic	2
Steel	4
Wits	3
Armor	4
Breakpoint	25
Movement	5
Found in:	
<ul style="list-style-type: none">Twinkling Swamp	
Common loot:	
<ul style="list-style-type: none">CrownsPotionsPotions	

Transformation • Signature Talent

When the shel would fall **unconscious**, it instead turns into a cacoshel. At this time, it immediately heals all damage, gains the immense **differentia**, and permanently gains +2 **Adventure**, +2 **Steel**, +2 **Armor**, and +20 **breakpoint**.

Shel Teeth • Signature Talent

The shel's Attack (Unarmed) deals d6 damage.

Cacoshel Claws • Signature Talent

The cacoshel's Attack (Unarmed) deals d6 +2 damage, and heals the cacoshel for half the amount dealt (rounded down).

Magic Resist • 10 Danger Talent

The shel gains the magic resist **differentia**.

Poison Resist • 10 Danger Talent

The shel gains the poison resist **differentia**.

Soldier

Soldiers are lightly trained and lightly armed fighting forces. They may be guards, mercenaries, or standing militia. They often have a small amount of combat experience, but are typically not leaders. Soldiers typically act on standing orders. They are either set to guard a place against intruders, or are commanded into battle by a superior officer. Outside of their duties, they are as varied in their behaviors as any other mortal.

Soldier • Mortal • Bestiary Entry	
10 Danger	
Adventure	3
Bravery	3
Charm	2
Magic	2
Steel	3
Wits	2
Armor	0
Breakpoint	10
Movement	5
Found in:	
<ul style="list-style-type: none">Kingdoms	
Common loot:	
<ul style="list-style-type: none">Pocket ChangeEquipment	

Equipment • Signature Talent
The soldier is equipped with a sword and shield.

Soldier Captain • 10 Danger Talent
This soldier has the lord differentia; it gains +1 to all attributes, and will be equipped a full set of light armor.

Umbra

The negative energies that swirl about Sh'than after its shattering can manifest around the lost armor of a long-fallen mortal; the shadowy creature that inhabits and animates this gear taints it black, warping the physical appearance into something dreadful and dangerous to behold.

The umbra, a creature of pure negativity, made physical by its embodiment, wanders Sh'than, and will be intensely drawn to any active mirrors, hoping to find its way to Xan'rius to cause damage and inflict pain and death.

Umbras come from Sh'than and have no intention of returning. Once in Xan'rius, they will stick to the outskirts of civilization if possible, wandering around at night, murdering commoners they find on the roads, or anyone lost in the countryside.

Umbra • Horror • Bestiary Entry	
160 Danger	
Adventure	3
Bravery	4
Charm	2
Magic	2
Steel	3
Wits	3
Armor	0
Breakpoint	32
Movement	5
Found in:	
<ul style="list-style-type: none">Sh'thanCountryside	
Common loot:	
<ul style="list-style-type: none">EquipmentIngredients	

Equipment • Signature Talent
The umbra is always equipped with either a morningstar or battleaxe, as well as three pieces of light armor (making its armor a 3).

Frightening • Signature Talent
The umbra gains the frightening differentia .

Thorns (2) • Signature Talent
The umbra gains the thorns (2) differentia .

Magic Resist • 10 Danger Talent
The umbra gains the magic resist differentia .

Unicorn

Rumors of a unicorn in the area will often bring travelers from near and far – sighting such a beast is said to bring great luck to the viewer. Typically white, with a shimmery rainbow mane and tail, and a pearled horn protruding from the head, these horse-like creatures are found in the deep woods and rarely the countryside. Unicorns are non-aggressive beasts (although they will fight to defend themselves). Their natural presence is alluring – if they attract mortals, they will often impart some knowledge, or perhaps a blessing. Less scrupulous individuals may attack a unicorn, as the horn, when ground into a powder and consumed, is said to increase one’s affinity to the magics of the world.

Unicorn • Beast • Bestiary Entry	
680 Danger	
Adventure	4
Bravery	6
Charm	5
Magic	5
Steel	5
Wits	3
Armor	3
Breakpoint	75
Movement	8
Found in:	
<ul style="list-style-type: none">• Countryside• Deep Woods	
Common loot:	
<ul style="list-style-type: none">• Curiosities	

Alicorn • Signature • Weapon	
Hands: 1, Range: adjacent, Check: Bravery vs Armor -2, Damage: d10	
If the alicorn of a unicorn is ground up and consumed, the character who consumes it permanently gains +1 Magic (that character cannot benefit from another alicorn). If the alicorn of a unicorn is used to top an appropriate weapon (e.g., a spear), that weapon deals +d3 damage, and reduces its check against Armor by 2.	

Unicorn's Presence • Signature Talent	
Any character that stands nearby a unicorn gains +2 luck on all Loot actions they take for the next day.	

Lord • Signature Talent	
The unicorn gains the lord differentia.	

Magic Resist • 10 Danger Talent	
The unicorn gains the magic resist differentia.	

Poison Resist • 10 Danger Talent	
The unicorn gains the poison resist differentia.	

Alluring • 20 Danger Talent	
The unicorn gains the alluring differentia.	

Charming Gaze • 20 Danger • Action

Once per encounter, the unicorn can gaze at a **nearby** character; that character is **charmed**.

Ursun

A wailing roar, disturbing to the core, is the first sign that an ursun is in the area; found in the deep woods, and rarely on the edges of the countryside, this enormous beast hunts anything small enough for it to consume. Ursun tend to reside in caves, hibernating until their hunger grows. These enormous bear-like creatures are nearly twenty feet high when on all fours, and nearly thirty feet in height when on their back legs.

Perhaps the most horrifying thing, beyond their enormous mass, is the swarming writhing mass of poisonous tentacles that erupt from their mouth when it opens. Ursun are covered in razor- sharp spikes and have claws to match. They are a challenged for an entire company of well- trained soldiers and should be avoided at all costs.

Ursun are beasts, through and through. They have no means of communication, and they have no magical affinities. They are, however, enormous, with unbelievable strength and fortitude. They will not hesitate to attack any mortal.

Ursun • Beast • Bestiary Entry	
380 Danger	
Adventure	4
Bravery	5
Charm	1
Magic	1
Steel	6
Wits	1
Armor	5
Breakpoint	60
Movement	5
Found in:	
<ul style="list-style-type: none">• Deep Woods• Countryside	
Common loot:	
<ul style="list-style-type: none">• Ingredients• Ingredients	

Claws • Signature Talent
The ursun's Attack (Unarmed) deals d6 damage.

Frightening • Signature Talent
The ursun gains the frightening differentia .

Immense • Signature Talent
The ursun gains the immense differentia .

Poison Tentacles • 20 Danger • Action
The ursun spews forth poison tentacles from its mouth, making an Adventure vs Adventure check against a nearby character; if successful, the character is poisoned (d6).

Thorns (4) • 40 Danger Talent

The ursun gains the thorns (4) **differentia**.

Vermin

The colloquial term for any large pest-like creature that presents a threat to anything smaller than a well-trained dog. Typically, vermin come in the form of giant rats over two feet in length; from time to time, vermin will be giant spiders of a similar size, or perhaps oversized stinging insects. In all cases, vermin are no more than threatening animal pests.

Vermin are often found in packs of 3 to 5, although they can come in any number. They are skittish and will flee in the face of real danger.

Vermin • Beast • Bestiary Entry	
15 Danger	
Adventure	2
Bravery	2
Charm	1
Magic	0
Steel	2
Wits	0
Armor	2
Breakpoint	8
Movement	8
Found in:	
• Xan'rius	
Common loot:	
• Nothing	

Vivikin

A vivikin is an animated object, typically humanoid (such as a suit of armor or statue), although not always. Vivikins have been animated by spiretech, invention, or magic, reflecting the life and form of something alive - but vivikins are threadless, being automata that serve a particular purpose only. Vivikins may last for an exceptionally long time – serving as mindless automata carrying out minimal and express tasks (answering the door, scrubbing the floor, etc.). Any vivikin created for combat will attack any character that it has been told to (or not told to exclude). Vivikins may look humanoid and they may appear to have intelligence behind their actions, but they are entirely dumb, with no real capacity to make decisions or communicate in any way.

Vivikin • Threadless • Bestiary Entry	
70 Danger	
Adventure	2
Bravery	2
Charm	2
Magic	2
Steel	4
Wits	2
Armor	1
Breakpoint	20
Movement	5
Found in:	
<ul style="list-style-type: none">• Spires• Kingdoms• Alleys• Countryside	
Common loot:	
<ul style="list-style-type: none">• Widgets• Widgets	

Built for a Purpose • Signature Talent
Each vivikin is built for a specific purpose; it gains +1 to a specific attribute related to this purpose.

Equipment • Signature Talent
Each vivikin must be equipped (and possibly armed) for its task. A vivikin meant for fighting will have at least one weapon and one piece of armor (to augment its natural armor of 1). A vivikin meant for labor will likely have appropriate tools at its disposal.

Simple Tasks • Signature Talent
A vivikin can perform simple tasks that was constructed for; it can perform these tasks tirelessly, but cannot stray far from its intended use.

Poison Resist • 10 Danger Talent
The vivikin gains the poison resist **differentia**.

Wikked

Prowling the countryside and the deep woods, wikkeds – enormous slavering wolf-like creatures – hunger for their next meal. Typically, wikkeds only emerge from their hiding places at night, and have an affinity for nights where the moon is full or mostly full.

They hunt alone and in packs, searching for easy prey. They are deathly silent and will enter a domicile (if they can fit) and steal children or the elderly to feast upon. Their tracks can often be found near pastures, after which an assessment of the flock will find the count is low.

Wikkeds are beasts that cannot be reasoned with or communicated with. They are exceptionally aggressive, attacking anything on sight. They also understand when the tide has turned and will flee back to their hiding places to lick their wounds. They can be found solo, or in packs of up to three.

Wikked • Beast • Bestiary Entry	
65 Danger	
Adventure	4
Bravery	3
Charm	1
Magic	1
Steel	3
Wits	3
Armor	3
Breakpoint	16
Movement	8
Found in:	
<ul style="list-style-type: none">• Deep Woods• Countryside	
Common loot:	
<ul style="list-style-type: none">• Crowns• Potions	

Teeth and Claws • Signature Talent
The wikked's Attack (Unarmed) deals d6 + 1 damage.

Unnatural Speed • Signature Talent
Once per encounter the wikked may triple its movement (this is not an action).

Frightening • 10 Danger Talent
The wikked gains the frightening differentia .

Thorns (2) • 20 Danger Talent
The wikked gains the thorns (2) differentia .

Wolloi

Wolloi fae are the physically smallest of the six great fae Houses, typically being no more than a few inches in height (and frequently much smaller). Up close, a wolloi will barely resemble a humanoid, having very exaggerated proportions – a very large head, long and tiny limbs, sometimes strangely shaped ears, eyes, and even tails can be seen. Their skin is pale, although it may have a variety of blue, green, and gray hues. Their eyes are solid black, making it impossible to know where they are looking at any given time. Wolloi exhibit no obvious gender preferences, nor do they wear clothes or jewelry.

However, most individuals that encounter a wolloi (and live to tell about it), do not observe these fine physical details. Wolloi naturally emit a soft, but strong, light (blue, yellow, white, and sometimes greenish). From a distance of more than a few yards, this light is enough to wash away all detail of the wolloi's physical appearance, causing them to appear to be nothing more than a glowing ball.

Wolloi tend to prefer flight as their mode of transportation, even though they exhibit no physical wings. They tend to move slowly and methodically, but they can also move exceptionally fast when they desire to.

Wolloi fae feed off of fear and despair – they should be considered the most dangerous fae to meet. Wolloi excel at luring unsuspecting travelers with hallucinations, mirages, familiar voices, calls of distress, etc. A wolloi will try to pull mortals out of a comfortable area – to leave a well-trod path, to investigate a call for help, to step out of their home in the middle of the night.

The wolloi will employ a myriad of tricks to keep the attention of their victim – the call for help will always be a little further away, the light the lost traveler is following will never seem to get closer. All the while, the wolloi is luring the mortal into dangerous areas – cliffs, swamps, and cursed ruins.

The wolloi will instill fear through psychological torture, enchantment, or both. Visions and hallucinations designed to terrify the victim are common strategies used by the fae. While the outcome is not always guaranteed, those who leave in pursuit of the visions of a wolloi are seldom heard from again. Some may be found dead, either by accident or their own hand. Others have simply vanished – it is commonly believed that the wolloi may abduct these victims, bringing them to Fae'rela for purposes unknown.

Wolloi will play with their prey, attempting to lead them off a cliff, into the jaws of some creature, or simply to wander starving in an inhospitable land. Wolloi may also opt to abduct their prey, taking them to their estate in Fae'rela to be further tortured – this may not even be apparent to the mortal, as the estate may take the form of the same swamp they were in, only it is now an endless morass of slime and decay, the road never to be found again.

Wolloi • Fae • Bestiary Entry

180 Danger

Adventure	2
Bravery	2
Charm	3
Magic	5
Steel	4
Wits	3
Armor	1
Breakpoint	30
Movement	6

Found in:

- Twinkling Swamp
- Moors
- Deep Woods

Common loot:

- Threads
- Curiosity

Flying • Signature TalentThe wolloi gains the flying **differentia**.**Incorporeal • Signature Talent**The wolloi gains the incorporeal **differentia**.**Alluring • Signature Talent**The wolloi gains the alluring **differentia**.**Magic Resist • 10 Danger Talent**The wolloi gains the magic resist **differentia**.**Fear Drain • 10 Danger Talent**

The wolloi makes a **Magic** vs **Steel** -2 check against an **adjacent** character so long as no other characters are adjacent to the wolloi or the target; if successful, the target takes d10 damage, and the wolloi heals that much.

Compel • 20 Danger Talent

Up to thrice per encounter, the wolloi makes a **Magic** vs **Steel** check against an **adjacent** character; if successful, the wolloi controls that character on their next turn (if in **danger**, of immediately otherwise).

Clone • 20 Danger Talent

Once per encounter, the wolloi can summon a visual clone of itself; the clone can move up to the wolloi's movement on the wolloi's turn, but cannot take any actions. If the clone takes any damage, it vanishes.

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Loot Tables

Below are the detailed contents for each loot table, which should be referenced when taking a Loot action.

Treasure

Roll d20 Loot

1-4	Roll on the Crowns Table
5-6	Roll on the Weapons Table
7-8	Roll on the Armor Table
9-10	Roll on the Faecorns Table
11-12	Roll on the Widgets Table
13-14	Roll on the Threads Table
15	Roll on the Potions Table
16	Roll on the Wands Table
17	Roll on the Blackpowder Table
18	Roll on the Tarr'ko Table
19	Roll on the Devices Table
20+	Roll twice on the Treasure Table

Crowns

Roll d20 Loot

1-2	Roll on the Pocket Change Table
3-8	5 Crowns
9-16	10 Crowns
17-19	20 Crowns
20+	Roll on the King's Ransom Table

Pocket Change

Roll d20 Loot

1-5	50 Commons
6-12	1 Crown
13-17	1 Crown, 50 Commons
18-20+	2 Crowns

King's Ransom

Roll d20 Loot

1-4	30 Crowns
5-9	40 Crowns
10-12	50 Crowns
13-17	60 Crowns
18-19	70 Crowns
20+	100 Crowns

Ingredients

Roll d20 Loot

1-9	Roll on the Faecorns Table
10-16	Roll on the Widgets Table
17-20+	Roll on the Threads Table

Faecorns

Roll d20Loot

1-9	1 Faecorn
10-15	2 Faecorns
16-19	3 Faecorns
20+	Roll on the Faecorn Bounty Table

Faecorn Bounty

Roll d20Loot

1-9	4 Faecorns
10-15	5 Faecorns
16-19	6 Faecorns
20+	7 Faecorns

Widgets

Roll d20Loot

1-9	1 Widget
10-15	2 Widgets
16-19	3 Widgets
20+	Roll on the Widget Stock Table

Widget Stock

Roll d20Loot

1-9	4 Widgets
10-15	5 Widgets
16-19	6 Widgets
20+	7 Widgets

Threads

Roll d20Loot

1-9	1 Thread
10-15	2 Threads
16-19	3 Threads
20+	Roll on the Thread Tapestry Table

Thread Tapestry

Roll d20Loot

1-9	4 Threads
10-15	5 Threads
16-19	6 Threads
20+	7 Threads

Equipment

Roll d20Loot

1-6	Roll on the Tools Table
7-13	Roll on the Weapons Table
14-20+	Roll on the Armors Table

Tools

Roll d20 Loot

1-9	Any common tool of your choice (or 50 Commons)
10-14	Any two common tools of your choice (or 1 Crown)
15-19	Any expert tool of your choice (or 10 Crowns)
20+	Any two expert tools of your choice (or 20 Crowns)

Weapons

Roll d20	Loot
1	Axe
2	Club
3	Dagger
4	Spear
5	Staff
6	Thrown Weapon
7-8	Bow
9-11	Sword
12-13	Shortbow
14-15	Warhammer
16	Battleaxe
17	Broadsword
18	Flail
19	Morningstar
20+	Crossbow

Armor

Roll d20 Loot

1-4	Light Shield
5-8	Light Leg Armor
9-12	Light Head Armor
13-16	Light Chest Armor
17	Heavy Shield
18	Heavy Leg Armor
19	Heavy Head Armor
20+	Heavy Chest Armor

Curiosities

Roll d20 Loot

1-8	Roll on the Potions Table
9-12	Roll on the Wands Table
13-16	Roll on the Tarr'ko Table
17-20+	Roll on the Blackpowder Table

Potions

Roll d6 Loot

1	Portserum Potion
2	Faeheart Potion
3	Nimblemead Potion
4	Revelwine Potion
5	Strongale Potion

Roll d6 Loot

6 Stalwort Potion

Wands

Roll d20 Loot

1-5 Dawnfire Wand
6-10 Faefrost Wand
11-14 Poisoning Wand
15-18 Suffering Wand
19 Ritaz's Replicating Wand
20 Garlo's Shrinking Wand

Tarr'ko

Roll 2d12 Loot

2 Adjust, the Machine Spirit
3 Balance, the Two as One
4 Betray, the Story's Will
5 Burst, Root of the Realms
6 Channel, the Uncontrolled Arcane
7 Conserve, the Fountain Depths
8 Defend, the Eternal Bulwark
9 Demonstrate, the Harmonious Ideal
10 Deny, the Great Tapestry
11 Discover, the Antiquity Shines
12 Force, the Triumphant Tone
13 Invert, the Hexeme Tongue
14 Knot, the Rhythm Divine
15 Mirror, the Two Realms
16 Pulse, the Unary Blink
17 Recover, the Wasted Nots
18 Restore, the Golden Thread
19 Reverse, the Cyclic Reveal
20 Share, the Paths Intertwined
21 Surge, the Forbidden Dance
22 Stitch, the Fate Undone
23 Triage, the Bloodied View
24+ Twist, the Alternate Prism

Blackpowder

Roll d20 Loot

1-10 Flintlock
11-20+ Blunderbuss

Devices

Roll d20 Loot

1-12 Roll on the Devices Complexity 1 Table
13-17 Roll on the Devices Complexity 2 Table
18-20+ Roll on the Devices Complexity 3 Table

Devices Complexity 1

Roll d6 Loot

- | | |
|---|-------------------|
| 1 | Alchemy Lab |
| 2 | Approximatter |
| 3 | Heart Attenuator |
| 4 | Looking Glass |
| 5 | Wings of Rilaya |
| 6 | Yafwa's Courier |
| 7 | Bajin's Demons |
| 8 | Ring of Adoration |

Devices Complexity 2

Roll d12 Loot

- | | |
|----|-------------------------|
| 1 | Bracer of the Sultanate |
| 2 | Density-Space Converter |
| 3 | Diria's Pauldron |
| 4 | Energy Shield |
| 5 | Industus Mockup v.2.3 |
| 6 | Legs of Indomitability |
| 7 | Resonance of Desire |
| 8 | Sh'thanian Battlespear |
| 9 | Sh'thanian Warbow |
| 10 | Spireblade |
| 11 | Targeting Matrix |
| 12 | Taskmaster |

Devices Complexity 3

Roll d8 Loot

- | | |
|---|----------------------|
| 1 | Bifocal Future |
| 2 | Dechronostim Needle |
| 3 | Helm of the Stargods |
| 4 | Percept Perfection |
| 5 | Ring of Blades |
| 6 | Sorcerous Focus |
| 7 | Spiresuit |
| 8 | Spolarus |

Merchant Tables

Below are a list of tables of common merchants and their goods, along with a brief description of where such a merchant would be found.

General Store

General stores are found throughout the land; the smallest village to the largest city will each play host to a general store (or many in the case of cities).

Item	Quantity
Common Tools	Infinite
Expert Tools	20% chance for 1 of any specific type
Rations	Infinite
Axe	d4
Dagger	d4

Item	Quantity
Bow	50% chance for d2

Weapon Shop (Level 1)

A weapon shop (level 1) can be found just about anywhere that is not the smallest of villages. If a place can be considered a town, or even a crossroads village, it likely has such a shop.

Item	Quantity
Axe	d4
Battleaxe	50% chance for 1
Bow	d4
Broadsword	50% chance for 1
Club	d4
Crossbow	50% chance for 1
Dagger	d4
Flail	50% chance for 1
Morningstar	50% chance for 1
Shortbow	50% chance for 1
Spear	d4
Staff	d4
Sword	d4
Thrown Weapon	d4
Warhammer	50% chance for 1

Weapon Shop (Level 2)

A weapon shop (level 2) can be found in any major town or city; almost no village will have a level 2 weapon shop.

Item	Quantity
Axe	d4
Battleaxe	d2
Blunderbuss	50% chance for 1
Bow	d4
Broadsword	d2
Club	d4
Crossbow	d2
Dagger	d4
Flail	d2
Flintlock	50% chance for 1
Morningstar	d2
Shortbow	d2
Spear	d4
Staff	d4
Sword	d4
Thrown Weapon	d4
Warhammer	d2

Armor Shop (Level 1)

An armor shop (level 1) can be found just about anywhere that is not the smallest of villages. If a place can be considered a town, or even a crossroads village, it likely has such a shop.

Item	Quantity
------	----------

Item	Quantity
Light Head	d3-1
Light Chest	d3-1
Light Legs	d3-1
Heavy Head	50% chance for 1
Heavy Chest	50% chance for 1
Heavy Legs	50% chance for 1
Light Shield	50% chance for 1
Heavy Shield	20% chance for 1

Armor Shop (Level 2)

An armor shop (level 2) can be found in any major town or city; almost no village will have a level 2 armor shop.

Item	Quantity
Light Head	d3
Light Chest	d3
Light Legs	d3
Heavy Head	d2
Heavy Chest	d2
Heavy Legs	d2
Light Shield	d2
Heavy Shield	1

Curiosity Shoppe (Level 1)

A curiosity shoppe (level 1) may be found in a decently sized town, but never in any village or more remote location. Any city will have at least one such shoppe.

Item	Quantity
Faecorns	d4
Widgets	d4
Threads	50% chance for 1
Faeheart Potion	1
Nimblemead Potion	1

Curiosity Shoppe (Level 2)

A curiosity shoppe (level 2) may be found in a decently sized town whose citizenry is more affluent, or that gets larger traffic (perhaps a port town, or bridge town). Any city will most likely have one such shoppe.

Item	Quantity
Faecorns	d6
Widgets	d6
Threads	50% chance for d3
Potions	1 of each

Curiosity Shoppe (Level 3)

A curiosity shoppe (level 3) will likely only be found inside a city, and only in the most affluent of areas - not all cities will have such a shoppe. An important town very rarely may have such a shoppe, and if so, the proprietor will likely be a known local (possibly a local wizard whose services have helped out the area's lord on more than one occassion); in such cases, prices may be inflated as there is no possibility of finding such goods anywhere else nearby.

Item	Quantity
Faecorns	d6
Widgets	d6

Item	Quantity
Threads	d3
Potions	d3 of each

Tarr'ko Card 20% chance of 1 (randomly determine which on the loot table)

Tarr'ko Card 20% chance of 1 (randomly determine which on the loot table)

Tarr'ko Card 20% chance of 1 (randomly determine which on the loot table)

Wand 20% chance of 1 (randomly determine which on the loot table)

Curiosity Shoppe (Level 4)

A curiosity shoppe (level 4) will very rarely be found in the nicest parts of the most affluent cities. Alternatively, the black market may provide an equivalent inventory (again, only in large cities) at 3x the normal asking price.

Item	Quantity
Faecorns	d6
Widgets	d6
Threads	d3
Potions	d3 of each
Tarr'ko Cards	d3 (randomly determine which each is on the loot table)
Wands	1 (randomly determine which on the loot table)
Devices Complexity 11	(randomly determine which on the loot table)

Wand Shop

A shop specializing only in wands may be found in cities (although certainly not always). A well-traveled and affluent town may rarely sport such a shop, and it will be a known destination.

Item Quantity

Wands d3 (randomly determine each on the loot table; there can be duplicates)

Tarr'ko Shop

A shop specializing only in tarr'ko will not be well advertised, and will be word of mouth at best. It will likely be found in the alleys of some great city, possibly requiring a passphrase or other secret means of entry, and will be well guarded. There is a high likelihood that such a place has connections to the criminal elements of the surrounding areas.

Item	Quantity
Threads	d3-1

Tarr'ko Cards d6 (randomly determine each on the loot table; there can be duplicates)

Potion Shop

A shop specializing only in potions will likely be found in any town of decent size and import, as well as at least one in every city - typically servicing the more adventurous types, so likely on the edge of the rougher parts of town.

Item Quantity

Faecorns d10

Potions d8 (randomly determine each on the loot table; there can be duplicates)