

DAGGERHEART

SYSTEM REFERENCE DOCUMENT 2.0

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INTRODUCTION

Welcome to DAGGERHEART, a collaborative fantasy tabletop roleplaying game of incredible magic and heroic, heartfelt adventure.

WHAT IS THIS?

This is the Daggerheart SRD (System Reference Document). It is a repository of the mechanical elements of the Daggerheart system, edited and organized for clarity, conciseness, and quick reference.

You can use this SRD in several ways:

- To quickly look up Daggerheart's rules-as-written during gameplay sessions.
- To ensure any homebrew content you create or publish conforms with Daggerheart's core ruleset.
- To provide copy text made available by Darrington Press for your own publications under their Community Gaming License (www.darringtonpress.com/license).
- To better understand the mechanics of Daggerheart, absent the flavor and setting information, so you can bend or break them in the process of making your own content.

The Daggerheart SRD is not a replacement for the core rulebook, which contains setting information, additional examples of various gameplay elements, and tons of great advice for playing Daggerheart—not to mention gorgeous artwork and layout.

In short, it is Daggerheart, the system, boiled down to the bones—a lean and clean offering without all the flavor, style, and supporting material that makes the core rulebook such an evocative and enjoyable read. We hope this document proves useful to your table. Happy adventuring!

THE BASICS

WHAT IS DAGGERHEART?

Daggerheart is a tabletop roleplaying game for one Game Master (“GM”) and 2–5 players. Each game session lasts about 2–4 hours, and Daggerheart can be played as a one-shot or a multi-session campaign of any length.

During a session of Daggerheart the GM describes situations, narrates events, and controls any adversaries or obstacles that the Player Characters (“PCs”) encounter. The players, in turn, roleplay their PCs' reactions to the scenario presented by the GM. If the outcome of a player's action depends on fate or fortune, the GM calls for an action roll.

When a player makes an action roll, they utilize Duality Dice—two differently colored 12-sided dice (“d12s”) representing Hope and Fear. The Duality Dice are rolled, relevant modifiers are added to the results, and the total is compared to a Difficulty set by the GM. If the total meets or beats the Difficulty, the player succeeds. If it's lower, they fail. In addition, the situation changes based on which Duality Die rolls higher, either giving the player helpful Hope tokens or generating terrifying Fear tokens for the GM.

THE GOLDEN RULE

The most important rule of Daggerheart is to make the game your own. The rules included in this SRD are designed to help you enjoy the experience at the table, but everyone has a different approach to interpreting rules and telling stories. The rules should never get in the way of the story you want to tell, the characters you want to play, or the adventures you want to have. As long as your group agrees, everything can be adjusted to fit your play style. If there's a rule you'd rather ignore or modify, feel free to implement any change with your table's consent.

RULINGS OVER RULES

While playing Daggerheart, the GM and players should always prioritize rulings over rules. This SRD offers answers for many questions your table may have about the game, but it won't answer all of them. When you're in doubt about how a rule applies, the GM should make a ruling that aligns with the narrative.

For example, Daggerheart has a weapon called a grappler that lets you pull a target close to you. If you try to use it to pull an entire castle, the weapon text doesn't forbid you from doing that—but it doesn't make sense within the narrative. Instead, the GM might rule that you pull a few bricks out, or pull yourself toward the wall instead.

Similarly, if your character does something that would logically result in immediate death—such as diving into an active volcano without protection—you might not get to make one of Daggerheart's death moves, which normally give you control of your character's fate in their final moments. This kind of consequence should be made clear before the action is completed, and it should always follow the logic of the world.

As a narrative-focused game, Daggerheart is not a place where technical, out-of-context interpretations of the rules are encouraged. Everything should flow back to the fiction, and the GM has the authority and responsibility to make rulings about how rules are applied to underscore that fiction.

CHARACTER CREATION

Unless their table chooses to use pre-generated characters, each player creates their own PC by making a series of guided choices. Some of these decisions are purely narrative, meaning they only appear in or affect the game through roleplaying, but others are mechanical choices that affect the things their PC is able to do and which actions they're more (or less) likely to succeed at when making moves and taking action.

Note: You can fill in your character's name, pronouns, and Character Description details at any point of the character creation process.

STEP 1

Choose a Class and Subclass.

Classes are role-based archetypes that determine which class features and **domain cards** a PC gains access to throughout the campaign. There are 13 classes in this SRD: Assassin, Bard, Brawler, Druid, Guardian, Ranger, Rogue, Seraph, Sorcerer, Warlock, Warrior, Witch, and Wizard.

- Select a class and take its corresponding **character sheet** and **character guide** printouts. These sheets are for recording your PC's details; you'll update and reference them throughout the campaign.
- Every class begins with one or more unique **class feature(s)**, described at the bottom left of each class's character sheet. If your class feature prompts you to make a selection, do so now.
- **Choose a Subclass**
Subclasses further refine a class archetype and reinforce its expression by granting access to unique **subclass features**. Each class comprises two subclasses. Select one of your class's subclasses and take its **Foundation** card.

STEP 2

Choose Your Heritage.

Your character's **heritage** combines two elements: **ancestry** and **community**.

- A character's **ancestry** reflects their lineage, impacting their physicality and granting them two unique **ancestry features**. Take the card for one of the following ancestries, then write its name in the Heritage field of your character sheet: Aetheris, Clank, Drakona, Dwarf, Earthkin, Elf, Emberkin, Faerie, Faun, Firbolg, Fungril, Galapa, Giant, Gnome, Goblin, Halfling, Human, Infernis, Katari, Orc, Ribbet, Simiah, Skykin, Tidekin. To create a Mixed Ancestry, take the top (first-listed) ancestry feature from one ancestry and the bottom (second-listed) ancestry feature from another.
- Your character's **community** represents their culture or environment of origin and grants them a **community feature**. Take the card for one of the following communities, then write its name in the Heritage field of your character sheet: Duneborne, Freeborne, Frostborne, Hearthborne, Highborne, Loreborne, Orderborne, Reborne, Ridgeborne, Seaborne, Slyborne, Underborne, Warborne, Wanderborne, Wildborne.

STEP 3

Assign Character Traits.

Your character has six traits that represent their physical, mental, and social aptitude:

- **Agility** (Use it to Sprint, Leap, Maneuver, etc.)
A high Agility means you're fast on your feet, nimble on difficult terrain, and quick to react to danger. You'll make an Agility Roll to scurry up a rope, sprint to cover, or bound from rooftop to rooftop.
- **Strength** (Use it to Lift, Smash, Grapple, etc.)
A high Strength means you're better at feats that test your physical prowess and stamina. You'll make a Strength Roll to break through a door, lift heavy objects, or hold your ground against a charging foe.
- **Finesse** (Use it to Control, Hide, Tinker, etc.)
A high Finesse means you're skilled at tasks that require accuracy, stealth, or the utmost control. You'll make a Finesse Roll to use fine tools, escape notice, or strike with precision.
- **Instinct** (Use it to Perceive, Sense, Navigate, etc.)
A high Instinct means you have a keen sense of your surroundings and a natural intuition. You'll make an Instinct Roll to sense danger, notice details in the world around you, or track an elusive foe.
- **Presence** (Use it to Charm, Perform, Deceive, etc.)
A high Presence means you have a strong force of personality and a facility for social situations. You'll make a Presence Roll to plead your case, intimidate a foe, or capture the attention of a crowd.
- **Knowledge** (Use it to Recall, Analyze, Comprehend, etc.)
A high Knowledge means you know information others don't and understand how to apply your mind through deduction and inference. You'll make a Knowledge Roll to interpret facts, see the patterns clearly, or remember important information.

When you "roll with a trait," that trait's modifier is added to the roll's total. Assign the modifiers +2, +1, +1, +0, +0, -1 to your character's traits in any order you wish.

STEP 4

Record Additional Character Information.

- Characters start a new campaign at **level 1**. Record your level in the designated space at the top of your character sheet.
- **Evasion** represents your character's ability to avoid damage. Your character's starting Evasion is determined by their class and appears directly beneath the Evasion field on your character sheet; copy this number into the Evasion field.
- **Hit Points (HP)** are an abstract measure of your physical health. Your starting HP is determined by your class and is recorded on your character sheet.

- **Stress** reflects your ability to withstand the mental and emotional strain of dangerous situations and physical exertion. Every PC starts with 6 Stress slots.
- **Hope** is a metacurrency that fuels special moves and certain abilities or features. Each PC starts with 2 Hope; mark these in the Hope field of your character sheet.

STEP 5

Choose Your Starting Equipment.

Choose your **weapon(s)**:

- Select from the Tier 1 Weapon Tables either a **two-handed primary weapon** or a **one-handed primary weapon and a one-handed secondary weapon**. Then equip your selection by recording it in the Active Weapon field of your character sheet.
- At level 1, your **Proficiency** is 1; write this number in the Proficiency field on your character sheet, then calculate and record your **damage roll** by combining your Proficiency value with your equipped weapon(s) **damage dice**.
Example: If your Proficiency is 1 and your weapon's damage dice is d6+1, your damage roll is 1d6+1. Proficiency only determines how many damage dice you roll, and does not affect any flat damage modifiers.

Choose and equip one set of **armor** from the Tier 1 Armor Table, then record its details in the **Active Armor** field of your character sheet.

- Add your character's level to your equipped armor's **Base Thresholds** and record the total for both numbers in the corresponding fields. At character creation, your level is 1.
- Record your **Armor Score** in the field at the top left of your character sheet. Your Armor Score is equal to your equipped armor's **Base Score** plus any permanent bonuses your character has to their Armor Score from other abilities, features, or effects.

Add the following items to the **Inventory** fields on your character sheet:

- A torch, 50 feet of rope, basic supplies, and a handful of gold (mark one box in the left-hand column of your character sheet titled "Gold > Handfuls")
- EITHER a Minor Health Potion (clear 1d4 Hit Points) OR a Minor Stamina Potion (clear 1d4 Stress)
- One of the class-specific items listed on your character guide
- If applicable, whichever class-specific item you selected to carry your spells
- Any other GM-approved items you'd like to have at the start of the game

STEP 6

Create Your Background.

Develop your character's **background** by answering the **background questions** in your character guide, modifying or replacing them if they don't fit the character you want to play.

Note: Your background has no explicit mechanical effect, but it greatly affects the character you'll play and the prep the GM will do. Throughout character creation, you can adjust choices you made in earlier steps to better reflect this background as your character takes shape. If you wish, you can leave your character's past more ambiguous for the time being and discover their backstory through play.

STEP 7

Create Your Experiences.

An Experience is a word or phrase used to encapsulate a specific set of skills, personality traits, or aptitudes your character has acquired over the course of their life. When your PC makes a move, they can spend a Hope to add a relevant Experience's modifier to an action or reaction roll.

- Your PC gets two Experiences at character creation, each with a +2 modifier.
- There's no set list of Experiences to choose from, but an Experience can't be too broadly applicable and it can't grant your character specific mechanical benefits, such as magic spells or special abilities. *For example, "Lucky" and "Highly Skilled" are too broad, because they could be applied to virtually any roll. Likewise, "Supersonic Flight" and "Invulnerable" imply game-breaking special abilities.*

EXAMPLE EXPERIENCES

Backgrounds: Assassin, Blacksmith, Bodyguard, Bounty Hunter, Chef to the Royal Family, Circus Performer, Con Artist, Fallen Monarch, Field Medic, High Priestess, Merchant, Noble, Pirate, Politician, Runaway, Scholar, Sellword, Soldier, Storyteller, Thief, World Traveler

Characteristics: Affable, Battle-Hardened, Bookworm, Charming, Cowardly, Friend to All, Helpful, Intimidating Presence, Leader, Lone Wolf, Loyal, Observant, Prankster, Silver Tongue, Sticky Fingers, Stubborn to a Fault, Survivor, Young and Naive

Specialties: Acrobat, Gambler, Healer, Inventor, Magical Historian, Mapmaker, Master of Disguise, Navigator, Sharpshooter, Survivalist, Swashbuckler, Tactician

Skills: Animal Whisperer, Barter, Deadly Aim, Fast Learner, Incredible Strength, Liar, Light Feet, Negotiator, Photographic Memory, Quick Hands, Repair, Scavenger, Tracker

Phrases: Catch Me If You Can, Fake It Till You Make It, First Time's the Charm, Hold the Line, I Won't Let You Down, I'll Catch You, I've Got Your Back, Knowledge Is Power, Nature's Friend, Never Again, No One Left Behind, Pick on Someone Your Own Size, The Show Must Go On, This Is Not a Negotiation, Wolf in Sheep's Clothing

STEP 8

Choose Domain Cards.

Your class has access to two of the ten domains. Choose two level one cards from your class's domains, which are listed in the upper left of your character sheet. You can take one card from each domain or two from a single domain, whichever you prefer.

STEP 9

Create Your Connections.

Connections are the relationships between the PCs. To create connections, follow these steps:

- Go around the table and have each player describe their characters to one another—at a minimum, their name, pronouns, character description, experiences, and the answers to their background questions.
- Discuss potential connections between the PCs using the questions included in the “Connections” section of your character guide as inspiration.
- Suggest at least one connection between your character and each other player's PC. Accept any suggested connections you want to explore, reject any you don't.

Note: A player can reject a suggested connection for any reason, and it's okay if there isn't an established connection between every pair of PCs—you can always discover and develop those relationships through play.

CORE MATERIALS

DOMAINS

There are ten Domains, each comprising a collection of cards granting features or special abilities expressing a particular theme. Please note the Daggerheart Core Set includes only the following nine domains: Arcana, Blade, Bone, Codex, Grace, Midnight, Sage, Splendor, and Valor.

ARCANA

Arcana is the domain of **innate and instinctual magic**. Those who choose this path tap into the raw, enigmatic forces of the realms to manipulate both their own energy and the elements. Arcana offers wielders a volatile power, but it is incredibly potent when correctly channeled. The Arcana domain can be accessed by the **Druid** and **Sorcerer** classes.

BLADE

Blade is the domain of **weapon mastery**. Whether by steel, bow, or perhaps a more specialized arm, those who follow this path have the skill to cut short the lives of others. Wielders of Blade dedicate themselves to achieving inexorable power over death. The Blade domain can be accessed by the **Assassin**, **Guardian**, and **Warrior** classes.

BONE

Bone is the domain of **tactics and the body**. Practitioners of this domain have an uncanny control over their own physical abilities and an eye for predicting the behaviors of others in combat. Adherents to Bone gain an unparalleled understanding of bodies and their movements. The Bone domain can be accessed by the **Brawler**, **Ranger**, and **Warrior** classes.

CODEX

Codex is the domain of **intensive magical study**. Those who seek magical knowledge turn to the equations of power recorded in books, written on scrolls, etched into walls, or tattooed on bodies. Codex offers a commanding and versatile understanding of magic to devotees who pursue knowledge beyond the boundaries of common wisdom. The Codex domain can be accessed by the **Bard** and **Wizard** classes.

DREAD

Dread is the domain of **nightmares and fear**. Those who choose this path can call forth monstrosities, enfeeble their foes, and channel terrifying magic to destroy their enemies. Dread grants its adherents power over forces most are too afraid to employ. The Dread domain can be accessed by the **Warlock** and **Witch** classes.

GRACE

Grace is the domain of **charisma**. Through rapturous storytelling, charming spells, or a shroud of lies, those who channel this power define the realities of their adversaries, bending perception to their will. Grace offers its wielders raw magnetism and mastery over language. The Grace domain can be accessed by the **Bard**, **Rogue**, and **Warlock** classes.

MIDNIGHT

Midnight is the domain of **shadows and secrecy**. Whether by clever tricks, deft magic, or the cloak of night, those who channel these forces practice the art of obscurity and can uncover sequestered treasures. Midnight offers practitioners the power to control and create enigmas. The Midnight domain can be accessed by the **Assassin**, **Rogue**, and **Sorcerer** classes.

SAGE

Sage is the domain of **the natural world**. Those who walk this path tap into the unfettered power of the earth and its creatures to unleash raw magic. Sage grants its adherents the vitality of a blooming flower and the ferocity of a ravenous predator. The Sage domain can be accessed by the **Druid**, **Ranger**, and **Witch** classes.

SPLENDOR

Splendor is the domain of **life**. Through this magic, followers gain the ability to heal and, to an extent, control death. Splendor offers its disciples the magnificent ability to both give and end life. The Splendor domain can be accessed by the **Seraph** and **Wizard** classes.

VALOR

Valor is the domain of **protection**. Whether through attack or defense, those who choose this discipline channel formidable strength to protect their allies in battle. Valor offers great power to those who raise their shields in defense of others. The Valor domain can be accessed by the **Brawler**, **Guardian**, and **Seraph** classes.

CLASS DOMAINS

Each class grants access to two domains:

- **Assassination:** Blade & Midnight
- **Bard:** Codex & Grace
- **Brawler:** Valor & Bone
- **Druid:** Arcana & Sage
- **Guardian:** Blade & Valor
- **Ranger:** Bone & Sage
- **Rogue:** Grace & Midnight
- **Seraph:** Splendor & Valor
- **Sorcerer:** Arcana & Midnight
- **Warlock:** Dread & Grace
- **Warrior:** Blade & Bone
- **Witch:** Dread & Sage
- **Wizard:** Codex & Splendor

PCs acquire two 1st-level domain cards at character creation and an additional domain card at or below their level each time they level up.

DOMAIN CARDS

Each domain card provides one or more features your PC can utilize during their adventures. Some domain cards provide moves you can make, such as a unique attack or a spell. Others offer passive effects, new downtime or social encounter abilities, or one-time benefits.

■ DOMAIN CARD ANATOMY

Each domain card includes six elements:

Level

The number in the top left of the card indicates the card's level. You cannot acquire a domain card with a level higher than your PC's.

Domain

Beneath the card's level there is a symbol indicating its domain. You can only choose cards from your class's two domains.

Recall Cost

The number and lightning bolt in the top right of the card shows its Recall Cost. This is the amount of Stress a player must mark to swap this card from their **vault** with a card from their **loadout**.

Note: A player can swap domain cards during downtime without paying the domain card's Recall Cost.

Title

The name of the card.

Type

The card's **type** is listed in the center above the title. There are three types of domain cards: **abilities**, **spells**, and **grimoires**. Abilities are typically non-magical in nature, while spells are magical. Grimoires are unique to the Codex

domain and grant access to a collection of less potent spells. Some game mechanics only apply to certain types of cards.

Feature

The text on the bottom half of the card describes its feature(s), including any special rules you need to follow when you use that card.

■ LOADOUT & VAULT

Your **loadout** is the set of acquired cards whose effects your PC can use during play. You can have up to five domain cards in your loadout at one time. Once you've acquired six or more domain cards, you must choose five to keep in your loadout; the rest are considered to be in your **vault**. Vault cards are inactive and do not influence play

Note: Your subclass, ancestry, and community cards don't contribute to your loadout maximum and are always active and available.

At the start of a rest, before using downtime moves, you can freely move cards between your loadout and your vault, so long as your loadout doesn't exceed its five-card maximum.

To move a card from your vault to your loadout at any other time, you must mark a number of Stress equal to the vaulted card's **Recall Cost** (located in the top right of the card next to the lightning bolt symbol). If your loadout is already full, you must also move a card from your loadout to your vault to make space, though you can do this at no cost.

When you gain a new domain card at level-up, you can immediately move it into your loadout for free. If your loadout is already full, you must also move a card from your loadout to your vault to make space.

■ USAGE LIMITS

If a domain card restricts how often it can be used, you can track such limits with whatever method you prefer, such as turning the card sideways, flipping it facedown, or using tokens.

Note: if an effect or ability gives you a number of uses equal to a trait with a modifier of +0 or less, it grants you 0 uses.

CLASSES

A **class** is a role-based archetype that determines a PC's:

- **Access to Domains:** Each class grants access to two domains; players choose cards from these domains during character creation and when leveling up.
- **Starting Evasion and Hit Points (HP)**
- **Starting Items**
- **Class Feature(s)**
- **Class Hope Feature**, a class feature that costs 3 Hope to activate.

Please note that the Daggerheart Core Set includes only the following nine classes: Bard, Druid, Guardian, Ranger, Rogue, Seraph, Sorcerer, Warrior, and Wizard.

SUBCLASSES

Each class is divided into two **subclasses**, each of which further defines and highlights one aspect of its class archetype. Your chosen subclass can grant the following:

- **Spellcast Trait:** This is the trait used on all Spellcast rolls.
- **Foundation Feature:** This is a unique starting feature that establishes the identity and strengths of the subclass. You gain your chosen subclass's Foundation at character creation.
- **Specialization Feature:** This is an advanced feature that can be gained on level up. For some subclasses, the specialization feature grants a new ability; for others, it expands or enhances a feature you already acquired through a class or subclass.
- **Mastery Feature:** The mastery feature is a subclass's most powerful feature, which can be gained at higher levels. For some subclasses, the mastery feature unlocks an extraordinary new ability; for others, it's the impressive culmination of their subclass's core feature.

When you acquire a Foundation, Specialization, or Mastery, take its card for use as a reference during play.

ASSASSIN

Assassins are masters at inflicting deadly injuries with precise strikes. Unlike those who wield violence as only a means to an end, assassins approach death as a profession. Many members of this class believe theirs is a worthy, if not sacred, trade, and some join guilds to hone their craft, define their beliefs, and earn money. People from all walks of life hire assassins for their skills: powerful rulers looking to avoid all-out war, business leaders seeking to eliminate the competition, and even average people hoping to settle a grudge. Often, an assassin is the last resort for killing those previously believed to be unkillable. While some of these deadly professionals will destroy anyone in their path for the right reasons or the right price, others hold strict moral codes or personal rules that dictate their targets. Those who end up the target of an assassin should count themselves among the dead

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DOMAINS – Blade & Midnight

STARTING EVASION – 12

STARTING HIT POINTS – 5

CLASS ITEMS – A list of names with several marked off or a rusted blade inscribed with an insignia

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ASSASSIN'S HOPE FEATURE

Deadly Determination: Spend 3 Hope to clear 2 Stress.

CLASS FEATURES

Marked for Death: On a successful weapon attack, you can **mark a Stress** to make the target *Marked for Death*. When you deal damage to a target you've *Marked for Death*, add a number of **d4s** equal to your tier to the damage roll.

You can have only one adversary *Marked for Death* at a time. This condition lasts until you take a rest, the current adversary *Marked for Death* is defeated, or the GM spends a number of Fear equal to your tier to clear it.

Get In & Get Out: Spend a Hope to ask the GM for a quick or inconspicuous way into or out of a place you can see. The next roll you make that acts on this information has advantage.

ASSASSIN SUBCLASSES

Choose either the **Executioners Guild** or **Poisoners Guild** subclass.

EXECUTIONERS GUILD

Play the Executioners Guild if you want to strike down your targets with lethal precision.

SPELLCAST TRAIT

Agility

FOUNDATION FEATURES

First Strike: The first time in a scene you succeed on an attack, you deal double damage.

Ambush: Your “Marked for Death” feature uses **d6s** instead of d4s.

SPECIALIZATION FEATURES

Death Strike: When you deal Severe damage to a creature, you can **mark a Stress** to force them to mark an additional Hit Point.

Scorpion's Poise: You gain a +2 bonus to your Evasion against attacks made by a creature you've *Marked for Death*.

MASTERY FEATURES

True Strike: Once per long rest when you fail an attack, you can **spend a Hope** to make it a success instead.

Backstab: Your “Marked for Death” feature uses **d8s** instead of d6s.

POISONERS GUILD

Play the Poisoners Guild if you want to debilitate your targets with punishing afflictions.

SPELLCAST TRAIT

Knowledge

FOUNDATION FEATURE

Toxic Concoctions: Mark a **Stress** to place **1d4+1** tokens on this card. When you make a successful weapon attack, you can spend a token to afflict the target with a poison. You know these poisons:

- **Ghost Petal:** The target becomes temporarily *Vulnerable*.
- **Grave Spore:** The target must also mark a **Stress**.
- **Leech Weed:** You deal an extra **1d6** damage on this attack.

When you take a long rest, clear all unspent tokens.

SPECIALIZATION FEATURES

Poison Compendium: You also know these poisons:

- **Midnight Vine:** The target has disadvantage on attack rolls until it marks a **Stress** to clear this condition.
- **Gorgon Root:** The target becomes temporarily *Restrained*.

Twin Fang: When you afflict a target *Marked for Death* with a poison you know, you can spend an additional token to also inflict the effect of a second poison you know.

MASTERY FEATURES

Venomancer: You also know these poisons:

- **Blight Seed:** The target gains a -3 penalty to their damage thresholds until the end of the scene. This effect can't stack.
- **Fear Leaf:** You deal extra damage equal to the result of your **Fear Die** on this attack.
- **Corpse Thorn:** The target gains disadvantage on reaction rolls until the end of the scene.

Adder's Blessing: You are immune to poisons and other toxins.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- You once killed someone you were close to. What happened, and how did it change you?
- What organization trained you in the art of killing, and how did you become a member?
- Throughout your career, one target has eluded you. Who are they, and how have they slipped through your fingers?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- I've killed someone for you. Who were they?
- How did you save me when I was on the brink of death? What have I promised you as repayment?
- What secret about myself did I tell you, and how did it change your view of me?

BARD

Bards are the most charismatic people in all the realms. Members of this class are masters of captivation and specialize in a variety of performance types, including singing, playing musical instruments, weaving tales, or telling jokes. Whether performing for an audience or speaking to an individual, bards thrive in social situations. Members of this profession bond and train at schools or guilds, but a current of egotism runs through those of the bardic persuasion. While they may be the most likely class to bring people together, a bard of ill temper can just as easily tear a party apart.

.....

DOMAINS — Grace & Codex

STARTING EVASION — 10

STARTING HIT POINTS — 5

CLASS ITEMS — A romance novel or a letter never opened

.....

BARD'S HOPE FEATURE

Make a Scene: Spend **3 Hope** to temporarily *Distract* a target within Close range, giving them a -2 penalty to their **Difficulty**.

CLASS FEATURE

Rally: Once per session, describe how you rally the party and give yourself and each of your allies a **Rally Die**. At level 1, your **Rally Die** is a **d6**. A PC can spend their **Rally Die** to roll it, adding the result to their action roll, reaction roll, damage roll, or to clear a number of **Stress** equal to the result. At the end of each session, clear all unspent **Rally Dice**. At level 5, your **Rally Die** increases to a **d8**.

BARD SUBCLASSES

Choose either the **Troubadour** or **Wordsmith** subclass.

TROUBADOUR

Play the Troubadour if you want to play music to bolster your allies.

SPELLCAST TRAIT

Presence

FOUNDATION FEATURE

Gifted Performer: You can play three different types of songs, once each per long rest; describe how you perform for others to gain the listed benefit:

- **Relaxing Song:** You and all allies within Close range clear a Hit Point.
- **Epic Song:** Make a target within Close range temporarily *Vulnerable*.
- **Heartbreaking Song:** You and all allies within Close range gain a Hope.

SPECIALIZATION FEATURE

Maestro. Your rallying songs steel the courage of those who listen. When you give a Rally Die to an ally, they can gain a Hope or clear a Stress.

MASTERY FEATURE

Virtuoso. You are among the greatest of your craft and your skill is boundless. You can perform each of your “Gifted Performer” feature’s songs twice per long rest.

WORDSMITH

Play the Wordsmith if you want to use clever wordplay and captivate crowds.

SPELLCAST TRAIT

Presence

FOUNDATION FEATURES

Rousing Speech: Once per long rest, you can give a heartfelt, inspiring speech. All allies within Far range clear 2 Stress.

Heart of a Poet: After you make an action roll to impress, persuade, or offend someone, you can **spend a Hope** to add a **d4** to the roll.

SPECIALIZATION FEATURE

Eloquent. Your moving words boost morale. Once per session, when you encourage an ally, you can do one of the following:

- Allow them to find a mundane object or tool they need.
- Help an Ally without spending Hope.
- Give them an additional downtime move during their next rest.

MASTERY FEATURE

Epic Poetry. Your Rally Die increases to a **d10**. Additionally, when you Help an Ally, you can narrate the moment as if you were writing the tale of their heroism in a memoir. When you do, roll a **d10** as your advantage die.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Who from your community taught you to have such confidence in yourself?
- You were in love once. Who did you adore, and how did they hurt you?
- You’ve always looked up to another bard. Who are they, and why do you idolize them?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What made you realize we were going to be such good friends?
- What do I do that annoys you?
- Why do you grab my hand at night?

BRAWLER

Experts in unarmed combat, brawlers hone their bodies into lethal weapons. Whether they learned from formal training, studied with a mentor, or picked up their skills one fight at a time, the process is always rigorous as brawlers develop their body and mind to work as one. Brawlers are valued for their power and versatility and typically join a party or a cause when the need or desire arises. Because a brawler’s body is their strongest weapon, they typically seek out new challenges or consistent sparring partners so they can maintain their skills and add new techniques to their repertoire. Though they might appear unassuming to those accustomed to foes who are armed to the teeth, brawlers often accomplish more with bare knuckles than an average soldier with a sword.

.....
DOMAINS – Valor & Bone

STARTING EVASION – 10

STARTING HIT POINTS – 6

CLASS ITEMS – Hand wraps from a mentor or a book about your secret hobby
.....

BRAWLER'S HOPE FEATURE

Square Up: Spend 3 Hope to intimidate a target within Close range, making them temporarily *Vulnerable*.

CLASS FEATURES

I Am the Weapon: Your barehanded attacks are as strong as any blade. You have a primary weapon called Brawler's Strike equipped while you have no other Active Weapons. It uses a trait of your choice, has Melee range, and deals **d8+d6** physical damage using your Proficiency (both the d8 and d6 scale off your Proficiency). While this weapon is active, you gain a +1 bonus to your Evasion.

Combo Strike: After rolling damage on a successful attack with a Melee weapon, you can **mark a Stress** to start a combo strike. When you do, roll your Combo Die and note the result, then continue rolling your Combo Die until the result of your latest roll is lower than the roll that preceded it. You deal extra damage equal to the total of all rolled Combo Die results on this attack. The results can't be modified by any means.

Your Combo Die starts as a **d4**. Once per tier, you can increase your Combo Die by one step as a level advancement option.

BRAWLER SUBCLASSES

Choose either the *Juggernaut* or *Martial Artist* subclass.

JUGGERNAUT

Play the Juggernaut if you want to pulverize your opponents with crushing blows.

FOUNDATION FEATURES

Rugged: Gain a permanent +3 bonus to your Severe damage threshold.

Overwhelm: When you succeed on an attack against a target, you can **spend a Hope** to throw the target within Close range or to force them to mark a Stress.

SPECIALIZATION FEATURES

Surrounded: When you make an attack with a Melee weapon, you can **spend any number of Hope** to target an equal number of additional creatures within Melee range.

Eye for an Eye: Once per rest when an adversary within Melee range forces you to mark any number of Hit Points, you can **mark a Stress** to force them to mark the same number of Hit Points.

MASTERY FEATURE

Pummeljoy: When you critically succeed on a Melee weapon attack, you gain an additional Hope, clear an additional Stress, and gain a +1 bonus to your Proficiency for that attack.

Not Done Yet: When you take Severe damage, you can gain a Hope or clear a Stress.

MARTIAL ARTIST

Play the Martial Artist if you want to use a variety of fighting styles to eliminate your foes.

FOUNDATION FEATURE

Stance Fighter: You can channel your inner resolve to shift into martial stances that grant you special benefits in combat.

Take the Martial Stances sheet and choose two martial stances from Tier 1. Each time you level up your character, choose an additional stance from your tier or lower.

SPECIALIZATION FEATURES

Keen Defenses: When you're targeted by an attack, you can **spend a Focus** to gain a bonus to your Evasion equal to your tier against the attack.

Focus Cannon: Spend a Focus to make an Instinct Roll against an adversary within Far range. On a success, deal **d20+3** magic damage using your Proficiency.

MASTERY FEATURE

Limit Breaker: Once per rest, you can perform an unbelievable feat of athletic prowess, such as running across water, leaping between distant rooftops, or scaling a building without needing to roll. When you do, gain a Hope and clear a Stress.

Flow State: You can **mark a Stress** instead of spending a Focus to shift into a different stance. Additionally, you can **spend a Focus** instead of marking a Stress to start a combo strike.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Where did you spend time during your formative years that taught you, directly or indirectly, how to fight in the style you use?
- What organization has vowed to kill you on sight, and what did you do to invoke their ire?
- Who did you recently lose a fight to that you're desperate for a rematch against?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What is one thing we're both afraid of?
- What do I rely on you for during our travels? How do you feel about it?
- I still haven't forgiven you for something you said to me. What was it, and why did you say it?

MARTIAL STANCES

When you choose the Martial Artist subclass, take the Martial Stances sheet to track which stances your character knows. You can also track which stance you have active and your current Focus.

■ STANCES

Stances are special body positionings that enable Martial Artists to attack, react, or defend in combat. Each stance grants your character a different ability, bonus, or feature while active.

You choose two stances from Tier 1 when you first take the Martial Artist's subclass foundation card. Mark the circle next to each to indicate that your character knows and has access to them. Mark a new stance from your tier or below each time you gain a level.

■ FOCUS

Focus represents your character's poise, clarity, and control. Once per rest during a moment of calm, you can clear your mind and refocus your martial instincts. Clear your Focus track, then roll a number of **d6s** equal to your Instinct and gain Focus equal to the highest result rolled. You can hold a maximum of 6 Focus.

■ SHIFTING INTO STANCES

You can **spend a Focus** to shift into a martial stance and gain its effects. You can shift only into stances you've marked as known. When you shift into a stance, it's considered your active stance until you drop out of it.

You can't shift into or have more than one active stance at a time. Until you shift into a stance, you are not considered to be in a stance or to have an active stance.

■ DROPPING OUT OF STANCES

If you are already in a stance when you shift into a different stance, you automatically drop out of the previously active stance. You also drop out of your active stance when you take Severe damage or mark your last Hit Point. Otherwise, you drop out of your active stance at the end of the scene. When you drop out of a stance, you lose any ongoing benefits it provides.

■ STANCE FEATURES

The following section lists all martial stances by tier.

TIER 1

Favored: Gain a bonus to damage rolls equal to a trait of your choice.

Invigorating: On a successful attack, roll a **d4**. On a result of 4, gain a Focus.

Quick: When you make an attack, you can **spend a Focus** or **mark a Stress** to target another creature within range with that attack.

Reliable: Gain a +1 bonus to your attack rolls.

TIER 2

Aggressive: Gain a -1 penalty to your Evasion. On a successful attack, roll an additional damage die and discard the lowest result.

Anchored: Gain a +2 bonus to your damage thresholds. While in this stance, you can't be moved against your will.

Defensive: Attack rolls targeting you from within Melee range have disadvantage unless the attacker marks a Stress to negate the disadvantage.

Otherworldly: On a successful attack, you can deal physical or magic damage.

TIER 3

Grappling: On a successful attack within Melee range, you can **spend a Focus** or **mark a Stress** to temporarily *Restrain* the target or throw the target up to Close range.

Scary: On a successful attack, the target must mark a Stress.

Stable: You can **spend a Focus** instead of an Armor Slot to reduce damage.

Vigilant: When you are targeted by an attack, you can **mark a Stress** to gain a **d6** bonus to your Evasion against the attack.

TIER 4

Crushing: When you deal Severe damage, you can **spend a Hope** to force the target to mark an additional Hit Point.

Exacting: When you roll a 1 on a damage die, you can treat it as the highest value on the die instead.

Honed: **Spend a Focus** before you make an attack roll to gain a +1 bonus to your Proficiency for that attack.

Isolating: Gain advantage on attack rolls when there are no other creatures within Very Close range of you or your target.

DRUID

Becoming a druid is more than an occupation; it's a calling for those who wish to learn from and protect the magic of the wilderness. While one might underestimate a gentle druid who practices the often-quiet work of cultivating flora, druids who channel the untamed forces of nature are terrifying to behold. Druids cultivate their abilities in small groups, often connected by a specific ethos or locale, but some choose to work alone. Through years of study and dedication, druids can learn to transform into beasts and shape nature itself.

DOMAINS — Sage & Arcana

STARTING EVASION — 10

STARTING HIT POINTS — 6

CLASS ITEMS — A small bag of rocks and bones or a strange pendant found in the dirt

■ DRUID'S HOPE FEATURE

Evolution: Spend 3 Hope to transform into a Beastform without marking a Stress. When you do, choose one trait to raise by +1 until you drop out of that Beastform.

■ CLASS FEATURES

Beastform: Mark a Stress to magically transform into a creature of your tier or lower from the Beastform list. You can drop out of this form at any time. While transformed, you can't use weapons or cast spells from domain cards, but you can still use other features or abilities you have access to. Spells you cast before you transform stay active and last for their normal duration, and you can talk and communicate as normal. Additionally, you gain the Beastform's features, add their Evasion bonus to your Evasion, and use the trait specified in their statistics for your attack. While you're in a Beastform, your armor becomes part of your body and you mark Armor Slots as usual; when you drop out of a Beastform, those marked Armor Slots remain marked. If you mark your last Hit Point, you automatically drop out of this form.

Wildtouch: You can perform harmless, subtle effects that involve nature—such as causing a flower to rapidly grow, summoning a slight gust of wind, or starting a campfire—at will.

DRUID SUBCLASSES

Choose either the **Warden of the Elements** or **Warden of Renewal** subclass.

WARDEN OF THE ELEMENTS

Play the Warden of the Elements if you want to embody the natural elements of the wild.

■ SPELLCAST TRAIT

Instinct

■ FOUNDATION FEATURE

Elemental Incarnation: Mark a Stress to Channel one of the following elements until you take Severe damage or until your next rest:

- **Fire:** When an adversary within Melee range deals damage to you, they take **1d10** magic damage.
- **Earth:** Gain a bonus to your damage thresholds equal to your Proficiency.
- **Water:** When you deal damage to an adversary within Melee range, all other adversaries within Very Close range must mark a Stress.
- **Air:** You can hover, gaining advantage on Agility Rolls.

■ SPECIALIZATION FEATURE

Elemental Aura: Once per rest while Channeling, you can assume an aura matching your element. The aura affects targets within Close range until your Channeling ends.

- **Fire:** When an adversary marks 1 or more Hit Points, they must also mark a Stress.
- **Earth:** Your allies gain a +1 bonus to Strength.
- **Water:** When an adversary deals damage to you, you can **mark a Stress** to move them anywhere within Very Close range of where they are.
- **Air:** When you or an ally takes damage from an attack beyond Melee range, reduce the damage by **1d8**.

■ MASTERY FEATURE

Elemental Dominion: You further embody your element. While Channeling, you gain the following benefit:

- **Fire:** You gain a +1 bonus to your Proficiency for attacks and spells that deal damage.
- **Earth:** When you would mark Hit Points, roll a **d6** per Hit Point marked. For each result of 6, reduce the number of Hit Points you mark by 1.
- **Water:** When an attack against you succeeds, you can **mark a Stress** to make the attacker temporarily **Vulnerable**.
- **Air:** You gain a +1 bonus to your Evasion and can fly.

WARDEN OF RENEWAL

Play the Warden of Renewal if you want to use powerful magic to heal your party.

■ SPELLCAST TRAIT

Instinct

■ FOUNDATION FEATURES

Clarity of Nature: Once per long rest, you can create a space of natural serenity within Close range. When you spend a few minutes resting within the space, clear Stress equal to your Instinct, distributed as you choose between you and your allies.

Regeneration: Touch a creature and **spend 3 Hope**. That creature clears **1d4** Hit Points.

■ SPECIALIZATION FEATURES

Regenerative Reach: You can target creatures within Very Close range with your “Regeneration” feature.

Warden’s Protection: Once per long rest, **spend 2 Hope** to clear 2 Hit Points on **1d4** allies within Close range.

■ MASTERY FEATURE

Defender: Your animal transformation embodies a healing guardian spirit. When you’re in Beastform and an ally within Close range marks 2 or more Hit Points, you can **mark a Stress** to reduce the number of Hit Points they mark by 1.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Why was the community you grew up in so reliant on nature and its creatures?
- Who was the first wild animal you bonded with? Why did your bond end?
- Who has been trying to hunt you down? What do they want from you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What did you confide in me that makes me leap into danger for you every time?
- What animal do I say you remind me of?
- What affectionate nickname have you given me?

BEASTFORM OPTIONS

When you use your “Beastform” feature, choose a creature category of your tier or lower. At the GM’s discretion, you can describe yourself transforming into any animal that reasonably fits into that category.

Beastform categories are divided by tier. Each entry includes the following details:

- **Creature Category:** Each category’s name describes the common role or behavior of creatures in that category (such as Agile Scout). This name is followed by a few examples of animals that fit in that category (in this example, fox, mouse, and weasel).
- **Character Trait:** While transformed, you gain a bonus to the listed trait. For example, while transformed into an Agile Scout, you gain a +1 bonus to your Agility. When this form drops, you lose this bonus.
- **Attack Rolls:** When you make an attack while transformed, you use the creature’s listed range, trait, and damage dice, but you use your Proficiency. For example, as an Agile Scout, you can attack a target within Melee range using your Agility. On a success, you deal d4 physical damage using your Proficiency.
- **Evasion:** While transformed, you add the creature’s Evasion bonus to your normal Evasion. For example, if your Evasion is usually 8 and your Beastform says “Evasion +2,” your Evasion becomes 10 while you’re in that form.
- **Advantages:** Your form makes you especially suited to certain actions. When you make an action or reaction roll related to one of the verbs listed for that creature category, you gain advantage on that roll. For example, an Agile Scout gains advantage on rolls made to sneak around, search for objects or creatures, and related activities.
- **Features:** Each form includes unique features. For example, an Agile Scout excels at silent, dexterous movement—but they’re also fragile, making you more likely to drop out of Beastform.

TIER 1

■ AGILE SCOUT

(Fox, Mouse, Weasel, etc.)

Agility +1 | Evasion +2

Melee Agility d4 phy

Gain advantage on: deceive, locate, sneak

Agile: Your movement is silent, and you can **spend a Hope** to move up to Far range without rolling.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ HOUSEHOLD FRIEND

(Cat, Dog, Rabbit, etc.)

Instinct +1 | Evasion +2

Melee Instinct d6 phy

Gain advantage on: climb, locate, protect

Companion: When you Help an Ally, you can roll a **d8** as your advantage die.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ NIMBLE GRAZER

(Deer, Gazelle, Goat, etc.)

Agility +1 | Evasion +3

Melee Agility d6 phy

Gain advantage on: leap, sneak, sprint

Elusive Prey: When an attack roll against you would succeed, you can **mark a Stress** and roll a **d4**. Add the result to your Evasion against this attack.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ PACK PREDATOR

(Coyote, Hyena, Wolf, etc.)

Strength +2 | Evasion +1

Melee Strength d8+2 phy

Gain advantage on: attack, sprint, track

Hobbling Strike: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to make the target temporarily **Vulnerable**.

Pack Hunting: When you succeed on an attack against the same target as an ally who acts immediately before you, add a **d8** to your damage roll.

■ AQUATIC SCOUT

(Eel, Fish, Octopus, etc.)

Agility +1 | Evasion +2

Melee Agility d4 phy

Gain advantage on: navigate, sneak, swim

Aquatic: You can breathe and move naturally underwater.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ STALKING ARACHNID

(Tarantula, Wolf Spider, etc.)

Finesse +1 | Evasion +2

Melee Finesse d6+1 phy

Gain advantage on: attack, climb, sneak

Venomous Bite: When you succeed on an attack against a target within Melee range, the target becomes temporarily **Poisoned**. A **Poisoned** creature takes **1d10** direct physical damage each time they act.

Webslinger: You can create a strong web material useful for both adventuring and battle. The web is resilient enough to support one creature. You can temporarily **Restrain** a target within Close range by succeeding on a Finesse Roll against them.

TIER 2

■ ARMORED SENTRY

(Armadillo, Pangolin, Turtle, etc.)

Strength +1 | Evasion +1

Melee Strength d8+2 phy

Gain advantage on: dig, locate, protect

Armored Shell: Your hardened exterior gives you resistance to physical damage. Additionally, **mark an Armor Slot** to retract into your shell. While in your shell, physical damage is reduced by a number equal to your Armor Score (after applying resistance), but you can't perform other actions without leaving this form.

Cannonball: **Mark a Stress** to allow an ally to throw or launch you at an adversary. To do so, the ally makes an attack roll using Agility or Strength (their choice) against a target within Close range. On a success, the adversary takes **d12+2** physical damage using the thrower's Proficiency. You can **spend a Hope** to target an additional adversary within Very Close range of the first. The second target takes half the damage dealt to the first target.

■ POWERFUL BEAST

(Bear, Bull, Moose, etc.)

Strength +3 | Evasion +1

Melee Strength d10+4 phy

Gain advantage on: navigate, protect, scare

Rampage: When you roll a 1 on a damage die, you can roll a **d10** and add the result to the damage roll. Additionally, before you make an attack roll, you can **mark a Stress** to gain a +1 bonus to your Proficiency for that attack.

Thick Hide: You gain a +2 bonus to your damage thresholds.

■ MIGHTY STRIDER

(Camel, Horse, Zebra, etc.)

Agility +1 | Evasion +2
Melee Agility d8+1 phy

Gain advantage on: leap, navigate, sprint

Carrier: You can carry up to two willing allies with you when you move.

Trample: Mark a **Stress** to move up to Close range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+1** physical damage using your Proficiency and are temporarily *Vulnerable*.

■ STRIKING SERPENT

(Cobra, Rattlesnake, Viper, etc.)

Finesse +1 | Evasion +2
Very Close Finesse d8+4 phy

Gain advantage on: climb, deceive, sprint

Venomous Strike: Make an attack against any number of targets within Very Close range. On a success, a target is temporarily *Poisoned*. A *Poisoned* creature takes **1d10** direct physical damage each time they act.

Warning Hiss: Mark a **Stress** to force any number of targets within Melee range to move back to Very Close range.

■ POUNCING PREDATOR

(Cheetah, Lion, Panther, etc.)

Instinct +1 | Evasion +3
Melee Instinct d8+6 phy

Gain advantage on: attack, climb, sneak

Fleet: Spend a **Hope** to move up to Far range without rolling.

Takedown: Mark a **Stress** to move into Melee range of a target and make an attack roll against them. On a success, you gain a +2 bonus to your Proficiency for this attack and the target must mark a **Stress**.

■ WINGED BEAST

(Hawk, Owl, Raven, etc.)

Finesse +1 | Evasion +3
Melee Finesse d4+2 phy

Gain advantage on: deceive, locate, scare

Bird's-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Hollow Bones: You gain a -2 penalty to your damage thresholds.

TIER 3

■ GREAT PREDATOR

(Dire Wolf, Velociraptor, Sabertooth Tiger, etc.)

Strength +2 | Evasion +2
Melee Strength d12+8 phy

Gain advantage on: attack, sneak, sprint

Carrier: You can carry up to two willing allies with you when you move.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them temporarily *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ MIGHTY LIZARD

(Alligator, Crocodile, Gila Monster, etc.)

Instinct +2 | Evasion +1
Melee Instinct d10+7 phy

Gain advantage on: attack, sneak, track

Physical Defense: You gain a +3 bonus to your damage thresholds.

Snapping Strike: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to clamp that opponent in your jaws, making them temporarily *Restrained* and *Vulnerable*.

■ GREAT WINGED BEAST

(Giant Eagle, Falcon, etc.)

Finesse +2 | Evasion +3
Melee Finesse d8+6 phy

Gain advantage on: deceive, distract, locate

Bird's-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Carrier: You can carry up to two willing allies with you when you move.

■ AQUATIC PREDATOR

(Dolphin, Orca, Shark, etc.)

Agility +2 | Evasion +4
Melee Agility d10+6 phy

Gain advantage on: attack, swim, track

Aquatic: You can breathe and move naturally underwater.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ LEGENDARY BEAST

(Upgraded Tier 1 Options)

Evolved: Pick a Tier 1 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +6 bonus to damage rolls
- A +1 bonus to the trait used by this form
- A +2 bonus to Evasion

■ LEGENDARY HYBRID

(Griffon, Sphinx, etc.)

Strength +2 | Evasion +3
Melee Strength d10+8 phy

Hybrid Features: To transform into this creature, **mark an additional Stress**. Choose any two Beastform options from Tiers 1–2. Choose a total of four advantages and two features from those options.

TIER 4

■ MASSIVE BEHEMOTH

(Elephant, Mammoth, Rhinoceros, etc.)

Strength +3 | Evasion +1
Melee Strength d12+12 phy

Gain advantage on: locate, protect, scare, sprint

Carrier: You can carry up to four willing allies with you when you move.

Demolish: Spend a **Hope** to move up to Far range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+10** physical damage using your Proficiency and are temporarily **Vulnerable**.

Undaunted: You gain a +2 bonus to all your damage thresholds.

■ TERRIBLE LIZARD

(Brachiosaurus, Tyrannosaurus, etc.)

Strength +3 | Evasion +2
Melee Strength d12+10 phy

Gain advantage on: attack, deceive, scare, track

Devastating Strikes: When you deal Severe damage to a target within Melee range, you can **mark a Stress** to force them to mark an additional Hit Point.

Massive Stride: You can move up to Far range without rolling. You ignore rough terrain (at the GM's discretion) due to your size.

■ MYTHIC AERIAL HUNTER

(Dragon, Pterodactyl, Roc, Wyvern, etc.)

Finesse +3 | Evasion +4
Melee Finesse d10+11 phy

Gain advantage on: attack, deceive, locate, navigate

Carrier: You can carry up to three willing allies with you when you move.

Deadly Raptor: You can fly at will and move up to Far range as part of your action. When you move in a straight line into Melee range of a target from at least Close range and make an attack against that target in the same action, you can reroll all damage dice that rolled a result lower than your Proficiency.

■ EPIC AQUATIC BEAST

(Giant Squid, Whale, etc.)

Agility +3 | Evasion +3
Melee Agility d10+10 phy

Gain advantage on: locate, protect, scare, track

Ocean Master: You can breathe and move naturally underwater. When you succeed on an attack against a target within Melee range, you can temporarily **Restrain** them.

Unyielding: When you would mark an Armor Slot, roll a **d6**. On a result of 5 or higher, reduce the severity by one threshold without marking an Armor Slot.

■ MYTHIC BEAST

(Upgraded Tier 1 or Tier 2 Options)

Evolved: Pick a Tier 1 or Tier 2 Beastform option and become a larger, more powerful version of that creature. While you're in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +9 bonus to damage rolls
- A +2 bonus to the trait used by this form
- A +3 bonus to Evasion
- Your damage die increases by one size (d6 becomes d8, d8 becomes d10, etc.)

■ MYTHIC HYBRID

(Chimera, Cockatrice, Manticore, etc.)

Strength +3 | Evasion +2
Strength Melee d12+10 phy

Hybrid Features: To transform into this creature, **mark 2 additional Stress**. Choose any three Beastform options from Tiers 1-3. Choose a total of five advantages and three features from those options.

GUARDIAN

The title of guardian represents an array of martial professions, speaking more to their moral compass and unshakeable fortitude than the means by which they fight. While many guardians join groups of militants for either a country or cause, they're more likely to follow those few they truly care for, majority be damned. Guardians are known for fighting with remarkable ferocity even against overwhelming odds, defending their cohort above all else. Woe betide those who harm the ally of a guardian, as the guardian will answer this injury in kind.

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DOMAINS – Valor & Blade

STARTING EVASION – 9

STARTING HIT POINTS – 7

CLASS ITEMS – A totem from your mentor or a secret key

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■ GUARDIAN'S HOPE FEATURE

Frontline Tank: Spend 3 Hope to clear 2 Armor Slots.

■ CLASS FEATURE

Unstoppable: Once per long rest, you can become *Unstoppable*. You gain an Unstoppable Die. At level 1, your Unstoppable Die is a **d4**. Place it on your character sheet in the space provided, starting with the 1 value facing up. After you make a damage roll that deals 1 or more Hit Points to a target, increase the Unstoppable Die value by one. When the die's value would exceed its maximum value or when the scene ends, remove the die and drop out of *Unstoppable*. At level 5, your Unstoppable Die increases to a **d6**.

While *Unstoppable*, you gain the following benefits:

- You reduce the severity of physical damage by one threshold (Severe to Major, Major to Minor, Minor to None).
- You add the current value of the Unstoppable Die to your damage roll.
- You can't be *Restrained* or *Vulnerable*.

Tip: If your *Unstoppable Die* is a d4 and the 4 is currently facing up, you remove the die the next time you would increase it. However, if your *Unstoppable Die* has increased to a d6 and the 4 is currently facing up, you'll turn it to 5 the next time you would increase it. In this case, you'll remove the die after you would need to increase it higher than 6.

GUARDIAN SUBCLASSES

Choose either the **Stalwart** or **Vengeance** subclass.

STALWART

Play the Stalwart if you want to take heavy blows and keep fighting.

■ FOUNDATION FEATURES

Unwavering: Gain a permanent +1 bonus to your damage thresholds.

Iron Will: When you take physical damage, you can **mark an additional Armor Slot** to reduce the severity.

■ SPECIALIZATION FEATURES

Unrelenting: Gain a permanent +2 bonus to your damage thresholds.

Partners-in-Arms: When an ally within Very Close range takes damage, you can **mark an Armor Slot** to reduce the severity by one threshold.

■ MASTERY FEATURES

Undaunted: Gain a permanent +3 bonus to your damage thresholds.

Loyal Protector: When an ally within Close range has 2 or fewer Hit Points and would take damage, you can **mark a Stress** to sprint to their side and take the damage instead.

VENGENCE

Play the Vengeance if you want to strike down enemies who harm you or your allies.

■ FOUNDATION FEATURES

At Ease: Gain an additional Stress slot.

Revenge: When an adversary within Melee range succeeds on an attack against you, you can **mark 2 Stress** to force the attacker to mark a Hit Point.

■ SPECIALIZATION FEATURE

Act of Reprisal: When an adversary damages an ally within Melee range, you gain a +1 bonus to your Proficiency for the next successful attack you make against that adversary.

■ MASTERY FEATURE

Nemesis: Spend 2 Hope to *Prioritize* an adversary until your next rest. When you make an attack against your *Prioritized* adversary, you can swap the results of your Hope and Fear Dice. You can only *Prioritize* one adversary at a time.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Who from your community did you fail to protect, and why do you still think of them?
- You've been tasked with protecting something important and delivering it somewhere dangerous. What is it, and where does it need to go?
- You consider an aspect of yourself to be a weakness. What is it, and how has it affected you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- How did I save your life the first time we met?
- What small gift did you give me that you notice I always carry with me?
- What lie have you told me about yourself that I absolutely believe?

RANGER

Rangers are highly skilled hunters who, despite their martial abilities, rarely lend their skills to an army. Through mastery of the body and a deep understanding of the wilderness, rangers become sly tacticians, pursuing their quarry with cunning and patience. Many rangers track and fight alongside an animal companion with whom they've forged a powerful spiritual bond. By honing their skills in the wild, rangers become expert trackers, as likely to ensnare their foes in a trap as they are to assail them head-on.

DOMAINS — Bone & Sage

STARTING EVASION — 12

STARTING HIT POINTS — 6

CLASS ITEMS — A trophy from your first kill or a seemingly broken compass

RANGER'S HOPE FEATURE

Hold Them Off: Spend 3 Hope when you succeed on an attack with a weapon to use that same roll against two additional adversaries within range of the attack.

CLASS FEATURE

Ranger's Focus: Spend a Hope and make an attack against a target. On a success, deal your attack's normal damage and temporarily make the attack's target your Focus. Until this feature ends or you make a different creature your Focus, you gain the following benefits against your Focus:

- You know precisely what direction they are in.
- When you deal damage to them, they must mark a Stress.
- When you fail an attack against them, you can end your Ranger's Focus feature to reroll your Duality Dice.

RANGER SUBCLASSES

Choose either the **Beastbound** or **Wayfinder** subclass.

BEASTBOUND

Play the Beastbound if you want to form a deep bond with an animal ally.

SPELLCAST TRAIT

Agility

FOUNDATION FEATURE

Companion: You have an animal companion of your choice (at the GM's discretion). They stay by your side unless you tell them otherwise.

Take the Ranger Companion sheet. When you level up your character, choose a level-up option for your companion from this sheet as well.

SPECIALIZATION FEATURES

Expert Training: Choose an additional level-up option for your companion.

Battle-Bonded: When an adversary attacks you while they're within your companion's Melee range, you gain a +2 bonus to your Evasion against the attack.

MASTERY FEATURES

Advanced Training: Choose two additional level-up options for your companion.

Loyal Friend: Once per long rest, when the damage from an attack would mark your companion's last Stress or your last Hit Point and you're within Close range of each other, you or your companion can rush to the other's side and take that damage instead.

WAYFINDER

Play the Wayfinder if you want to hunt your prey and strike with deadly force.

■ SPELLCAST TRAIT

Agility

■ FOUNDATION FEATURES

Ruthless Predator: When you make a damage roll, you can **mark a Stress** to gain a +1 bonus to your Proficiency. Additionally, when you deal Severe damage to an adversary, they must mark a Stress.

Path Forward: When you're traveling to a place you've previously visited or you carry an object that has been at the location before, you can identify the shortest, most direct path to your destination.

■ SPECIALIZATION FEATURE

Elusive Predator: When your Focus makes an attack against you, you gain a +2 bonus to your Evasion against the attack.

■ MASTERY FEATURE

Apex Predator: Before you make an attack roll against your Focus, you can **spend a Hope**. On a successful attack, you remove a Fear from the GM's Fear pool.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- A terrible creature hurt your community, and you've vowed to hunt them down. What are they, and what unique trail or sign do they leave behind?
- Your first kill almost killed you, too. What was it, and what part of you was never the same after that event?
- You've traveled many dangerous lands, but what is the one place you refuse to go?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What friendly competition do we have?
- Why do you act differently when we're alone than when others are around?
- What threat have you asked me to watch for, and why are you worried about it?

RANGER COMPANION

When you choose the Beastbound Ranger subclass, take a companion sheet. This sheet is for tracking important information about your character's companion and can be tucked beneath the right side of your character sheet for ease of viewing.

STEP 1: NAME YOUR COMPANION

Work with the GM to decide what kind of animal you have as your companion. Give them a name and add a picture of them to the companion sheet.

STEP 2: WRITE THEIR EVASION

Fill in their Evasion, which starts at 10.

STEP 3: CHOOSE THEIR COMPANION EXPERIENCE

Create two Experiences for your companion based on their training and the history you have together.

Start with +2 in both Experiences. Whenever you gain a new Experience, your companion also gains one. All new Experiences start at +2.

Example Companion Experiences

Bold Distraction, Expert Climber, Fetch, Friendly, Guardian of the Forest, Horrifying, Intimidating, Loyal Until the End, Navigation, Nimble, Nobody Left Behind, On High Alert, Protective, Royal Companion, Scout, Service Animal, Trusted Mount, Vigilant, We Always Find Them, You Can't Hit What You Can't Find

STEP 4: CHOOSE THEIR ATTACK AND RECORD DAMAGE DIE

Finally, describe your companion's method of dealing damage (their standard attack) and record it in the "Attack & Damage" section. At level 1, your companion's damage die is a d6 and their range is Melee. Choose whether they deal physical or magic damage.

WORKING WITH YOUR COMPANION

The following sections will run you through the basics of working with your companion.

USING SPELLCAST ROLLS, HOPE, AND EXPERIENCES

Make a Spellcast Roll to connect with your companion and command them to take action. Spend a Hope to add an applicable Companion Experience to the roll. On a success with Hope, if your next action builds on their success, you gain advantage on the roll.

ATTACKING WITH YOUR COMPANION

When you command your companion to attack, they gain any benefits that would normally only apply to you (such as the effects of “Ranger’s Focus”). On a success, their damage roll uses your Proficiency and their damage die.

TAKING DAMAGE AS STRESS

- When your companion would take any amount of damage, they mark a Stress. When they mark their last Stress, they drop out of the scene (by hiding, fleeing, or a similar action). They remain unavailable until the start of your next long rest, where they return with 1 Stress cleared.
- When you choose a downtime move that clears Stress on yourself, your companion clears an equal number of Stress.

LEVELING UP YOUR COMPANION

When your character levels up, choose one available option for your companion from the following list and mark it on your sheet:

- **Intelligent:** Your companion gains a permanent +1 bonus to a Companion Experience of your choice.
- **Light in the Dark:** Use this as an additional Hope slot your character can mark.
- **Creature Comfort:** Once per rest, when you take time during a quiet moment to give your companion love and attention, you can gain a Hope or you can both clear a Stress.
- **Armored:** When your companion takes damage, you can mark one of your **Armor Slots** instead of marking one of their Stress.
- **Vicious:** Increase your companion’s damage dice or range by one step (d6 to d8, Close to Far, etc.).
- **Resilient:** Your companion gains an additional Stress slot.
- **Bonded:** When you mark your last Hit Point, your companion rushes to your side to comfort you. Roll a number of **d6s** equal to the unmarked Stress slots they have and mark them. If any roll a 6, your companion helps you up. Clear your last Hit Point and return to the scene.
- **Aware:** Your companion gains a permanent +2 bonus to their Evasion.

ROGUE

Rogues are scoundrels, often in both attitude and practice. Broadly known as liars and thieves, the best among this class move through the world anonymously. Utilizing their sharp wits and blades, rogues trick their foes through social manipulation as easily as breaking locks, climbing through windows, or dealing underhanded blows. These masters of magical craft manipulate shadow and movement, adding an array of useful and deadly tools to their repertoire. Rogues frequently establish guilds to meet future accomplices, hire out jobs, and hone secret skills, proving that there’s honor among thieves for those who know where to look.

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DOMAINS – Midnight & Grace

STARTING EVASION – 12

STARTING HIT POINTS – 6

CLASS ITEMS – A set of forgery tools or a grappling hook

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■ ROGUE’S HOPE FEATURE

Rogue’s Dodge: Spend 3 Hope to gain a +2 bonus to your Evasion until the next time an attack succeeds against you. Otherwise, this bonus lasts until your next rest.

■ CLASS FEATURES

Cloaked: Any time you would be *Hidden*, you are instead *Cloaked*. In addition to the benefits of the *Hidden* condition, while *Cloaked* you remain unseen if you are stationary when an adversary moves to where they would normally see you. After you make an attack or end a move within line of sight of an adversary, you are no longer *Cloaked*.

Sneak Attack: When you succeed on an attack while *Cloaked* or while an ally is within Melee range of your target, add a number of **d6s** equal to your tier to your damage roll.

- Level 1 → Tier 1
- Levels 2–4 → Tier 2
- Levels 5–7 → Tier 3
- Levels 8–10 → Tier 4

ROGUE SUBCLASSES

Choose either the **Nightwalker** or **Syndicate** subclass.

NIGHTWALKER

Play the Nightwalker if you want to manipulate shadows to maneuver through the environment.

SPELLCAST TRAIT

Finesse

FOUNDATION FEATURE

Shadow Stepper: You can move from shadow to shadow. When you move into an area of darkness or a shadow cast by another creature or object, you can **mark a Stress** to disappear from where you are and reappear inside another shadow within Far range. When you reappear, you are *Cloaked*.

SPECIALIZATION FEATURES

Dark Cloud: Make a **Spellcast Roll (15)**. On a success, create a temporary dark cloud that covers any area within Close range. Anyone in this cloud can't see outside of it, and anyone outside of it can't see in. You're considered *Cloaked* from any adversary for whom the cloud blocks line of sight.

Adrenaline: While you're *Vulnerable*, add your level to your damage rolls.

MASTERY FEATURES

Fleeting Shadow: Gain a permanent +1 bonus to your Evasion. You can use your "Shadow Stepper" feature to move within Very Far range.

Vanishing Act: **Mark a Stress** to become *Cloaked* at any time. When *Cloaked* from this feature, you automatically clear the *Restrained* condition if you have it. You remain *Cloaked* in this way until you roll with Fear or until your next rest.

SYNDICATE

Play the Syndicate if you want to have a web of contacts everywhere you go.

SPELLCAST TRAIT

Finesse

FOUNDATION FEATURE

Well-Connected: When you arrive in a prominent town or environment, you know somebody who calls this place home. Give them a name, note how you think they could be useful, and choose one fact from the following list:

- They owe me a favor, but they'll be hard to find.
- They're going to ask for something in exchange.
- They're always in a great deal of trouble.
- We used to be together. It's a long story.
- We didn't part on great terms.

SPECIALIZATION FEATURE

Contacts Everywhere: Once per session, you can briefly call on a shady contact. Choose one of the following benefits and describe what brought them here to help you in this moment:

- They provide 1 handful of gold, a unique tool, or a mundane object that the situation requires.
- On your next action roll, their help provides a +3 bonus to the result of your Hope or Fear Die.
- The next time you deal damage, they snipe from the shadows, adding **2d8** to your damage roll.

MASTERY FEATURE

Reliable Backup: You can use your "Contacts Everywhere" feature three times per session. The following options are added to the list of benefits you can choose from when you use that feature:

- When you mark 1 or more Hit Points, they can rush out to shield you, reducing the Hit Points marked by 1.
- When you make a Presence Roll in conversation, they back you up. You can roll a **d20** as your Hope Die.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What did you get caught doing that got you exiled from your home community?
- You used to have a different life, but you've tried to leave it behind. Who from your past is still chasing you?
- Who from your past were you most sad to say goodbye to?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What did I recently convince you to do that got us both in trouble?
- What have I discovered about your past that I hold secret from the others?
- Who do you know from my past, and how have they influenced your feelings about me?

SERAPH

Seraphs are divine fighters and healers imbued with sacred purpose. A wide array of deities exist within the realms, and thus numerous kinds of seraphs are appointed by these gods. Their ethos traditionally aligns with the domain or goals of their god, such as defending the weak, exacting vengeance, protecting a land or artifact, or upholding a particular faith. Some seraphs ally themselves with an army or locale, much to the satisfaction of their rulers, but other crusaders fight in opposition to the follies of the Mortal Realm. It is better to be a seraph's ally than their enemy, as they are terrifying foes to those who defy their purpose.

DOMAINS — Splendor & Valor

STARTING EVASION — 9

STARTING HIT POINTS — 7

CLASS ITEMS — A bundle of offerings or a sigil of your god

SERAPH'S HOPE FEATURE

Life Support: Spend 3 Hope to clear a Hit Point on an ally within Close range.

CLASS FEATURE

Prayer Dice: At the beginning of each session, roll a number of d4s equal to your subclass's Spellcast trait and place them on your character sheet in the space provided. These are your Prayer Dice. You can spend any number of Prayer Dice to aid yourself or an ally within Far range. You can use a spent die's value to reduce incoming damage, add to a roll's result after the roll is made, or gain Hope equal to the result. At the end of each session, clear all unspent Prayer Dice.

SERAPH SUBCLASSES

Choose either the **Divine Wielder** or **Winged Sentinel** subclass.

DIVINE WIELDER

Play the Divine Wielder if you want to dominate the battlefield with a legendary weapon.

SPELLCAST TRAIT

Strength

FOUNDATION FEATURES

Spirit Weapon: When you have an equipped weapon with a range of Melee or Very Close, it can fly from your hand to attack an adversary within Close range and then return to you. You can **mark a Stress** to target an additional adversary within range with the same attack roll.

Sparing Touch: Once per long rest, touch a creature and clear 2 Hit Points or 2 Stress from them.

SPECIALIZATION FEATURE

Devout: When you roll your Prayer Dice, you can roll an additional die and discard the lowest result. Additionally, you can use your "Sparing Touch" feature twice instead of once per long rest.

MASTERY FEATURE

Sacred Resonance: When you roll damage for your "Spirit Weapon" feature, if any of the die results match, double the value of each matching die. For example, if you roll two 5s, they count as two 10s.

WINGED SENTINEL

Play the Winged Sentinel if you want to take flight and strike crushing blows from the sky.

SPELLCAST TRAIT

Strength

FOUNDATION FEATURE

Wings of Light: You can fly. While flying, you can do the following:

- **Mark a Stress** to pick up and carry another willing creature approximately your size or smaller.
- **Spend a Hope** to deal an extra 1d8 damage on a successful attack.

SPECIALIZATION FEATURE

Ethereal Visage: Your supernatural visage strikes awe and fear. While flying, you have advantage on Presence Rolls. When you succeed with Hope on a Presence Roll, you can remove a Fear from the GM's Fear pool instead of gaining Hope.

MASTERY FEATURES

Ascendant: Gain a permanent +4 bonus to your Severe damage threshold.

Power of the Gods: While flying, you deal an extra 1d12 damage instead of 1d8 from your "Wings of Light" feature.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Which god did you devote yourself to? What incredible feat did they perform for you in a moment of desperation?
- How did your appearance change after taking your oath?
- In what strange or unique way do you communicate with your god?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What promise did you make me agree to, should you die on the battlefield?
- Why do you ask me so many questions about my god?
- You've told me to protect one member of our party above all others, even yourself. Who are they and why?

SORCERER

Not all innate magic users choose to hone their craft, but those who do can become powerful sorcerers. The gifts of these wielders are passed down through families, even if the family is unaware of or reluctant to practice them. A sorcerer's abilities can range from the elemental to the illusionary and beyond, and many practitioners band together into collectives based on their talents. The act of becoming a formidable sorcerer is not the practice of acquiring power, but learning to cultivate and control the power one already possesses. The magic of a misguided or undisciplined sorcerer is a dangerous force indeed.

DOMAINS — Arcana & Midnight

STARTING EVASION — 10

STARTING HIT POINTS — 6

CLASS ITEMS — A whispering orb or a family heirloom

SORCERER'S HOPE FEATURE

Volatile Magic: Spend 3 Hope to reroll any number of your damage dice on an attack that deals magic damage.

CLASS FEATURES

Arcane Sense: You can sense the presence of magical people and objects within Close range.

Minor Illusion: Make a **Spellcast Roll (10)**. On a success, you create a minor visual illusion no larger than yourself within Close range. This illusion is convincing to anyone at Close range or farther.

Channel Raw Power: Once per long rest, you can place a domain card from your loadout into your vault and choose to either:

- Gain Hope equal to the level of the card.
- Enhance a spell that deals damage, gaining a bonus to your damage roll equal to twice the level of the card.

SORCERER SUBCLASSES

Choose either the **Elemental Origin** or **Primal Origin** subclass.

ELEMENTAL ORIGIN

Play the Elemental Origin if you want to channel raw magic to take the shape of a particular element.

SPELLCAST TRAIT

Instinct

FOUNDATION FEATURE

Elementalist: Choose one of the following elements at character creation: air, earth, fire, lightning, water.

You can shape this element into harmless effects. Additionally, **spend a Hope** and describe how your control over this element helps an action roll you're about to make, then either gain a +2 bonus to the roll or a +3 bonus to the roll's damage.

SPECIALIZATION FEATURE

Natural Evasion: You can call forth your element to protect you from harm. When an attack roll against you succeeds, you can **mark a Stress** and describe how you use your element to defend you. When you do, roll a **d6** and add its result to your Evasion against the attack.

MASTERY FEATURE

Transcendence: Once per long rest, you can transform into a physical manifestation of your element. When you do, describe your transformation and choose two of the following benefits to gain until your next rest:

- +4 bonus to your Severe threshold
- +1 bonus to a character trait of your choice
- +1 bonus to your Proficiency
- +2 bonus to your Evasion

PRIMAL ORIGIN

Play the Primal Origin if you want to extend the versatility of your spells in powerful ways.

SPELLCAST TRAIT

Instinct

FOUNDATION FEATURE

Manipulate Magic: Your primal origin allows you to modify the essence of magic itself. After you cast a spell or make an attack using a weapon that deals magic damage, you can **mark a Stress** to do one of the following:

- Extend the spell or attack's reach by one range
- Gain a +2 bonus to the action roll's result
- Double a damage die of your choice
- Hit an additional target within range

SPECIALIZATION FEATURE

Enchanted Aid: You can enhance the magic of others with your essence. When you Help an Ally with a Spellcast Roll, you can roll a **d8** as your advantage die. Once per long rest, after an ally has made a Spellcast Roll with your help, you can swap the results of their Duality Dice.

MASTERY FEATURE

Arcane Charge: You can gather magical energy to enhance your capabilities. When you take magic damage, you become *Charged*. Alternatively, you can **spend 2 Hope** to become *Charged*. When you successfully make an attack that deals magic damage while *Charged*, you can clear your *Charge* to either gain a +10 bonus to the damage roll or gain a +3 bonus to the Difficulty of a reaction roll the spell causes the target to make. You stop being *Charged* at your next long rest.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What did you do that made the people in your community wary of you?
- What mentor taught you to control your untamed magic, and why are they no longer able to guide you?
- You have a deep fear you hide from everyone. What is it, and why does it scare you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- Why do you trust me so deeply?
- What did I do that makes you cautious around me?
- Why do we keep our shared past a secret?

WARLOCK

Those who've traded their lives—or perhaps even their souls—to an otherworldly patron in exchange for incredible power are known as warlocks. Often, these mortals have reached a point of desperation that leads them to make this sacrifice: they hope to protect themselves or a loved one, aid their community, seek vengeance, increase their status, or otherwise further their ambitions. The powerful entities they entreat are as varied as the warlocks themselves: gods, spirits, demons, or other beings unknown to even the mortal who makes the pact. The entities each have their own sphere of influence that defines their otherworldly power, and those that collect souls are rarely known for their benevolence. Thus, a warlock's power is defined by the relationship they maintain with their benefactor. Despite their terrifying magic, warlocks might find that someone or something else is pulling their strings.

DOMAINS — Dread & Grace

STARTING EVASION — 11

STARTING HIT POINTS — 5

CLASS ITEMS — A carving that symbolizes your patron or a ring you can't remove

WARLOCK'S HOPE FEATURE

Patron's Boon: When you fail a roll, you can **spend 3 Hope** to reroll with advantage.

CLASS FEATURES

Patron's Pact: You have committed yourself to a supernatural entity—such as a god, fae, or demon—in exchange for power. Write their name on your character sheet, then work with your GM to determine their sphere of influence (such as Nature, Chaos, Wisdom, Mischief, Love, War, Justice, or Death). Before making an action roll that relates to your patron's sphere of influence, you can **spend a Favor** to call upon their aid, rolling your Patron Die and adding its result to the total. Your Patron Die starts at a **d6** and increases to a **d8** at level 5.

Favor: You start with 3 Favor. You can use a downtime move to show tribute to your patron. Describe how and gain Favor equal to your Spellcast trait. Additionally, when you succeed on an action roll with Hope, you can choose to gain a Favor instead of a Hope.

| **Note:** The maximum Favor you can hold at one time is 6.

SPHERE OF INFLUENCE EXAMPLES

When building a warlock, choose their patron's sphere of influence from the list below or work with the GM to make your own.

Ambition	Leaders	Secrets
Artists	Love	Soldiers
Chaos	Mercy	Strength
Darkness	Mischief	Travelers
Death	Nature	Tricksters
Gamblers	Protectors	Truth
Honor	Revenge	War
Justice	Scholars	Wisdom

WARLOCK SUBCLASSES

Choose either the **Pact of the Endless** or **Pact of the Wrathful** subclass.

PACT OF THE ENDLESS

Play the Pact of the Endless if you want to stand strong against enemies and avoid death.

SPELLCAST TRAIT

Presence

FOUNDATION FEATURES

Patron's Mantle: Spend a Favor to cloak yourself in a terrifying aspect of your Patron that lasts until you take Severe damage or the scene ends. While this effect is active, you gain a bonus to your damage thresholds equal to your tier and have advantage on action rolls to intimidate a target.

Deathless Embrace: Once per rest, spend any number of Favor to roll an equal number of Patron Dice. For each result of 4 or higher, clear a Hit Point.

SPECIALIZATION FEATURES

Harrowing Invocation: When an adversary targets you or an ally within Very Close range with an attack, you can spend a Favor to give them disadvantage on the roll. If the adversary fails the roll, they must also mark a Stress.

Damage Sink: Once per rest, you can spend a Favor to halve incoming damage.

MASTERY FEATURES

Dark Aegis: Once per long rest when you would take damage, you can spend a Favor instead of marking Hit Points.

Draining Bane: When an adversary targets you or an ally within Very Close range with an attack, you can spend a Favor to Drain them. When you do, they must mark a Stress, and you can clear a Stress. While Drained, the target uses a d12 instead of a d20 for attack rolls (including for advantage or disadvantage) until they fail a roll.

PACT OF THE WRATHFUL

Play the Pact of the Wrathful if you want to destroy those who act against you.

SPELLCAST TRAIT

Presence

FOUNDATION FEATURES

Patron's Fury: Spend a Favor to imbue your attacks with your Patron's power until you deal Severe damage or the scene ends. When you roll damage while this effect is active, you also roll a number of Patron Dice equal to your tier and add their total to the damage dealt.

Deadly Vengeance: When you mark any number of Hit Points from an attack, you can spend a Favor to roll an equal number of Patron Dice. For each result of 4 or higher, the attacker marks a Hit Point.

SPECIALIZATION FEATURES

Menacing Reach: Spend a Favor to increase the range of your primary weapon by one step (such as Melee to Very Close or Very Close to Close) to a maximum of Very Far range. This effect ends when you make a successful attack with that weapon.

Diminish My Foes: When you succeed with Hope on an action roll against a target, you can spend any number of Favor to force the target to mark an equal number of Stress.

MASTERY FEATURES

Fearsome Attack: Spend a Favor to reroll any number of your damage dice. You can continue spending Favor to use this feature on the same damage roll.

Otherworldly Ire: Once per rest when you take damage, you can spend any number of Favor to roll that many Patron Dice and target a number of creatures within Close range equal to the highest result. Each target must mark a Hit Point.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Who from your community shunned you after you made a pact with your patron?
- What desperate situation led you to pledge your life to your patron?
- Your patron has given you one task you must accomplish above all else. What is it, and why does it worry you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- Why do you think I confide in you about what my patron says and does?
- Our relationship has changed since you saw me show tribute to my patron. What did you see, and how has it affected you?
- I once did something very foolish, and you've never let me live it down. What was it?

WARRIOR

Becoming a warrior requires years, often a lifetime, of training and dedication to the mastery of weapons and violence. While many who seek to fight hone only their strength, warriors understand the importance of an agile body and mind, making them some of the most sought-after fighters across the realms. Frequently, warriors find employment within an army, a band of mercenaries, or even a royal guard, but their potential is wasted in any position where they cannot continue to improve and expand their skills. Warriors are known to have a favored weapon; to come between them and their blade would be a grievous mistake.

DOMAINS – Blade & Bone

STARTING EVASION – 11

STARTING HIT POINTS – 6

CLASS ITEMS – The drawing of a lover or a sharpening stone

WARRIOR'S HOPE FEATURE

No Mercy: Spend 3 Hope to gain a +1 bonus to your attack rolls until your next rest.

CLASS FEATURES

Attack of Opportunity: If an adversary within Melee range attempts to leave that range, make a reaction roll using a trait of your choice against their Difficulty. Choose one effect on a success, or two if you critically succeed:

- They can't move from where they are.
- You deal damage to them equal to your primary weapon's damage.
- You move with them.

Combat Training: You ignore burden when equipping weapons. When you deal physical damage, you gain a bonus to your damage roll equal to your level.

WARRIOR SUBCLASSES

Choose either the **Call of the Brave** or **Call of the Slayer** subclass.

CALL OF THE BRAVE

Play the Call of the Brave if you want to use the might of your enemies to fuel your own power.

FOUNDATION FEATURES

Courage: When you fail a roll with Fear, you gain a Hope.

Battle Ritual: Once per long rest, before you attempt something incredibly dangerous or face off against a foe

who clearly outmatches you, describe what ritual you perform or preparations you make. When you do, clear 2 Stress and gain 2 Hope.

SPECIALIZATION FEATURE

Rise to the Challenge: You are vigilant in the face of mounting danger. While you have 2 or fewer Hit Points unmarked, you can roll a **d20** as your Hope Die.

MASTERY FEATURE

Camaraderie: Your unwavering bravery is a rallying point for your allies. You can initiate a Tag Team Roll one additional time per session. Additionally, when an ally initiates a Tag Team Roll with you, they only need to spend 2 Hope to do so.

CALL OF THE SLAYER

Play the Call of the Slayer if you want to strike down adversaries with immense force.

FOUNDATION FEATURE

Slayer: You gain a pool of dice called Slayer Dice. On a roll with Hope, you can place a **d6** on this card instead of gaining a Hope, adding the die to the pool. You can store a number of Slayer Dice equal to your Proficiency. When you make an attack roll or damage roll, you can spend any number of these Slayer Dice, rolling them and adding their result to the roll. At the end of each session, clear any unspent Slayer Dice on this card and gain a Hope per die cleared.

SPECIALIZATION FEATURE

Weapon Specialist: You can wield multiple weapons with dangerous ease. When you succeed on an attack, you can **spend a Hope** to add one of the damage dice from your secondary weapon to the damage roll. Additionally, once per long rest when you roll your Slayer Dice, reroll any 1s.

MASTERY FEATURE

Martial Preparation: You're an inspirational warrior to all who travel with you. Your party gains access to the Martial Preparation downtime move. To use this move during a rest, describe how you instruct and train with your party. You and each ally who chooses this downtime move gain a **d6** Slayer Die. A PC with a Slayer Die can spend it to roll the die and add the result to an attack or damage roll of their choice.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Who taught you to fight, and why did they stay behind when you left home?
- Somebody defeated you in battle years ago and left you to die. Who was it, and how did they betray you?

- What legendary place have you always wanted to visit, and why is it so special?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- We knew each other long before this party came together. How?
- What mundane task do you usually help me with off the battlefield?
- What fear am I helping you overcome?

WITCH

Witches are magical practitioners who commune with the forces of nature and entities from realms beyond. These spellcasters call forth power through craft, combining the tangible and ephemeral by casting spells, murmuring incantations, creating talismans, weaving illusions, and maintaining other personalized practices. They can protect their allies and harm their enemies by invoking powerful forces beyond themselves—supernatural beings such as ancestors, deities, or aspects of nature. Often, their magical knowledge is passed down from these entities or through many generations of practitioners who gather in small groups known as covens. Witches are frequently feared and misunderstood, as their methods can appear mysterious, strange, and even macabre to the uninitiated. Whichever path they walk, a witch treads the boundary between light and shadow without fear.

DOMAINS – Sage & Dread

STARTING EVASION – 10

STARTING HIT POINTS – 6

CLASS ITEMS – A small, harmless pet or a scrying stone

WITCH'S HOPE FEATURE

Witch's Charm: When you or an ally within Far range fails an action roll, you can **spend 3 Hope** to change it into a success with Fear instead.

CLASS FEATURES

Hex: Mark a **Stress** to temporarily **Hex** a target within Far range. While **Hexed**, the target gains a penalty to their damage rolls and Difficulty equal to your tier. The maximum number of creatures you can **Hex** at one time is equal to your Spellcast trait.

Commune: Once per long rest during a moment of calm, you can commune with an ancestor, a deity, a spirit, or an otherworldly being. Ask them a question, then roll a

number of **d6s** equal to your Spellcast trait. Choose one of the results and reference the chart below for the effect.

Roll	Effect
1-3	You taste a flavor, smell a scent, or feel a sensation relevant to the answer.
4-5	You hear sounds or see a vision relevant to the answer.
6	You psychically experience a scene relevant to the answer as if you were there.

WITCH SUBCLASSES

Choose either the **Hedge** or **Moon** subclass.

HEDGE

Play the Hedge if you want to use your craft to empower yourself and your party.

SPELLCAST TRAIT

Knowledge

FOUNDATION FEATURES

Herbal Remedies: When you or an ally in the scene clears 1 or more Hit Points or Stress as the result of using a consumable, increase the number cleared by 1.

Enchanted Talisman: Once per rest, you can imbue a small item with your protective essence. **Spend any number of Hope** to place an equal number of tokens on this card. When the person holding the talisman takes damage, spend a token to reduce the number of Hit Points they mark by one. Clear all tokens from this card when you take a rest.

SPECIALIZATION FEATURES

Walk Between Worlds: During a moment of calm, make a **Spellcast Roll (13)**. Once per rest on a success, you can **mark a Stress** to step beyond the veil of death and converse with any nearby spirits. Place a number of tokens equal to your Spellcast trait on this card and remove one each time a spirit answers a question. When the last token is removed or at the end of the scene, you return to the Mortal Realm in the same spot you left it.

Vexing Malison: You have advantage on attacks against **Hexed** creatures.

MASTERY FEATURES

Circle of Power: Once per rest, mark a circle on the ground outlining a Very Close area around you, and place a number of tokens equal to your Spellcast trait on this card. While within this circle, you and your allies gain a +2 bonus to damage thresholds, attack rolls, and Evasion. Remove a token each time you or an ally within the circle makes an action roll or evades an attack. This spell lasts until the last token is removed or you exit the circle.

MOON

Play the Moon if you want to embody celestial power to amplify your magic.

SPELLCAST TRAIT

Instinct

FOUNDATION FEATURES

Night's Glamour: Make a **Spellcast Roll (13)** to *Glamour* yourself in a bewitching facade. While *Glamour*ed, you have advantage on rolls that leverage your illusory appearance. Additionally, adversaries within Close range must mark a Stress to attack you.

Unless you **mark a Stress** to maintain your *Glamour*, it drops when you mark a Hit Point or deal damage.

SPECIALIZATION FEATURES

Moonbeam: Once per session, you can conjure a column of moonlight that illuminates the area within Close range until the end of the scene. While bathed in this moonlight, you and your allies gain a +1 bonus to Spellcast Rolls and can see through illusions.

Ire of Pale Light: When a *Hexed* creature within Very Far range fails an attack, they must mark a Stress.

MASTERY FEATURES

Lunar Phases: At the beginning of each session, roll a **d6** and place it on this card. You gain the matching effect until the end of session.

Roll	Phase	Effect
1	New	Spend a Hope to negate Minor damage.
2–3	Waxing	+2 to damage rolls
4	Full	+3 to damage thresholds
5–6	Waning	+1 to Evasion

Once per rest, you can **spend a Hope** to increase the value of this die by one. If you increase the value of a 6, it becomes a 1.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Who from your community feared your magical craft? What rumor did they spread about you, and what truth did it contain?
- You once used your power to help someone in a dire situation. Who were they, and why did they come to you?
- Your magic once opened a door best left closed. Who or what was on the other side?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What unique ritual or practice have I taught you that we now perform together?
- I once appeared to you in a dream and shared a vision of the future. What did I tell you?
- What do you typically come to me for advice about?

WIZARD

Whether through an institution or individual study, those known as wizards acquire and hone immense magical power over years of learning using a variety of tools, including books, stones, potions, and herbs. Some wizards dedicate their lives to mastering a particular school of magic, while others learn from a wide variety of disciplines. Many wizards become wise and powerful figures in their communities, advising rulers, providing medicines and healing, and even leading war councils. While these mages all work toward the common goal of collecting magical knowledge, wizards often have the most conflict within their own ranks, as the acquisition, keeping, and sharing of powerful secrets is a topic of intense debate that has resulted in innumerable deaths.

DOMAINS – Codex & Splendor

STARTING EVASION – 11

STARTING HIT POINTS – 5

CLASS ITEMS – A book you're trying to translate or a tiny, harmless elemental pet

WIZARD'S HOPE FEATURE

Not This Time: **Spend 3 Hope** to force an adversary within Far range to reroll an attack or damage roll.

CLASS FEATURES

Prestidigitation: You can perform harmless, subtle magical effects at will. For example, you can change an object's color, create a smell, light a candle, cause a tiny object to float, illuminate a room, or repair a small object.

Strange Patterns: Choose a number between 1 and 12. When you roll that number on a Duality Die, gain a Hope or clear a Stress.

You can change this number when you take a long rest.

WIZARD SUBCLASSES

Choose either the **School of Knowledge** or **School of War** subclass.

SCHOOL OF KNOWLEDGE

Play the School of Knowledge if you want a keen understanding of the world around you.

■ SPELLCAST TRAIT

Knowledge

■ FOUNDATION FEATURES

Prepared: Take an additional domain card of your level or lower from a domain you have access to.

Adept: When you Utilize an Experience, you can **mark a Stress** instead of spending a Hope. If you do, double your Experience modifier for that roll.

■ SPECIALIZATION FEATURES

Accomplished: Take an additional domain card of your level or lower from a domain you have access to.

Perfect Recall: Once per rest, when you recall a domain card in your vault, you can reduce its Recall Cost by 1.

■ MASTERY FEATURES

Brilliant: Take an additional domain card of your level or lower from a domain you have access to.

Honed Expertise: When you use an Experience, roll a **d6**. On a result of 5 or higher, you can use it without spending Hope.

SCHOOL OF WAR

Play the School of War if you want to utilize trained magic for violence.

■ SPELLCAST TRAIT

Knowledge

■ FOUNDATION FEATURES

Battlemage: You've focused your studies on becoming an unconquerable force on the battlefield. Gain an additional Hit Point slot.

Face Your Fear: When you succeed with Fear on an attack roll, you deal an extra **1d10** magic damage.

■ SPECIALIZATION FEATURES

Conjure Shield: You can maintain a protective barrier of magic. While you have at least 2 Hope, you add your Proficiency to your Evasion.

Fueled by Fear: The extra magic damage from your "Face Your Fear" feature increases to **2d10**.

■ MASTERY FEATURES

Thrive in Chaos: When you succeed on an attack, you can **mark a Stress** after rolling damage to force the target to mark an additional Hit Point.

Have No Fear: The extra magic damage from your "Face Your Fear" feature increases to **3d10**.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What responsibilities did your community once count on you for? How did you let them down?
- You've spent your life searching for a book or object of great significance. What is it, and why is it so important to you?
- You have a powerful rival. Who are they, and why are you so determined to defeat them?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What favor have I asked of you that you're not sure you can fulfill?
- What weird hobby or strange fascination do we both share?
- What secret about yourself have you entrusted only to me?

ANCESTRIES

Ancestries represent your character's lineage, which affects their physical appearance and access to certain special abilities. The following section describes each ancestry in Daggerheart and the characteristics generally shared by members of that ancestry, however, each player decides how much their character aligns with the "standard" or "average" expression of their ancestry.

In Daggerheart, the term "people" is used to refer to all ancestries, as individuals from all lineages possess unique characteristics and cultures, as well as personhood.

Some ancestries are described using the term "humanoid." This does not imply any genetic relation to "humans," which is a distinct ancestry within Daggerheart. Instead, it refers to the set of physical characteristics humans will recognize from their own anatomy, such as bipedal movement, upright posture, facial layout, and more. These traits vary by ancestry and individual, though "humanoid" should still provide a useful frame of reference.

The Daggerheart Core Set includes only the following ancestries: Clank, Drakona, Dwarf, Elf, Faerie, Faun, Firbolg, Fungril, Galapa, Giant, Goblin, Halfling, Human, Infernis, Katari, Orc, Ribbet, Simiah, and Mixed Ancestry.

ANCESTRY FEATURES

Each ancestry grants two **ancestry features**. While some features (such as the ability to fly) are implicitly tied to an ancestry's anatomy, players determine their characters' physical form. Work with the GM to re-flavor any implied traits that don't align with your character concept.

If you'd like to make a character who combines more than one ancestry, see "Mixed Ancestry."

AETHERIS

Aetheris are humanoids most easily recognized by their wings and sacred markings. They are the descendants of angels from the Hallows Above. Aetheris are typically 5 to 7 feet tall, and some may have elongated limbs. They often have vibrantly colored eyes, hair, and skin, though their coloring can include earth tones and pastels. Many members of this ancestry are born with sacred markings—such as glowing sigils or intricate patterns of lines and symbols—but all aetheris develop them as they mature. These symbols change as they age, often because of prophecies, revelations, and divine guidance from the Hallows Above.

All aetheris have a "hallowed aura" that can manifest voluntarily, such as when they invoke their power, or involuntarily, such as when they feel elation or other strong emotions. When they call forth this radiance, their eyes and bodies might glow, their markings might become more prominent or shift across their skin, or they might have a halo appear atop or around their head. These halos are as unique as a fingerprint and may share similarities with other family members. Perhaps due to their angelic lineage, aetheris usually live for 350 years, and they retain a youthful glow even as they age.

ANCESTRY FEATURES

Hallowed Aura: Once per long rest when an ally within Close range rolls with Fear, you can change it into a roll with Hope instead.

Celestial Wings: You have wings that allow you to fly. Once per scene while flying, you can **spend a Hope** instead of marking an Armor Slot.

CLANK

Clanks are sentient mechanical beings built from a variety of materials, including metal, wood, and stone. They can resemble humanoids, animals, or even inanimate objects. Like organic beings, their bodies come in a wide array of sizes. Because of their bespoke construction, many clanks have highly specialized physical configurations. Examples include clawed hands for grasping, wheels for movement, or built-in weaponry.

Many clanks embrace body modifications for style as well as function, and members of other ancestries often turn to clank artisans to construct customized mobility aids and physical adornments. Other ancestries can create clanks, even using their own physical characteristics as inspiration, but it's also common for clanks to build one another. A clank's lifespan extends as long as they're able to acquire or craft new parts, making their physical form effectively immortal. That said, their minds are subject to the effects of time, and deteriorate as the magic that powers them loses potency.

ANCESTRY FEATURES

Purposeful Design: Decide who made you and for what purpose. At character creation, choose one of your Experiences that best aligns with this purpose and gain a permanent +1 bonus to it.

Efficient: When you take a short rest, you can choose a long rest move instead of a short rest move.

DRAKONA

Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath. All drakona have thick scales that provide excellent natural armor against both attacks and the forces of nature. They are large in size, ranging from 5 feet to 7 feet on average, with long sharp teeth. New teeth grow throughout a Drakona's approximately 350-year lifespan, so they are never in danger of permanently losing an incisor. Unlike their dragon ancestors, drakona don't have wings and can't fly without magical aid. Members of this ancestry pass down the element of their breath through generations, though in rare cases, a drakona's elemental power will differ from the rest of their family's.

■ ANCESTRY FEATURES

Scales: Your scales act as natural protection. When you would take Severe damage, you can **mark a Stress** to mark 1 fewer Hit Points.

Elemental Breath: Choose an element for your breath (such as electricity, fire, or ice). You can use this breath against a target or group of targets within Very Close range, treating it as an Instinct weapon that deals **d8** magic damage using your Proficiency.

DWARF

Dwarves are most easily recognized as short humanoids with square frames, dense musculature, and thick hair. Their average height ranges from 4 to 5 ½ feet, and they are often broad in proportion to their stature. Their skin and nails contain a high amount of keratin, making them naturally resilient. This allows dwarves to embed gemstones into their bodies and decorate themselves with tattoos or piercings. Their hair grows thickly—usually on their heads, but some dwarves have thick hair across their bodies as well. Dwarves of all genders can grow facial hair, which they often style in elaborate arrangements. Typically, dwarves live up to 250 years of age, maintaining their muscle mass well into later life.

■ ANCESTRY FEATURES

Thick Skin: When you take Minor damage, you can **mark 2 Stress** instead of marking a Hit Point.

Increased Fortitude: Spend 3 Hope to halve incoming physical damage.

ELEMENTAL KIN

Elemental kin are humanoid mortals descended from powerful supernatural entities known as elementals—embodiments of the fundamental forces that shape the Mortal Realm (such as earth, air, fire, and water). These “kin” manifest forces differently, with some appearing more or less humanoid than others, but they all have a lineage that grants them unique ways to harness and influence their elemental heritage.

At birth, elemental kin closely resemble the element they embody, then become increasingly humanoid as they mature through early childhood. As they grow, their appearance manifests unique characteristics that identify them as elemental kin, such as crystal formations across a stonekin’s shoulders or a skykin’s ever-present breeze tousling their hair. While adult elemental kin are predominantly flesh and blood, small portions of their bodies momentarily shift into an elemental state in times of great emotion. Elemental kin with limb differences, or who lost a limb at some point in their life, can also manipulate a small amount of their element to help them accomplish a variety of tasks.

Some elemental kins’ physical characteristics are passed down through families, such as one family of earthkin bearing shifting skin with the texture of sand, while another bears marble patterns. Additionally, families often develop their own unique

communication styles that use their elemental influence. For example, emberkin might express excitement with flares of fire from their eyes, while tidekin might use currents of color over their bodies to communicate subtle messages.

Though their lifespans vary, all elemental kin return to their element upon their death.

EARTHKIN

Earthkin are humanoids whose bodies are made of flesh and earth. Descended from earth elementals, members of this ancestry are formed of flesh and rock, crystal, clay, soil, sand, or a mixture of these materials. Some are primarily flesh and blood with just one earthen feature, such as skin the color or texture of stone or crystal formations that adorn their heads like hair. Others are a combination, often asymmetrical unions of muscle and natural minerals. Still others are almost entirely soil and stone. Earthkin might choose to mold and decorate the mineral portions of their form by carving designs, embedding gems or metals, or even planting seeds that bloom into adorning foliage. Their coloring comes from their elemental lineage, as even those who are more flesh than earth come in hues reminiscent of marble, gemstones, sand, soil, and more.

These kin begin their lives as small lumps of earth, such as a boulder, a ball of clay, or a crystal cluster. Though they’ll develop their more humanoid features fairly quickly, earthkin age slowly for most of their approximately 300-year lifespan. Their average height at adulthood ranges from 5 to 6½ feet tall, and the shape of their body is strongly influenced by the primary material it’s composed of. Many earthkin’s injuries appear like fissures in stone; even long after the initial damage has healed, these cracks continue to slowly repair. When they die, earthkin eventually crumble into piles of earth.

■ ANCESTRY FEATURES

Stoneskin: Gain a permanent +1 bonus to your Armor Score and damage thresholds at character creation.

Immovable: While you’re touching the ground, you can’t be lifted or moved against your will.

EMBERKIN

Emberkin are humanoids whose bodies are made of flesh and fire. Descended from fire elementals, emberkin might manifest their fiery heritage through flaming hair, eyes like embers, luminous streams that dance across their skin, a smoking exterior, or a glow flickering through their muscles, veins, organs, or fingertips. All these features are known to shift or flare with their emotions, and some individuals’ characteristics might be more changeable than another’s. The coloring of their skin and hair resembles the hues of fire: bright red, orange, yellow, charcoal, or even hints of blue. Their ears curve and point like a tongue of fire, and they tend to be warmer in temperature, either purposefully or innately, with some even being hot to the touch.

Infant emberkin resemble small balls of fire or cinders, and because they lack the skill to control their temperature, they often need to be placed in fireproof containment such as dragon eggs, hearths, and cookware. Their humanoid

characteristics develop throughout adolescence until they solidify into their adult form. Emberkin range from 5 to 7 feet tall and live about 250 years, their light and heat dimming as they age. When they pass, they blaze brightly for a moment, then burn to ash.

■ ANCESTRY FEATURES

Fireproof: You are immune to damage from magical or mundane flame.

Ignition: **Mark a Stress** to wreath your primary weapon in flame until the end of the scene. While the weapon is ablaze, it gives off a bright light, and you gain a **1d6** bonus to damage rolls with that weapon.

SKYKIN

Skykin are humanoids whose bodies are made of flesh and air. Descended from air elementals, skykin have color-shifting skin that reflects the pale grays and blues of a clear morning sky, the smoldering oranges and fuchsias of the setting sun, or the deep sables and purples of a star-dappled night. These kin often have semitranslucent skin, floating hair of wispy smoke or clouds, or small breezes constantly fluttering their clothing. The intensity of these characteristics heightens or lessens based on the strength of their emotions. Skykin grow to be 5½ to 7 feet on average, and some have elongated features, including their pointed ears, necks, hands, feet, or limbs.

Skykin are born as wisps of air or small clouds, often hard to see and hold. Until they mature and become more solid, they're contained in jars and other such vessels. Though skykin become more humanoid throughout adolescence, their bodies remain flexible, and some adults can adjust their shape throughout their lives, though it takes time and effort. Skykin live for approximately 300 years, and when they breathe their last, they disappear into the air.

■ ANCESTRY FEATURES

Gale Force: **Mark a Stress** to conjure a gust of wind that carries you or a Very Close ally up to Very Far range. Additionally, you can always control the speed at which you fall.

Eye of the Storm: **Spend 2 Hope** to grant you or an ally within Melee range a +1 bonus to Evasion until you take Severe damage or you use this feature again.

TIDEKIN

Tidekin are humanoids whose bodies are made of flesh and water. Descended from water elementals, tidekin possess finlike ears and webbing between their digits. The color of their skin, hair, and eyes reflects that of water's many forms, with some exhibiting bright shades of aquas, greens, and seafoams like shallow rivers or tropical oceans, while others display dark blues and purples from the deepest oceans. For some, these colors shift beneath semitranslucent skin like waves. Tidekin might have water formations that adorn their heads like hair or waves that shift and move across their body. Instead of expressing emotions through tears, their water formations change with their emotional state, and they can purposefully or

accidentally use their shifting colors or water formations as a method of nonverbal communication.

Tidekin are born as a small amount of water, such as a puddle or liquid orb. As children, they're often kept in watertight containers such as bowls and bottles, and they tend to have a fluid appearance throughout their childhood until they gain a more solid humanoid form around adolescence. Adult tidekin range from 5 to 6½ feet in height, though their general body shape is influenced by the fluidity of water and might change, with some effort, over their approximately 300-year lifespan. When members of this ancestry die, they dissolve into water and flow away.

■ ANCESTRY FEATURES

Amphibious: You can breathe and move naturally underwater.

Lifespring: Once per rest when you have access to a small amount of water, you can **mark a Stress** to clear a Hit Point on yourself or an ally within Very Close range.

ELF

Elves are typically tall humanoids with pointed ears and acutely attuned senses. Their ears vary in size and pointed shape, and as they age, the tips begin to droop. While elves come in a wide range of body types, they are all fairly tall, with heights ranging from about 6 to 6½ feet. All elves have the ability to drop into a celestial trance, rather than sleep. This allows them to rest effectively in a short amount of time.

Some elves possess what is known as a "mystic form," which occurs when an elf has dedicated themselves to the study or protection of the natural world so deeply that their physical form changes. These characteristics can include celestial freckles, the presence of leaves, vines, or flowers in their hair, eyes that flicker like fire, and more. Sometimes these traits are inherited from parents, but if an elf changes their environment or magical focus, their appearance changes over time. Because elves live for about 350 years, these traits can shift more than once throughout their lifespan.

■ ANCESTRY FEATURES

Quick Reactions: **Mark a Stress** to gain advantage on a reaction roll.

Celestial Trance: During a rest, you can drop into a trance to choose an additional downtime move.

FAERIE

Faeries are winged humanoid creatures with insectile features. These characteristics cover a broad spectrum from humanoid to insectoid—some possess additional arms, compound eyes, lantern organs, chitinous exoskeletons, or stingers. Because of their close ties to the natural world, they also frequently possess attributes that allow them to blend in with various plants. The average height of a faerie ranges from about 2 feet to 5 feet, but some faeries grow up to 7 feet tall. All faeries possess membranous wings and they each go through

a process of metamorphosis. The process and changes differ from faerie to faerie, but during this transformation each individual manifests the unique appearance they will carry throughout the rest of their approximately 50-year lifespan.

■ ANCESTRY FEATURE

Luckbender: Once per session, after you or a willing ally within Close range makes an action roll, you can **spend 3 Hope** to reroll the Duality Dice.

Wings: You can fly. While flying, you can **mark a Stress** after an adversary makes an attack against you to gain a +2 bonus to your Evasion against that attack.

FAUN

Fauns resemble humanoid goats with curving horns, square pupils, and cloven hooves. Though their appearances may vary, most fauns have a humanoid torso and a goatlike lower body covered in dense fur. Faun faces can be more caprine or more humanlike, and they have a wide variety of ear and horn shapes. Faun horns range from short with minimal curvature to much larger with a distinct curl. The average faun ranges from 4 feet to 6 ½ feet tall, but their height can change dramatically from one moment to the next based on their stance. The majority of fauns have proportionately long limbs, no matter their size or shape, and are known for their ability to deliver powerful blows with their split hooves. Fauns live for roughly 225 years, and as they age, their appearance can become increasingly goatlike.

■ ANCESTRY FEATURES

Caprine Leap: You can leap anywhere within Close range as though you were using normal movement, allowing you to vault obstacles, jump across gaps, or scale barriers with ease.

Kick: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to kick yourself off them, dealing an extra **2d6** damage and knocking back either yourself or the target to Very Close range.

FIRBOLG

Firbolgs are bovine humanoids typically recognized by their broad noses and long, drooping ears. Some have faces that are a blend of humanoid and bison, ox, cow, or other bovine creatures. Others, often referred to as minotaurs, have heads that entirely resemble cattle. They are tall and muscular creatures, with heights ranging from around 5 feet to

7 feet, and possess remarkable strength no matter their age. Some firbolgs are known to use this strength to charge their adversaries, an action that is particularly effective for those who have one of the many varieties of horn styles commonly found in this ancestry. Though their unique characteristics can vary, all firbolgs are covered in fur, which can be muted and earth-toned in color, or come in a variety of pastels, such as soft pinks and blues. On average, firbolgs live for about 150 years.

■ ANCESTRY FEATURES

Charge: When you succeed on an Agility Roll to move from Far or Very Far range into Melee range with one or more targets, you can **mark a Stress** to deal **1d12** physical damage to all targets within Melee range.

Unshakable: When you would mark a Stress, roll a **d6**. On a result of 6, don't mark it.

FUNGRIL

Fungril resemble humanoid mushrooms. They can be either more humanoid or more fungal in appearance, and they come in an assortment of colors, from earth tones to bright reds, yellows, purples, and blues. Fungril display an incredible variety of bodies, faces, and limbs, as there's no single common shape among them. Even their heights range from a tiny 2 feet tall to a staggering 7 feet tall. While the common lifespan of a fungril is about 300 years, some have been reported to live much longer. They can communicate nonverbally, and many members of this ancestry use a mycelial array to chemically exchange information with other fungril across long distances.

■ ANCESTRY FEATURES

Fungril Network: Make an **Instinct Roll (12)** to use your mycelial array to speak with others of your ancestry. On a success, you can communicate across any distance.

Death Connection: While touching a corpse that died recently, you can **mark a Stress** to extract one memory from the corpse related to a specific emotion or sensation of your choice.

GALAPA

Galapa resemble anthropomorphic turtles with large, domed shells into which they can retract. On average, they range from 4 feet to 6 feet in height, and their head and body shapes can resemble any type of turtle. Galapa come in a variety of earth tones—most often shades of green and brown—and possess unique patterns on their shells. Members of this ancestry can draw their head, arms, and legs into their shell for protection to use it as a natural shield when defensive measures are needed. Some supplement their shell's strength or appearance by attaching armor or carving unique designs, but the process is exceedingly painful. Most galapa move slowly no matter their age, and they can live approximately 150 years.

■ ANCESTRY FEATURES

Shell: Gain a bonus to your damage thresholds equal to your Proficiency.

Retract: **Mark a Stress** to retract into your shell. While in your shell, you have resistance to physical damage, you have disadvantage on action rolls, and you can't move.

GIANT

Giants are towering humanoids with broad shoulders, long arms, and one to three eyes. Adult giants range from 6 ½ to 8 ½ feet tall and are naturally muscular, regardless of body type. They are easily recognized by their wide frames and elongated arms and necks. Though they can have up to three eyes, all giants are born with none and remain sightless for their first year of life. Until a giant reaches the age of 10 and their features fully develop, the formation of their eyes may fluctuate. Those with a single eye are commonly known as cyclops. The average giant lifespan is about 75 years.

ANCESTRY FEATURES

Endurance: Gain an additional Hit Point slot at character creation.

Reach: Treat any weapon, ability, spell, or other feature that has a Melee range as though it has a Very Close range instead.

GNOME

Gnomes are typically small humanoids with conical heads and the ability to teleport short distances. While the average gnome is about 3 feet in height, their proportionately long arms and large hands give them an extended reach for their size. In contrast, their square frames have shorter torsos and legs. Alongside these characteristics, gnomes are easily identified by their softly pointed ears and wide eyes. Their heads are large, and the conical shape varies by family. Gnomes also inherit their minor teleportation ability from their parents, with families exhibiting their own manifestations when disappearing and reappearing. These effects can include small clouds of smoke, motes of light, or simply appearing to evaporate into thin air. Gnomes are known to begin grasping and holding objects from a very young age, and their hands remain dextrous over their 200-year lifespan even when their bodies have slowed from age.

ANCESTRY FEATURES

Nimble Fingers: When you make a Finesse Roll, you can **spend 2 Hope** to reroll your Hope Die.

Flicker Step: Once per scene, you can teleport to another point you can see within Far range.

GOBLIN

Goblins are small humanoids easily recognizable by their large eyes and massive membranous ears. With keen hearing and sharp eyesight, they perceive details both at great distances and in darkness, allowing them to move through less-optimal environments with ease. Their skin and eye colors are incredibly varied, with no one hue, either vibrant or subdued,

more dominant than another. A typical goblin stands between 3 feet and 4 feet tall, and each of their ears is about the size of their head. Goblins are known to use ear positions to very specific effect when communicating nonverbally. A goblin's lifespan is roughly 100 years, and many maintain their keen hearing and sight well into advanced age.

ANCESTRY FEATURES

Surefooted: You ignore disadvantage on Agility Rolls.

Danger Sense: Once per rest, **mark a Stress** to force an adversary to reroll an attack against you or an ally within Very Close range.

HALFLING

Halflings are small humanoids with large hairy feet and prominent rounded ears. On average, halflings are 3 to 4 feet in height, and their ears, nose, and feet are larger in proportion to the rest of their body. Members of this ancestry live for around 150 years, and a halfling's appearance is likely to remain youthful even as they progress from adulthood into old age. Halflings are naturally attuned to the magnetic fields of the Mortal Realm, granting them a strong internal compass. They also possess acute senses of hearing and smell, and can often detect those who are familiar to them by the sound of their movements.

ANCESTRY FEATURES

Luckbringer: At the start of each session, everyone in your party gains a Hope.

Internal Compass: When you roll a 1 on your Hope Die, you can reroll it.

HUMAN

Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance. Their average height ranges from just under 5 feet to about 6 ½ feet. They have a wide variety of builds, with some being quite broad, others lithe, and many inhabiting the spectrum in between. Humans are physically adaptable and adjust to harsh climates with relative ease. In general, humans live to an age of about 100, with their bodies changing dramatically between their youngest and oldest years.

ANCESTRY FEATURES

High Stamina: Gain an additional Stress slot at character creation.

Adaptability: When you fail a roll that utilized one of your Experiences, you can **mark a Stress** to reroll.

INFERNIS

Infernis are humanoids who possess sharp canine teeth, pointed ears, and horns. They are the descendants of demons from the Circles Below. On average, infernis range in height from 5 feet to 7 feet and are known to have long fingers and pointed nails. Some have long, thin, and smooth tails that end in points, forks, or arrowheads. It's common for infernis to have two or four horns—though some have crowns of many horns, or only one. These horns can also grow asymmetrically, forming unique, often curving, shapes that infernis enhance with carving and ornamentation. Their skin, hair, and horns come in an assortment of colors that can include soft pastels, stark tones, or vibrant hues, such as rosy scarlet, deep purple, and pitch black.

Infernis possess a “dread visage” that manifests both involuntarily, such as when they experience fear or other strong emotions, or purposefully, such as when they wish to intimidate an adversary. This visage can briefly modify their appearance in a variety of ways, including lengthening their teeth and nails, changing the colors of their eyes, twisting their horns, or enhancing their height. On average, infernis live up to 350 years, with some attributing this lifespan to their demonic lineage.

ANCESTRY FEATURES

Fearless: When you roll with Fear, you can **mark 2 Stress** to change it into a roll with Hope instead.

Dread Visage: You have advantage on rolls to intimidate hostile creatures.

KATARI

Katari are feline humanoids with retractable claws, vertically slit pupils, and high, triangular ears. They can also have small, pointed canine teeth, soft fur, and long whiskers that assist their perception and navigation. Their ears can swivel nearly 180 degrees to detect sound, adding to their heightened senses. Katari may look more or less feline or humanoid, with catlike attributes in the form of hair, whiskers, and a muzzle. About half of the katari population have tails. Their skin and fur come in a wide range of hues and patterns, including solid colors, calico tones, tabby stripes, and an array of spots, patches, marbling, or bands. Their height ranges from about 3 feet to 6 ½ feet, and they live to around 150 years.

ANCESTRY FEATURES

Feline Instincts: When you make an Agility Roll, you can **spend 2 Hope** to reroll your Hope Die.

Retracting Claws: Make an **Agility Roll** to scratch a target within Melee range. On a success, they become temporarily *Vulnerable*.

ORC

Orcs are humanoids most easily recognized by their square features and boar-like tusks that protrude from their lower jaw. Tusks come in various sizes, and though they extend from the mouth, they aren't used for consuming food. Instead, many orcs choose to decorate their tusks with significant ornamentation. Orcs typically live for 125 years, and unless altered, their tusks continue to grow throughout the course of their lives. Their ears are pointed, and their hair and skin typically have green, blue, pink, or gray tones. Orcs tend toward a muscular build, and their average height ranges from 5 feet to 6 ½ feet.

ANCESTRY FEATURES

Sturdy: When you have 1 Hit Point remaining, attacks against you have disadvantage.

Tusks: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to gore the target with your tusks, dealing an extra **1d6** damage.

RIBBET

Ribbets resemble anthropomorphic frogs with protruding eyes and webbed hands and feet. They have smooth (though sometimes warty) moist skin and eyes positioned on either side of their head. Some ribbets have hind legs more than twice the length of their torso, while others have short limbs. No matter their size (which ranges from about 3 feet to 4 ½ feet), ribbets primarily move by hopping. All ribbets have webbed appendages, allowing them to swim with ease. Some ribbets possess a natural green-and-brown camouflage, while others are vibrantly colored with bold patterns. No matter their appearance, all ribbets are born from eggs laid in the water, hatch into tadpoles, and after about 6 to 7 years, grow into amphibians that can move around on land. Ribbets live for approximately 100 years.

ANCESTRY FEATURES

Amphibious: You can breathe and move naturally underwater.

Long Tongue: You can use your long tongue to grab onto things within Close range. **Mark a Stress** to use your tongue as a Finesse Close weapon that deals **d12** physical damage using your Proficiency.

SIMIAH

Simiah resemble anthropomorphic monkeys and apes with long limbs and prehensile feet. While their appearance reflects all simian creatures, from the largest gorilla to the smallest marmoset, their size does not align with their animal counterparts, and they can be anywhere from 2 to 6 feet tall. All simiah can use their dexterous feet for nonverbal communication, work, and combat. Additionally, some also have prehensile tails that can grasp objects or help with balance during difficult maneuvers. These traits grant members of this ancestry unique agility that aids them in a variety of physical tasks. In particular, simiah are skilled climbers and can easily transition from bipedal movement to knuckle-walking and climbing, and back again. On average, simiah live for about 100 years.

ANCESTRY FEATURES

Natural Climber: You have advantage on Agility Rolls that involve balancing and climbing.

Nimble: Gain a permanent +1 bonus to your Evasion at character creation.

MIXED ANCESTRY

Families within the world of Daggerheart are as unique as the peoples and cultures that inhabit it. Anyone's appearance and abilities can be shaped by blood, magic, proximity, or a variety of other factors.

If you decide that your character is a descendant of multiple ancestries and you want to mechanically represent that in the game, use the steps below:

1. Determine Ancestry Combination

When you choose an ancestry at character creation, write down how your character identifies themselves in the Heritage section of your character sheet. For example, if your character is descended from both goblins and orcs, you could use a hybridized term, such as "goblin-orc," to describe your ancestry, list only the ancestry you more closely identify with (e.g., just "goblin" or just "orc"), or invent a new term, such as "toothling."

2. Choose Ancestry Features

Work with your GM to choose two features from the ancestries in your character's lineage. You must choose the first feature from one ancestry and the second from another. Write both down on a notecard you can keep with your other cards or next to your character sheet.

For example, if you are making a goblin-orc, you might take the "Surefooted" and "Tusks" features or the "Sturdy" and "Danger Sense" features. You can't take both the "Surefooted" and "Sturdy" features, because these are both the first features listed on their respective ancestry cards.

Your character's heritage might include more than two ancestries, but you still only choose features from two. You can represent additional ancestries through their appearance or backstory.

COMMUNITIES

Communities represent a key aspect of the **culture, class, or environment of origin** that has had the most influence over your character's upbringing.

Your character's community grants them a **community feature**. Each community card also lists six adjectives you can use as inspiration to create your character's personality, their relationship to their peers, their attitude toward their upbringing, or the demeanor with which they interact with the rest of the party. Please note the Daggerheart Core Set includes only the following communities: Highborne, Loreborne, Orderborne, Ridgeborne, Seaborne, Slyborne, Underborne, Wanderborne, Wildborne.

DUNEBORNE

Being part of a duneborne community means you've made a home among the shifting sands and arid climate of the desert. Each duneborne enclave develops specific methods of protecting themselves from the blazing sun, moving across the scorching sands, and acquiring and storing precious resources. Some duneborne travel their desert homes, maneuvering through the dunes herding livestock, while others cluster around oases, collaborating with one another to maintain and share a rare area of abundant resources. Duneborne settlements are known for architecture that captures wind to cool their homes and irrigation systems that tap into underground reservoirs and tend to crops even amidst the harshest conditions. Many duneborne put added emphasis on familial bonds and the need for everyone to contribute to the well-being of the collective.

Duneborne are often adaptable, centered, collaborative, devoted, cheerful, and observant.

COMMUNITY FEATURE

Oasis: During a short rest, you or an ally can reroll a die used for a downtime move and take the higher result.

FREEBORNE

Being part of a freeborne community means you're from a collective that once lived under tyrannical rule but is now liberated. Though no two freeborne enclaves are the same, all are unified by the experience of fighting to preserve their culture while others tried to eradicate it. Whether due to their religion, resources, location, or culture, freeborne groups were once subjugated by another community. For some, this subjugation might have only recently ended; for others, even if their freedom has been long-won, the scars of tyranny can last, bonding together families and neighbors for decades or even generations. Many freeborne collectives unify in and rebuild the lands reclaimed from their oppressors or in a homeland they were taken from. Others see "home" as a collection of people who care for one another, no matter where they reside.

Many freeborne passionately celebrate their unique holidays, art, food, decor, and other customs, whether they're enjoying long-held traditions or new practices born from liberation. Their past experiences often forge in them a fierce protectiveness of their community and an equally strong fervor to celebrate their culture.

Freeborne are often optimistic, guarded, courageous, joyful, subversive, and traumatized.

■ COMMUNITY FEATURE

Unbound: Once per session when you roll with Fear, you can change it into a roll with Hope instead.

FROSTBORNE

Being part of a frostborne community means you come from a place of snow and ice. Forged in bitter and unrelenting cold, frostborne communities are accustomed to surviving in the harshest conditions. The glaciers and tundras they call home usually lack wood, so these collectives use more readily available materials such as ice, stone, bone, and animal pelts to make shelter and conserve heat. They are adept at ensuring their supplies go a long way and that all their people have access to the essentials needed to survive. As part of their systems of survival, many frostborne closely track weather patterns, the rising and setting of the sun, and the needs of local flora and fauna. Because of the howling wind and biting snow, some frostborne communities develop nonverbal means of communication so they can cover their faces for safety during dangerous weather.

Frostborne are often cunning, gregarious, intrepid, purposeful, quiet, and warm.

■ COMMUNITY FEATURE

Hardy: When you take a rest, you clear a Hit Point.

HEARTHBORNE

Being part of a hearthborne community means you come from humble origins, having lived in a modest village or quaint countryside. These communities are often small groups that live in resource-rich, peaceful areas that allow families and neighbors the time to develop close-knit relationships rather than compete over scarce supplies. Hearthborne communities are largely agrarian and pastoral, focusing the layout of their villages around their plants and animals. The town centers typically feature a collection of locally owned shops with skilled artisans such as blacksmiths, cobblers, alchemists, and the like. Sometimes, hearthborne communities have distant but powerful rulers who own the land the villagers work and live on—in those cases, resources are controlled by the wealthy even though the labor is performed by locals, and workers might struggle to afford the basics they need to survive. While some hearthborne individuals can be mistrustful of outsiders, most are known for being welcoming, peaceful, and hospitable.

Hearthborne are often careful, generous, insular, loquacious, smiley, and traditional.

■ COMMUNITY FEATURE

Close-Knit: Once per long rest, you can **spend any number of Hope** to grant an ally within Far range an equal number of Hope.

HIGHBORNE

Being part of a highborne community means you're accustomed to a life of elegance, opulence, and prestige within the upper echelons of society. Traditionally, members of a highborne community possess incredible material wealth. While this can take a variety of forms depending on the community—including gold and other minerals, land, or controlling the means of production—this status always comes with power and influence. Highborne place great value on titles and possessions, and there is little social mobility within their ranks. Members of a highborne community often control the political and economic status of the areas in which they live due to their ability to influence people and the economy with their substantial wealth. The health and safety of the less affluent people who live in these locations often hinges on the ability of this highborne ruling class to prioritize the well-being of their subjects over profit.

Highborne are often amiable, candid, conniving, enterprising, ostentatious, and unflappable.

■ COMMUNITY FEATURE

Privilege: You have advantage on rolls to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

LOREBORNE

Being part of a loreborne community means you're from a society that favors strong academic or political prowess. Loreborne communities highly value knowledge, frequently in the form of historical preservation, political advancement, scientific study, skill development, or lore and mythology compilation. Most members of these communities research in institutions built in bastions of civilization, while some eclectic few thrive in gathering information from the natural world. Some may be isolationists, operating in smaller enclaves, schools, or guilds and following their own unique ethos. Others still wield their knowledge on a larger scale, making deft political maneuvers across governmental landscapes.

Loreborne are often direct, eloquent, inquisitive, patient, rhapsodic, and witty.

■ COMMUNITY FEATURE

Well-Read: You have advantage on rolls that involve the history, culture, or politics of a prominent person or place.

ORDERBORNE

Being part of an orderborne community means you're from a collective that focuses on discipline or faith, and you uphold a set of principles that reflect your experience there. Orderborne are frequently some of the most powerful among the surrounding communities. By aligning the members of their society around a common value or goal, such as a god, doctrine, ethos, or even a shared business or trade, the ruling bodies of these enclaves can mobilize larger populations with less effort. While orderborne communities take a variety of forms—some even profoundly pacifistic—perhaps the most feared are those that structure themselves around military prowess. In such a case, it's not uncommon for orderborne to provide soldiers for hire to other cities or countries.

Orderborne are often ambitious, benevolent, pensive, prudent, sardonic, and stoic.

■ COMMUNITY FEATURE

Dedicated: Record three sayings or values your upbringing instilled in you. Once per rest, when you describe how you're embodying one of these principles through your current action, you can roll a **d20** as your Hope Die.

REBORNE

You were once a member of a different community that you're no longer part of. Unlike members of collectives who are allied by familiarity, shared location, history, and culture, reborne are individuals who might never meet and are unified only by their shared experience of solitude. Whether they left by choice or were ripped from their community, all reborne are disconnected from the place where they once belonged, and they carry that wound with them.

Some reborne are isolated from their community because they chose to reject or renounce it, or they could have been forcibly expelled by other members. These instances are often due to a conflict, such as clashing ideological differences, a falling out with their people, or an incident that forced them to depart. Other reborne have no knowledge of their culture, either due to their upbringing or perhaps because they lost their memory through injury or magic. Some have even returned from beyond the veil after death with no recollection of their previous life—or the culture that shaped it.

Often, reborne individuals tirelessly search for their past or feel that they'll never belong in a collective, but all are afforded the opportunity to turn toward the future and redefine themselves while building new bonds with those they come to know and love.

Reborne are often curious, hopeful, innocent, isolated, mournful, and uncanny.

■ COMMUNITY FEATURE

Found Family: Once per rest, you can **spend a Hope** to use an ally's Experience as if it were your own. When you do so, describe how your time with that ally prepared you for this moment.

When you join a new community or rediscover your old one, you can permanently trade this card for that one instead.

RIDGEBORNE

Being part of a ridgeborne community means you've called the rocky peaks and sharp cliffs of the mountainside home. Those who've lived in the mountains often consider themselves hardier than most because they've thrived among the most dangerous terrain many continents have to offer. These groups are adept at adaptation, developing unique technologies and equipment to move both people and products across difficult terrain. As such, ridgeborne grow up scrambling and climbing, making them sturdy and strong-willed. Ridgeborne localities appear in a variety of forms—some cities carve out entire cliff faces, others construct castles of stone, and still more live in small homes on windblown peaks. Outside forces often struggle to attack ridgeborne groups, as the small militias and large military forces of the mountains are adept at utilizing their high-ground advantage.

Ridgeborne are often bold, hardy, indomitable, loyal, reserved, and stubborn.

■ COMMUNITY FEATURE

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge.

SEABORNE

Being part of a seaborne community means you lived on or near a large body of water. Seaborne communities are built, both physically and culturally, around the specific waters they call home. Some of these groups live along the shore, constructing ports for locals and travelers alike. These harbors function as centers of commerce, tourist attractions, or even just a safe place to lay down one's head after weeks of travel. Other seaborne live on the water in small boats or large ships, with the idea of "home" comprising a ship and its crew, rather than any one landmass. No matter their exact location, seaborne communities are closely tied to the ocean tides and the creatures who inhabit them. Seaborne learn to fish at a young age, and train from birth to hold their breath and swim in even the most tumultuous waters. Individuals from these groups are highly sought after for their sailing skills, and many become captains of vessels, whether within their own community, working for another, or even at the helm of a powerful naval operation.

Seaborne are often candid, cooperative, exuberant, fierce, resolute, and weathered.

■ COMMUNITY FEATURE

Know the Tide: You can sense the ebb and flow of life. When you roll with Fear, place a token on your community card. You can hold a number of tokens equal to your level. Before you make an action roll, you can spend any number of these tokens to gain a +1 bonus to the roll for each token spent. At the end of each session, clear all unspent tokens.

SLYBORNE

Being part of a slyborne community means you come from a group that operates outside the law, including all manner of criminals, grifters, and con artists. Members of slyborne communities are brought together by their disreputable goals and their clever means of achieving them. Many people in these communities have an array of unscrupulous skills: forging, thievery, smuggling, and violence. People of any social class can be slyborne, from those who have garnered vast wealth and influence to those without a coin to their name. To the outside eye, slyborne might appear to be ruffians with no loyalty, but these communities possess some of the strictest codes of honor which, when broken, can result in a terrifying end for the transgressor.

Slyborne are often calculating, clever, formidable, perceptive, shrewd, and tenacious.

■ COMMUNITY FEATURE

Scoundrel: You have advantage on rolls to negotiate with criminals, detect lies, or find a safe place to hide.

UNDERBORNE

Being part of an underborne community means you're from a subterranean society. Many underborne live right beneath the cities and villages of other collectives, while some live much deeper. These communities range from small family groups in burrows to massive metropolises in caverns of stone. In many locales, underborne are recognized for their incredible boldness and skill that enable great feats of architecture and engineering. Underborne are regularly hired for their bravery, as even the least daring among them has likely encountered formidable belowground beasts, and learning to dispatch such creatures is common practice amongst these societies. Because of the dangers of their environment, many underborne communities develop unique nonverbal languages that prove equally useful on the surface.

Underborne are often composed, elusive, indomitable, innovative, resourceful, and unpretentious.

■ COMMUNITY FEATURE

Low-Light Living: When you're in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details within that area.

WANDERBORNE

Being part of a wanderborne community means you've lived as a nomad, forgoing a permanent home and experiencing a wide variety of cultures. Unlike many communities that are defined by their locale, wanderborne are defined by their traveling lifestyle. Because of their frequent migration, wanderborne put less value on the accumulation of material possessions in favor of acquiring information, skills, and connections. While some wanderborne are allied by a common ethos, such as a religion or a set of political or economic values, others come together after shared tragedy, such as the loss of their home or land. No matter the reason, the dangers posed by life on the road and the choice to continue down that road together mean that wanderborne are known for their unwavering loyalty.

Wanderborne are often inscrutable, magnanimous, mirthful, reliable, savvy, and unorthodox.

■ COMMUNITY FEATURE

Nomadic Pack: Add a Nomadic Pack to your inventory. Once per session, you can **spend a Hope** to reach into this pack and pull out a mundane item that's useful to your situation. Work with the GM to figure out what item you take out.

WARBORNE

Being part of a warborne community means you come from a place that is, or was, ravaged by war. These groups might be composed of civilians who live in an active warzone, soldiers who served together in the armed forces, or citizens of nations that have been in conflict for decades. Whether civilian or military, warborne are typically skilled in self-defense, even if their tactics are focused on avoidance rather than offensive action.

Warborne defending their homeland are known for using their environment to their advantage, while invading warborne might rely entirely on their military might. No matter their origin, the life of a warborne is defined at least in part by resourcefulness. Those who live in an occupied territory might need to undertake massive reconstruction efforts to repair and preserve homes, farms, workplaces, or cultural monuments—the remnants of one building often become the materials to repair another. Meanwhile, warborne who are part of an invading army typically carry few personal possessions and must rely on scavenging the warzones they occupy. Whether they find themselves on the winning or losing side of a conflict, those from warborne communities are likely to bear trauma for the rest of their lives, their sense of safety and mortality forever marred by the mass casualties and destruction of war.

Warborne are often strategic, devastated, determined, calculating, unwavering, and devoted.

■ COMMUNITY FEATURE

Brave Face: Once per session when you would be forced to mark a Stress, you can **spend a Hope** instead..

WILDBORNE

Being part of a wildborne community means you lived deep within the forest. Wildborne communities are defined by their dedication to the conservation of their homelands, and many have strong religious or cultural ties to the fauna they live among. This results in unique architectural and technological advancements that favor sustainability over short-term, high-yield results. It is a hallmark of wildborne societies to integrate their villages and cities with the natural environment and avoid disturbing the lives of the plants and animals. While some construct their lodgings high in the branches of trees, others establish their homes on the ground beneath the forest canopy. It's not uncommon for wildborne to remain reclusive and hidden within their woodland homes.

Wildborne are often hardy, loyal, nurturing, reclusive, sagacious, and vibrant.

■ COMMUNITY FEATURE

Lightfoot: Your movement is naturally silent. You have advantage on rolls to move without being heard.

TRANSFORMATIONS

Transformations represent a fundamental shift in your character and how they interact with the world. These are optional aspects of a character's identity that the GM can give out during a campaign as part of the narrative or, at their discretion, present as an option during character creation.

Transformations provide both a mechanical benefit and a drawback. Taking a transformation card requires you to buy into the concept of the exchange, taking on the burden to reap the benefit. Because of this, we recommend that players remind GMs of their transformations' negative effects whenever they're relevant to help fulfill and reinforce the fiction of the transformation.

Transformation cards do not count toward your loadout maximum. When your character gains a transformation, add the card to your loadout as if it were part of your character's heritage. Consider how this transformation changes your character physically and psychologically—if you need inspiration, each transformation includes questions to help you.

If there are details you'd like to incorporate into your character that go beyond the features on a transformation card, work with your GM to explore how they might manifest in your campaign's narrative.

A PC can't have more than one transformation.

GRANTING TRANSFORMATIONS

GMs should discuss transformations with their players before incorporating them into their campaigns. A transformation can deeply impact a PC's narrative journey, so it's best to ensure this aspect of the game supports the story your players want to tell and is something they'll enjoy.

Some of the transformations presented here are easy to introduce during a campaign as a narrative development. For example, the vampire or werewolf transformation could be gained when the campaign's major villain targets a PC with a significant attack. A PC who gains the reanimated or ghost transformation might have died in a place of great magic or made a story-altering bargain in exchange for their resurrection. These transformations can also be part of character creation. Maybe a PC was born a werewolf and seeks to control this aspect of their lineage, or a PC is a long-dead ghost who haunts the party to protect the living.

Some transformations are more likely to be taken at character creation, such as the shapeshifter or demigod. However, they can still be introduced as a character twist during a campaign. It's ultimately up to you which transformations are available at character creation and how they become available throughout play—decide what works best for you, your players, and the story you're telling together.

DEMIGOD

Demigods are mortal creatures whose veins flow with the blood of the gods. They typically gain their power from divine parentage, accomplishing an incredible feat, or receiving a gift from a god. Many demigods appear as a typical member of their mortal ancestry, but all possess a subtle luminosity and a gleam in their eyes. They're also known to have pearlescent or metallic skin, and they might grow in size or gain physical features related to their power when it reveals itself. Because they share the blood of a Faint Divinity, a Forgotten God, a New God, or any other deity, no two demigods look the same.

Demigods are bestowed with a fragment of deific power, but not everything a demigod inherits is a blessing. Though they often excel at tasks they're well suited for, the expectations set upon them are often difficult and costly to live up to.

■ TRANSFORMATION FEATURES

Gifted: You gain a +1 bonus to action, reaction, and damage rolls.

Weight of Divinity: When you fail a roll, you must mark a Stress or the GM gains a Fear.

TRANSFORMATION QUESTIONS

- Your divinity has affected an aspect of your appearance. In what way do you look different from others?
- Who bestowed demigod status upon you, and what trial did you complete to earn this gift?
- You were made fun of as a child for your divine parentage. Why?
- Why was the knowledge that you are a demigod kept from you for many years? Who kept this secret?
- You have an obligation you must fulfill due to the immortal blood that runs in your veins. What is this duty?
- In what way did your divinity initially manifest? Why did it surprise you?

GHOST

Ghosts are the spirits of the once-living who are bound to the Mortal Realm. They could be called forth after passing through the veil of death with necromantic rites, alchemical experimentation, the desperation of a loved one—or they may never have passed through the veil at all. Those who met a horrific end, were killed with a cursed weapon, or died in a place of power might have become trapped in the Mortal Realm instead of passing on.

Because they occupy the space between life and death, a ghost can shift between the physical and the spectral and, at times, pass through solid objects. While some ghosts are almost indistinguishable from the living, others emanate spectral auras, appear desaturated in color, or bear physical evidence of their cause of death. When a ghost becomes incorporeal—which can occur at will, due to heightened emotions, or seemingly at random—they might appear semitranslucent, like a breath of fog that could dissipate in the wind.

Some ghosts return for revenge, some to save a loved one, and others to meet a goal or discover hidden knowledge. Their drive to accomplish this goal is the force that allows them to exist in the Mortal Realm. When they complete that goal, their work is done, and they immediately pass beyond the veil of death.

■ TRANSFORMATION FEATURES

Unfinished Business: Work with your GM to decide what purpose or desire keeps you bound to the Mortal Realm. When you fulfill it, you cross through the veil of death.

Ephemeral: Your body wavers in and out of being corporeal. You are resistant to physical damage, take double magic damage, and can **mark 2 Stress** to momentarily pass through a solid object.

TRANSFORMATION QUESTIONS

- How did you die, and what fear has your death instilled in you?
- What brought you back from beyond the veil of death?
- In life, you loved someone dearly. Why do you need to find them again?
- What must you accomplish now that you've returned to the Mortal Realm? How will you meet your goal?
- Who harmed you in your first life? How do you plan to deal with them now that you've returned?
- You had to sacrifice something dear to you in order to come back to the Mortal Realm. What did you give up, and who did you give it to?

REANIMATED

Reanimated are corpses who have been brought back to life. Whether through a spell, a holy ritual, arcane experimentation, or other unnatural methods, these mortals have returned from beyond the veil of death as undead and are bound to their decaying bodies. Newly reanimated are more likely to look like a typical member of their ancestry, but as they go on, they must patch and repair their bodies with bones, flesh, and other materials harvested from the recently deceased. While some repair their wounds and decay with needle, thread, and herbs, others use magic to incorporate these materials into themselves.

Many stories of the reanimated describe them as possessing increased durability or, in some cases, immunity to pain. This may be true for some reanimated, but many experience prolonged agony—whether from the physical echoes of their own demise, the discomfort of moving a decomposing body, the trouble controlling their amalgamated parts, or the mental anguish of being forcibly pulled back from death into a second life.

■ TRANSFORMATION FEATURES

Corpse: During a rest, you can clear Hit Points only if you have access to remains from a recently deceased creature. Describe how you use these materials to maintain your corpse.

Won't Stay Dead: When you choose the Risk It All death move and fail, you can **permanently mark a Hit Point** to succeed instead. When you do, you still use the Hope Die's value to clear Hit Points and Stress. When you permanently mark your last Hit Point, you pass through the veil of death.

TRANSFORMATION QUESTIONS

- How did you first die, and how has that death affected your view on life?
- A fragment of memory from your first life haunts you. What is the memory, and why do you think it's important?
- You had a dream for your life that you now believe you can never reach. What was your dream, and why do you think being reanimated makes it impossible to fulfill?
- How were you brought back from the dead, and how did the process change your body?
- Someone brought you back from death. Who were they, and how do you feel about this person and what they did to you?
- In the brief time you passed through the veil of death, you saw something that changed you forever. What was it?

SHAPESHIFTER

Shapeshifters are creatures who can change their physical form. Whether they were born with this ability, gained it as a result of magical craft or a curse, or received this power from an otherworldly entity, shapeshifters have a unique relationship with their identity. Because shapeshifters can transform into any ancestry—one moment living as a small and nimble faerie and the next as a large and tough galapa—their experiences with the outside world can vary greatly from day to day.

While a shapeshifter is typically indistinguishable from another member of the ancestry they transform into, each shapeshifter has one characteristic that doesn't change no matter their form, such as their eyes, their coloring, or a unique birthmark. They also can't mimic a specific person's appearance, as they become a different version of themselves in a new body.

Taking on a new form also doesn't allow them to immediately have or use all the new form's characteristics—they must focus their efforts on the physical characteristics they most want to use. Shapeshifters might need time to learn how to embody a new form, sometimes leading to an uncanny appearance or behavior until they're accustomed to their body.

■ TRANSFORMATION FEATURES

Change Shape: During a rest, you can use a downtime move to swap your current ancestry with another. When you do, describe how your appearance changes.

Only Skin Deep: You gain the benefit of only one of your chosen ancestry's features, which you select when you choose the ancestry. You can use a downtime move to choose a different feature from that ancestry.

TRANSFORMATION QUESTIONS

- You believe you have a "true form," but you haven't seen it. What do you think it is, and how do you know it's there?
- What trick have you developed to identify other shapeshifters?
- Someone you loved dearly abandoned you when they found out about your ability to change shape. Who was it, and what happened?
- What is one form you've vowed to never take, and why?
- Which ancestry do you live as more than others? Why do you spend so much time in this form?
- Someone you know can instantly recognize you, no matter your form. How do they claim to identify you and what does their familiarity mean to you?

VAMPIRE

Vampires are undead creatures with sharp fangs who feed on the blood of the living. They aren't born, but created—sired by another vampire through a bite and exchange of blood, transformed through an occult ritual, or changed through other mysterious methods. Because those who become vampires die and come back as supernatural entities, they must consume the blood—the life essence—of others to survive.

At first glance, many vampires are indistinguishable from typical members of their ancestry. Beyond their telltale fangs, they can be affected by their vampirism in myriad subtle or conspicuous ways, displaying traits such as sallow skin, visible veins, eyes that shine in the dark, or, in some cases, enhanced beauty. Depending on the nature of their vampiric origin, individuals may stop aging at the time of their transformation and remain vibrant and powerful long after their cohorts have succumbed to the ravages of time. No matter their appearance, all vampires possess enhanced abilities that can result in a terrifying end for their targets.

■ TRANSFORMATION FEATURES

Fangs: Make an attack using a trait of your choice to bite a target within Melee range. On a success, deal **d6** physical damage using your Proficiency.

Feed: On a successful “Fangs” attack against a creature that can bleed, you can **mark a Stress** to feed. Place a number of tokens on this card equal to the number of Hit Points the target marks. You can hold up to 6 tokens at a time. Before you make an action roll, you can spend a token to make your Fear Die a **d20**. When you take a long rest, remove a token. While there are no tokens on this card, you make action and reaction rolls with disadvantage.

TRANSFORMATION QUESTIONS

- Who did you have to leave behind when you became a vampire, and why was it so hard to let them go?
- You once killed an innocent for their blood. What characteristic of theirs do you notice most in others?
- What does your vampirism make you particularly vulnerable to?
- Who were you able to save using your vampiric power? What happened, and how do they feel about you now?
- How does your hunger for blood change you?
- The vampire who sired you still has a hold over you. What's their name, and what do they want you to do for them?

WEREWOLF

Werewolves are creatures who transform into large supernatural wolves. While some are born werewolves, others undergo this transformation because of a curse, an infection through another werewolf's bite, or another unnatural cause. Werewolves look like typical members of their ancestry until they shift, whereupon they transform into a massive otherworldly wolf. Some might even take on a shape that is an amalgamation of their ancestry and their wolf form. Stories describe werewolves shifting with the phases of the moon, though an individual's experience with this change varies based on the cause of their transformation.

Werewolves often struggle to control their hunting instinct and violence while in their wolf form, and they must have immense self-discipline, use significant energy, or resort to fleeing or locking themselves away to avoid harming their loved ones. The longer a werewolf has experience with their condition, the more likely they are to have developed methods of controlling themselves.

■ TRANSFORMATION FEATURES

Wolf Form: When you mark 1 or more Hit Points, you can **mark a Stress** to enter your Wolf Form. While in this form, you gain a **1d10** bonus to attack and damage rolls. When you roll with Hope while in Wolf Form, you must mark a Stress. Your Wolf Form lasts until you go into your “Howling Rampage” or take a rest.

Howling Rampage: When you mark your last Stress while in Wolf Form, you go into a rampage. Roll a number of **d20s** equal to your tier and deal that much physical damage to all creatures within Very Close range, then drop out of Wolf Form.

TRANSFORMATION QUESTIONS

- Someone is hunting you. Who is it, and why do they want you dead?
- What were you afraid of before you became a werewolf, and how has your new power changed that fear?
- You hear your wolf form in your head as if it were another entity. What lie does it tell you about yourself, and why are you beginning to believe it?
- What led you to kill someone you love during your rampage?
- Who cursed you to become a werewolf?
- You were once entreated to join a pack of other werewolves. How did you respond?

CORE MECHANICS

FLOW OF THE GAME

Daggerheart is a conversation. The GM describes fictional scenarios involving the PCs, and the players take turns describing how their characters react. The goal of every person at the table is to build upon everyone else's ideas and collaboratively tell a satisfying story. The system facilitates this collaborative process by providing structure to the conversation and mechanics for resolving moments of tension where fate or fortune determine the outcome of events.

PLAYER PRINCIPLES & BEST PRACTICES

To get the most out of Daggerheart, we recommend players keep the following principles and practices in mind throughout each session:

PRINCIPLES

- Be a fan of your character and their journey.
- Spotlight your friends.
- Address the characters and address the players.
- Build the world together.
- Play to find out what happens.
- Hold on gently.

BEST PRACTICES

- Embrace danger.
- Use your resources.
- Tell the story.
- Discover your character.

For more information, see the Daggerheart Core Rulebook, pages 9 and 108.

CORE GAMEPLAY LOOP

The **core gameplay loop** is the procedure that drives every scene, both in and out of combat:

STEP 1

SET THE SCENE

The GM describes a scenario, establishing the PCs' surroundings and any dangers, NPCs, or other important details the characters would notice.

STEP 2

ASK AND ANSWER QUESTIONS

The players ask clarifying questions to explore the scene more deeply and gather information that could inform their characters' actions. The GM responds to these questions by giving the players information their characters could easily obtain, or by asking questions of their own to the players. The players also respond to any questions the GM poses to them. In this way, the table builds out the fiction collaboratively.

STEP 3

BUILD ON THE FICTION

As the scene develops, the players find opportunities to take action—problems to solve, obstacles to overcome, mysteries to investigate, and so on. The players describe how their characters proceed; if their proposed actions carry no chance of failure (or if failure would be boring), they automatically succeed. But if the outcome of their action is unknown, the GM calls for an action roll. Either way, the table works the outcome into the story and moves the fiction forward, narrating how the PC's actions have changed things.

STEP 4

GO BACK TO STEP 1

The process repeats from the beginning, with the GM relaying any updated details or material changes to the players. This process continues until the end of the scene is triggered by a mechanic or arrives organically.

THE SPOTLIGHT

The **spotlight** is a symbol that represents the table's attention—and therefore the immediate focus of both the narrative and the game mechanics. Any time a character or player becomes the focus of a scene, they "are in the spotlight" or "have the spotlight."

The spotlight moves around the table organically as scenes unfold unless a mechanical trigger determines where the spotlight goes next. For example, when a player fails an action roll or rolls with Fear, the mechanics prompt the GM to seize the spotlight and make a GM move.

TURN ORDER & ACTION ECONOMY

Daggerheart's turns don't follow a traditional, rigid format: there is no explicit initiative mechanic and characters don't have a set number of actions they can take or things they can do before the spotlight passes to someone else. A player with the spotlight describes what their character does, and the spotlight swings to one of the following:

- Whomever or whatever a triggered mechanic puts it on
- Whomever or whatever the fiction would naturally focus on next
- A character who hasn't had the focus in a while

Optional: Spotlight Tracker Tool

If your group prefers a more traditional action economy, you can use tokens to track how many times a player has had the spotlight: At the start of a session or scene, each player adds a certain number of tokens (we recommend 3) to their character sheet and removes a token each time they take an action. If the spotlight would swing to someone without any tokens, it swings to someone else instead. Once every player has used all their available tokens, players refill their character sheet with the same number of tokens as before, then continue playing.

MAKING MOVES & TAKING ACTION

Any time a character does something to advance the story, such as speaking with another character, interacting with the environment, making an attack, casting a spell, or using a class feature, they are making a move.

ACTION ROLLS

Any move where success would be trivial or failure would be boring automatically succeeds, but any move that's difficult to accomplish or risky to attempt triggers an **action roll**.

OVERVIEW

All action rolls require a pair of d12s called **Duality Dice**. These are two visually distinct twelve-sided dice, with one die representing Hope and the other representing Fear.

To make an action roll, you roll the Duality Dice, sum the results, apply any relevant modifiers, and compare the total to a Difficulty number to determine the outcome:

- **Success with Hope:** If your total meets or beats the Difficulty AND your Hope Die shows a higher result than your Fear Die, you rolled a "Success with Hope." You succeed and gain a Hope, and the spotlight stays with the players.
- **Success with Fear:** If your total meets or beats the Difficulty AND your Fear Die shows a higher result than your Hope Die, you rolled a "Success with Fear." You succeed with a cost or complication, but the GM gains a Fear, then takes the spotlight.

- **Failure with Hope:** If your total is less than the Difficulty AND your Hope Die shows a higher result than your Fear Die, you rolled a "Failure with Hope." You fail with a minor consequence and gain a Hope, then the spotlight swings to the GM.
- **Failure with Fear:** If your total is less than the Difficulty AND your Fear Die shows a higher result than your Hope Die, you rolled a "Failure with Fear." You fail with a major consequence and the GM gains a Fear, then the spotlight swings to the GM.
- **Critical Success:** If the Duality Dice show matching results, you rolled a "Critical Success" ("Crit"). You automatically succeed with a bonus, gain a Hope, and clear a Stress. If this was an attack roll, you deal critical damage.

| **Note:** A Critical Success counts as a roll "with Hope."

After resolving the action roll, the table works together to weave the outcome into the narrative and play continues.

FAILING FORWARD

In Daggerheart, every time you roll the dice, the scene changes in some way. There is no such thing as a roll where "nothing happens," because the fiction constantly evolves based on the successes and failures of the characters.

PROCEDURE

The following steps describe in more detail the procedure that all action rolls utilize:

STEP 1: PICK AN APPROPRIATE TRAIT

Some actions and effects specify in their description which trait applies to the roll; otherwise, the GM tells the acting player which character trait best applies to the action being attempted. If more than one trait could apply to the roll, the GM chooses or lets the acting player decide.

STEP 2: DETERMINE THE DIFFICULTY

Some actions and features say in their description what the Difficulty is. Otherwise, the GM determines the Difficulty based on the scenario. The GM can choose whether to share the Difficulty with the table. In either case, the GM should communicate the potential consequences of failure to the acting player.

STEP 3: APPLY EXTRA DICE AND MODIFIERS

The acting player decides whether to Utilize an Experience or activate other effects, then, if applicable, adds the appropriate tokens and dice (such as advantage or Rally dice) to their dice pool.

| **Note:** Unless an action, ability, or feature specifically allows for it, a player must declare the use of any Experiences, extra dice, or other modifiers before they roll.

■ STEP 4: ROLL THE DICE

The acting player rolls their entire dice pool and announces the results in the format of “[total result] with [Hope/Fear]”—or “Critical Success!” in the case of matching Duality Dice.

Example: A player is making an action roll with a +1 in the relevant trait and no other modifiers; they roll the Duality Dice and get a result of 5 on their Hope Die and 7 on their Fear Die, then announce “I rolled a 13 with Fear!”

■ STEP 5: RESOLVE THE OUTCOME

The active player and the GM work together, along with the suggestions and support of the rest of the table, to resolve the outcome of the action.

GM MOVES AND ADVERSARY ACTIONS

GMs also make moves. They should consider making a move when a player does one of the following things:

- Rolls with Fear on an action roll.
- Fails an action roll.
- Does something that would have consequences.
- Gives them a golden opportunity.
- Looks to them for what happens next.

After the GM turn is done, the spotlight goes back to the PCs.

Many adversaries and environments have **Fear Features**, especially powerful or consequential moves that the GM must spend Fear to activate.

Note: This Fear is in addition to any Fear the GM has previously spent to seize the spotlight or activate another action or ability.

ADVERSARY ACTIONS

When play passes to the GM, the GM can make a GM move to spotlight an adversary. When an adversary takes the spotlight, they do one of the following:

- Move within Close range and make a standard attack
- Move within Close range and use an adversary action
- Clear a temporary condition
- Sprint within Far or Very Far range on the battlefield
- Anything else the fiction demands or the GM deems appropriate

The GM can spend additional Fear to spotlight additional adversaries. Once the GM has finished, the spotlight swings back to the PCs.

SPECIAL ROLLS

Some rolls have unique specifications or otherwise modify the action roll procedure: trait rolls, Spellcast Rolls, attack rolls, and damage rolls. Unless otherwise noted, you can apply any bonus, modifier, or effect to a special roll as if it were a standard action roll.

■ TRAIT ROLLS

An action roll that specifies which character trait applies to it is called a **trait roll**. In the text of a feature or effect, a trait roll is referenced with the format “[Trait] Roll (Difficulty)” (e.g., “Agility Roll (12)”). If the text of an effect doesn’t specify a trait roll’s Difficulty, the GM sets the Difficulty based on the circumstances.

Features and effects that affect a trait roll also affect any action roll that uses the same trait, including attack rolls, Spellcast Rolls, and standard action rolls.

Example: The katari’s ancestry feature “Feline Instincts,” which allows the katari to reroll an Agility Roll, can be used on a standard action roll using Agility to traverse dangerous terrain or on an attack roll made with a weapon that uses Agility.

■ SPELLCAST ROLLS

Spellcast Rolls are trait rolls that require you to use your Spellcast trait. Your Spellcast trait, if you have one, is determined by your subclass.

Spellcast Rolls are only made when a character uses a feature that requires one. A successful Spellcast Roll activates the effect as described by the feature.

Notes:

A Spellcast Roll that can damage a target is also considered an attack roll.

When you cast a spell, the text tells you when the effect ends. The GM can spend a Fear to end a temporary effect. If your spell doesn’t specify when it ends, it ends when you choose or at a natural moment of the story. You can choose to end your spell early.

You can cast and maintain the effects of more than one spell at the same time.

■ REACTION ROLLS

A **reaction roll** is made in response to an attack or a hazard, representing a character’s attempt to avoid or withstand an imminent effect.

Reaction rolls work like action rolls, except they don’t generate Hope or Fear, don’t trigger additional GM moves, and other characters can’t aid you with Help an Ally.

If you critically succeed on a reaction roll, you don’t clear a Stress or gain a Hope, but you do ignore any effects that would have impacted you on a success, such as taking damage or marking Stress.

■ GROUP ACTION ROLLS

When multiple PCs take action together, the party chooses one PC to **lead the action**. Each other player then describes how their character collaborates on the task. The leader makes an action roll as usual, while the other players make reaction rolls using whichever traits they and the GM decide fit best.

The lead character gains a +1 bonus to their lead action roll for each of these reaction rolls that succeeded and a –1 penalty for each of these reaction rolls that failed.

■ TAG TEAM ROLLS

Each player can, once per session, initiate a **Tag Team Roll** between their character and another PC by spending 3 Hope. The players work with one another to describe how they combine their actions in a unique and exciting way. Both players make separate action rolls; before resolving the roll's outcome, choose one of the rolls to apply to both actions. On a roll with Hope, all PCs involved gain a Hope. On a roll with Fear, the GM gains a Fear token for each PC involved.

On a successful Tag Team attack roll, both players roll damage and add the totals together to determine the damage dealt, which is then treated as if it came from a single source. If the attacks deal different types of damage, the players choose which type to deal.

Notes:

A Tag Team Roll counts as a single action roll for the purposes of any countdowns or features that track action rolls.

Though each player may only initiate one Tag Team Roll per session, one PC can be involved in multiple Tag Team Rolls.

ADVANTAGE & DISADVANTAGE

Some features and effects let you roll with advantage or disadvantage on an action or reaction roll:

- **Advantage** represents an opportunity that you seize to increase your chances of success. When you roll with advantage, you roll a d6 advantage die and add its result to your total.
- **Disadvantage** represents an additional difficulty, hardship, or challenge you face when attempting an action. When you roll with disadvantage, you roll a d6 disadvantage die and subtract its result from your total.

Advantage or disadvantage can be granted or imposed by mechanical triggers or at the GM's discretion.

Regardless of how many sources grant them advantage or disadvantage, a player never rolls more than one advantage or disadvantage die on the same roll.

Likewise, advantages and disadvantages cancel one another, one for one, when they would apply to the same roll. Therefore, a player never makes a roll with both an advantage die and a disadvantage die.

For example: If a player would gain advantage on an action from three different sources and disadvantage from one, they would still only gain one advantage die on the roll.

There is one exception to this general rule. When a player uses Help an Ally, they roll their own advantage die and apply it to an ally's action roll. Any number of players can Help an Ally on the same action roll. If multiple advantage dice apply to the same action roll due to one or more players using Help an Ally, the player making the action roll adds only the highest result of all advantage dice rolled (including their own) and ignores the rest.

For example: Anne makes an Agility Roll with advantage, and her allies Bo and Cameron both spend a Hope to Help an Ally. All three players roll their own d6 advantage die, but Anne only adds the highest result to her total. So if Anne has +1 in Agility and rolls a 13 with Hope on her Duality Dice, plus a 2 on her advantage die, but Bo and Cameron rolled a 3 and 4 on their advantage dice, then Anne's total result would be an 18 with Hope (13 + 1 + 4).

HOPE & FEAR

Hope and **Fear** are metacurrencies representing the cosmic forces that shape the events of your table's story. Hope powers PC abilities and features, while Fear powers the abilities of the GM and the adversaries and environments they control.

■ HOPE

Every PC starts with 2 Hope at character creation and gains more throughout play. A PC can have a maximum of 6 Hope at one time, and Hope carries over between sessions.

Players can spend Hope to:

- **Help an Ally**
When you Help an Ally who is making an action roll, describe how you do so and roll an advantage die. Multiple players can spend Hope to help the same acting player, but that player only adds the highest result to their final total.
- **Utilize an Experience**
When you Utilize an Experience on a relevant roll, add its modifier to the result. You can spend multiple Hope to utilize multiple Experiences.
- **Initiate a Tag Team Roll**
Spend 3 Hope to initiate a Tag Team roll, combining the actions of two PCs into one impressive act of synergy. When you make a Tag Team roll, both players roll their action rolls and then choose which set of results to apply to the outcome.
- **Activate a Hope Feature**
A Hope Feature is any effect that allows (or requires) you to spend a specified amount of Hope to activate it. **Class Hope features** are class-specific features, detailed on your character sheet, that cost 3 Hope to activate.

Note: When using a Hope Feature, if you rolled with Hope for that action, the Hope you gain from that roll can be spent on that feature (or toward it, if it requires spending multiple Hope).

■ FEAR

The GM gains Fear whenever a player rolls with Fear and can spend Fear at any time to make or enhance a GM move or to use a Fear Feature. The GM can have up to 12 Fear at one time. Fear carries over between sessions.

COMBAT

Though Daggerheart relies on the same flow of collaborative storytelling in and out of combat, physical conflicts rely more heavily on several key mechanics related to attacking, maneuvering, and taking damage.

EVASION

Evasion represents a character's ability to avoid attacks and other unwanted effects. Any roll made against a PC has a Difficulty equal to the target's Evasion. A PC's base Evasion is determined by their class, but can be modified by domain cards, equipment, conditions, and other effects.

Note: attacks rolled against adversaries use the target's Difficulty instead of Evasion.

HIT POINTS & DAMAGE THRESHOLDS

Hit Points (HP) represent a character's ability to withstand physical injury. When a character takes damage, they mark 1 to 3 HP, based on their **damage thresholds**:

- If the final damage is at or above the character's Severe damage threshold, they mark 3 HP.
- If the final damage is at or above the character's Major damage threshold but below their Severe damage threshold, they mark 2 HP.
- If the final damage is below the character's Major damage threshold, they mark 1 HP.
- If incoming damage is ever reduced to 0 or less, no HP is marked.

You can increase the number of Hit Point slots you have available as you level up, to a maximum of 12.

A PC's damage thresholds are calculated by adding their level to the listed damage thresholds of their equipped armor. A PC's starting HP is based on their class, but they can gain additional Hit Points through advancements, features, and other effects.

An adversary's Damage Thresholds and HP are listed in their stat blocks.

When a character marks their last Hit Point, they fall. If a PC falls, they make a death move.

Characters can clear Hit Points by taking downtime moves (see: Downtime) or by activating relevant special abilities or effects.

Optional Rule: Massive Damage

If a character ever takes damage equal to twice their Severe threshold, they mark 4 HP instead of 3.

STRESS

Stress represents how much mental, physical, and emotional strain a character can endure. All classes start with 6 Stress slots. You can increase the number of Stress slots you have available as you level up, to a maximum of 12. Some special abilities or effects require the character activating them to mark Stress, and the GM can require a PC to mark Stress as a GM move or to represent the cost, complication, or consequence of an action roll.

When a character marks their last Stress, they become **Vulnerable** (see: Conditions) until they clear at least 1 Stress.

When a character must mark 1 or more Stress but can't, they mark 1 HP instead. A character can't use a move that requires them to mark Stress if all of their Stress is marked.

PCs can clear Stress by making downtime moves (see: Downtime). A PC's maximum Stress is determined by their class, but they can increase it through advancements, abilities, and other effects.

ATTACKING

ATTACK ROLLS

An **attack roll** is an action roll intended to inflict harm. The trait that applies to an attack roll is specified by the weapon or spell being used. Unarmed attack rolls use either Strength or Finesse (GM's choice). An attack roll's Difficulty, unless otherwise noted, is equal to the Difficulty score of its target.

DAMAGE ROLLS

On a successful attack, roll damage. Damage is calculated from the **damage roll** listed in the attack's description with the format "xdy+[modifier]" (e.g., for a spell that inflicts "1d8+2" damage, you roll an eight-sided and add 2 to the result; the damage dealt is equal to the total).

Any time an effect says to deal damage using your Spellcast trait, you roll a number of dice equal to your Spellcast trait.

Note: If your Spellcast trait is +0 or lower, you don't roll anything.

For weapons, the number of damage dice you roll is equal to your **Proficiency**. Note that your Proficiency multiplies the number of dice you roll, but doesn't affect the modifier. For example, a PC with Proficiency 2 and wielding a weapon with a damage rating of "d8+2" deals damage equal to "2d8+2" on a successful attack.

Successful unarmed attacks inflict [Proficiency]d4 damage.

CRITICAL DAMAGE

When you get a critical success (i.e., you roll matching values on your Duality Dice) on an attack roll, you deal extra damage. Make the damage roll as usual, but add the maximum possible result of the damage dice to the final total. For instance, if an attack would normally deal 2d8+1 damage, a critical success would deal 2d8+1+16.

DAMAGE TYPES

There are two damage types: **physical damage (phy)** and **magic damage (mag)**. Unless stated otherwise, mundane weapons and unarmed attacks deal physical damage, and spells deal magic damage.

RESISTANCE, IMMUNITY, AND DIRECT DAMAGE

If a target has **resistance** to a damage type, then they reduce incoming damage of that type by half before comparing it to their Hit Point Thresholds. If the target has additional ways of reducing incoming damage, such as marking Armor Slots, they apply the resistance effect first. The effects of multiple resistances to the same damage type do not stack.

If a target has **immunity** to a damage type, they ignore incoming damage of that type.

If an attack deals both physical and magic damage, a character can only benefit from resistance or immunity if they are resistant or immune to both damage types.

Direct damage is damage that can't be reduced by marking Armor Slots.

MULTI-TARGET ATTACK ROLLS

If a spell or ability allows you to target multiple adversaries, make one attack roll and one damage roll, then apply the results to each target individually.

MULTIPLE DAMAGE SOURCES

Damage dealt simultaneously from multiple sources is always totaled before it's compared to its target's damage thresholds.

For example, if a PC with orc ancestry makes a successful attack against a target in Melee range and decides to spend a Hope to use their "Tusks" feature (which gives them an extra 1d6 damage on a damage roll), they would roll their normal weapon damage and add a d6 to the result, then deal that total damage to the adversary.

MAPS, RANGE, AND MOVEMENT

You can play Daggerheart using "theater of the mind" or maps and miniatures. The conversions below from abstract ranges to physical measurements assume 1 inch of map represents about 5 feet of fictional space.

Daggerheart uses the following **ranges** to translate fictional positioning into relative distance for the purposes of targeting, movement, and other game mechanics:

Melee: Close enough to touch, up to a few feet away.

Very Close: Close enough to see fine details, about 5–10 feet away. While in danger, a character can move, as part of their action, from Very Close range into Melee range. *On a map: anything within the shortest length of a game card (2-3 inches).*

Close: Close enough to see prominent details, about 10–30 feet away. While in danger, a character can move, as part of their action, from Close range into Melee range. *On a map: anything within the length of a pencil (5-6 inches).*

Far: Close enough to see very little detail, about 30–100 feet away. While in danger, a character must make an Agility Roll to safely move from Far range into Melee range. *On a map: anything within the length of the long edge of a piece of copy paper (11–12 inches).*

Very Far: Too far to make out any details, about 100–300 feet away. While in danger, a character must make an Agility Roll to safely move from Very Far range into Melee range. *On a map: anything beyond Far range, but still within the bounds of the conflict or scene.*

Out of Range: Anything beyond a character's Very Far range is Out of Range and usually can't be targeted.

Range is measured from the source of an effect, such as the attacker or spellcaster, to the target or object of an effect.

A weapon, spell, ability, item, or other effect's stated range is a maximum range; unless otherwise noted, it can be used at closer distances.

Optional Rule: Defined Ranges

If your table would rather operate with more precise range rules, you can use a 1-inch grid battle map during combat. If you do, use the following guidelines for play:

- **Melee:** 1 square
- **Very Close:** 3 squares
- **Close:** 6 squares
- **Far:** 12 squares
- **Very Far:** 13+ squares
- **Out of Range:** Off the battlemat

MOVEMENT UNDER PRESSURE

When you're under pressure or in danger and make an action roll, you can move to a location within Close range as part of that action. If you're not already making an action roll, or if you want to move farther than your Close range, you need to succeed on an Agility Roll to safely reposition yourself.

An adversary can move within Close range for free as part of an action, or within Very Far range as a separate action.

AREA OF EFFECT

Unless stated otherwise, all the targets of a group effect must be within Very Close range of a single origin point within your effect's range.

LINE OF SIGHT & COVER

Unless stated otherwise, a ranged attacker must have **line of sight** to their intended target to make an attack roll. If a partial obstruction lies between the attacker and target, the target has **cover**. Attacks made through cover are rolled with disadvantage. If the obstruction is total, there is no line of sight.

CONDITIONS

Conditions are effects that grant specific benefits or drawbacks to the target they are attached to.

STANDARD CONDITIONS

Daggerheart has three standard conditions:

■ HIDDEN

While you're out of sight from all enemies and they don't otherwise know your location, you gain the *Hidden* condition. Any rolls against a *Hidden* creature have disadvantage. After an adversary moves to where they would see you, you move into their line of sight, or you make an attack, you are no longer *Hidden*.

■ RESTRAINED

Restrained characters can't move, but you can still take actions from their current position.

■ VULNERABLE

When a creature is *Vulnerable*, all rolls targeting them have advantage.

Some features can apply special or unique conditions, which work as described in the feature text.

Unless otherwise noted, the same condition can't be applied more than once to the same target.

TEMPORARY TAGS & SPECIAL CONDITIONS

The **temporary** tag denotes a condition or effect that the affected creature can clear by making a move against it. When an affected PC makes a move to clear a temporary condition or effect, it normally requires a successful action roll using an appropriate trait. When an affected adversary makes a move to clear a temporary condition or effect, the GM puts the spotlight on the adversary and describes how they do it; this doesn't require a roll but it does use up that adversary's spotlight.

Special conditions are only cleared when specific requirements are met, such as completing a certain action or using a particular item. The requirements for clearing these conditions are stated in the text of the effect that applies the condition.

DOWNTIME

Between conflicts, the party can take a **rest** to recover expended resources and deepen their bonds. During a rest, each PC can make up to two downtime moves.

When the party rests, they must choose between a short rest and a long rest. If a party takes three short rests in a row, their next rest must be a long rest.

If a **short rest** is interrupted, such as by an adversary's attack, the characters don't gain its benefits. If a long rest is interrupted, the characters only gain the benefits of a short rest.

A **short rest** lasts enough time for the party to catch its breath, about an hour in-world. Each player can move domain cards between their loadout and vault for free, then choose twice from the following list of downtime moves (players can choose the same move twice):

- **Tend to Wounds:** Clear 1d4+Tier Hit Points for yourself or an ally.
- **Clear Stress:** Clear 1d4+Tier Stress.
- **Repair Armor:** Clear 1d4+Tier Armor Slots from your or an ally's armor.
- **Prepare:** Describe how you prepare yourself for the path ahead, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

At the end of a short rest, any features or effects with a limited number of uses per rest refresh and any features or effects that last until your next rest expire.

A **long rest** is when the characters make camp and relax or sleep for several in-game hours. Each player can move domain cards between their loadout and vault for free, then choose twice from the following list of downtime moves (players can choose the same move twice):

- **Tend to All Wounds:** Clear all Hit Points for yourself or an ally.
- **Clear All Stress:** Clear all Stress.
- **Repair All Armor:** Clear all Armor Slots from your or an ally's armor.
- **Prepare:** Describe how you prepare for the next day's adventure, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.
- **Work on a Project:** With GM approval, a PC may pursue a long-term project, such as deciphering an ancient text or crafting a new weapon. The first time they start a new project, assign it a countdown. Each time a PC makes the Work on a Project move, they either advance their project's countdown automatically or make an action roll to advance it (GM's choice).

At the end of a long rest, any features or effects with a limited number of uses per rest or per long rest refresh and any features or effects that last until your next rest or until your next long rest expire.

■ DOWNTIME CONSEQUENCES

On a short rest, the GM gains 1d4 Fear. On a long rest, they gain Fear equal to 1d4 + the number of PCs, and they can advance a **long-term countdown** of their choice.

DEATH

When a PC marks their last Hit Point, they must make a **death move** by choosing one of the following options:

- **Blaze of Glory:** Your character embraces death and goes out in a blaze of glory. Take one final action. It automatically critically succeeds (with GM approval), and then you cross through the veil of death.
- **Avoid Death:** Your character avoids death and faces the consequences. They temporarily drop unconscious, and then you work with the GM to describe how the situation worsens. While unconscious, your character can't move or act, and they can't be targeted by an attack. They return to consciousness when an ally clears 1 or more of their marked Hit Points or when the party finishes a long rest. After your character falls unconscious, roll your Hope Die. If its value is equal to or less than your character's level, they gain a scar: permanently cross out a Hope slot and work with the GM to determine its lasting narrative impact and how, if possible, it can be restored. If you ever cross out your last Hope slot, your character's journey ends.
- **Risk It All:** Roll your Duality Dice. If the Hope Die is higher, your character stays on their feet and clears a number of Hit Points or Stress equal to the value of the Hope Die (you can divide the Hope Die value between Hit Points and Stress however you'd prefer). If the Fear Die is higher, your character crosses through the veil of death. If the Duality Dice show matching results, your character stays up and clears all Hit Points and Stress.

If your character dies, work with the GM before the next session to create a new character at the current level of the rest of the party.

ADDITIONAL RULES

The following rules apply to many aspects of the game.

■ ROUNDING UP

This game doesn't use fractions; if you need to round to a whole number, round up unless otherwise specified. When in doubt, resolve any ambiguity in favor of the PCs.

■ REROLLING DICE

When a feature allows you to reroll a die, you always take the new result unless the feature specifically says otherwise.

■ INCOMING DAMAGE

Incoming damage means the total damage from a single attack or source, before Armor Slots are marked.

■ SIMULTANEOUS EFFECTS

If the resolution order of multiple effects is unclear, the person in control of the effects (player or GM) decides what order to resolve them in.

■ STACKING EFFECTS

Unless stated otherwise, all effects beside conditions and advantage/disadvantage can stack.

■ ONGOING SPELL EFFECTS

If an effect doesn't have a listed mechanical expiration, it only ends when decided by the controlling player, the GM, or the demands of the fiction.

■ SPENDING RESOURCES

Unless an effect states otherwise, you can't spend Hope or mark Stress multiple times on the same feature to increase or repeat its effects on the same roll.

■ USING FEATURES AFTER A ROLL

If a feature allows you to affect a roll after the result has been totaled, you can use it after the GM declares whether the roll succeeds or fails, but not after the consequences unfold or another roll is made.

LEVELING UP

Your party levels up whenever the GM decides you've reached a narrative milestone (usually about every 3 sessions). All party members level up at the same time.

Daggerheart has 10 PC levels divided into 4 tiers:

- Tier 1 encompasses level 1 only.
- Tier 2 encompasses levels 2–4.
- Tier 3 encompasses levels 5–7.
- Tier 4 encompasses levels 8–10.

Your tier affects your damage thresholds, tier achievements, and access to advancements.

STEP ONE TIER ACHIEVEMENTS

Take any applicable tier **achievements**

- At level 2, you gain a new Experience at +2 and permanently increase your Proficiency by 1.
- At level 5, you gain a new Experience at +2, permanently increase your Proficiency by 1, and clear any marked traits.
- At level 8, you gain a new Experience at +2, permanently increase your Proficiency by 1, and clear any marked traits.

STEP TWO ADVANCEMENTS

Choose any two **advancements** with at least one unmarked slot from your tier or below. Options with multiple slots can be chosen more than once. When you choose an advancement, mark one of its slots.

- When you choose to **increase two unmarked character traits** and mark them: Choose two unmarked character traits and gain a permanent +1 bonus to them. You can't increase these stats again until the next tier (when your tier achievement allows you to clear those marks).
- When you choose to **permanently add 1 or more Hit Point slots**: Darken the outline of the next rectangle in the Hit Point section of your character sheet in pen or permanent marker.
- When you choose to **permanently add 1 or more Stress slots**: Darken the outline of the next rectangle in the Stress section of your character sheet in pen or permanent marker.
- When you choose to **increase your Experience**: Choose two Experiences on your character sheet and gain a permanent +1 bonus to both.
- When you **take an additional domain card**: You can choose an additional domain card at or below your level or from your class's domains. If you've multiclassed, you can instead select a card at or below half your level from your chosen multiclass domain.
- When you choose to **increase your Evasion**: Gain a permanent +1 bonus to your Evasion.
- When you choose to **take an upgraded subclass card**: Take the next card for your subclass. If you have only the foundation card, take a specialization; if you have a specialization already, take a mastery. Then cross out this tier's multiclass option.
- When you choose to **increase your Proficiency**: Fill in one of the open circles in the "Proficiency" section of your character sheet, then increase your weapon's number of damage dice by 1. *The black box around this advancement's slots indicates you must spend two advancements and mark both level-up slots in order to take it as an option.*
- When you choose to **multiclass**: Choose an additional class, select one of its domains, and gain its class feature. Add the appropriate **multiclass module** to your character sheet and take the foundation card from one of its subclasses. Then cross out the "upgraded subclass" advancement option in this tier and all other "multiclass" advancement options on your character sheet. *The black box around this advancement's slots indicates you must spend two advancements and mark both level-up slots in order to take it as an option.*

STEP THREE DAMAGE THRESHOLDS

Increase all damage thresholds by 1.

STEP FOUR DOMAIN CARDS

Acquire a new domain card at your level or lower from one of your class's domains and add it to your loadout or vault. If your loadout is already full, you can't add the new card to it until you move another into your vault. You can also exchange one domain card you've previously acquired for a different domain card of the same level or lower.

MULTICLASSING

Starting at level 5, you can choose multiclassing as an option when leveling up. When you multiclass, you choose an additional class, gain access to one of its domains, and acquire its class feature. Take the appropriate multiclass module and add it to the right side of your character sheet, then choose a foundation card from one of its subclasses. If your foundation cards specify different Spellcast traits, you can choose which one to apply when making a Spellcast roll.

Whenever you have the option to acquire a new domain card, you can choose from cards at or below half your current level (rounded up) from the domain you chose when you selected the multiclass advancement.

EQUIPMENT

Your **equipped** weapons and armor are the ones listed in the “Active Weapons” and “Active Armor” sections of your character sheet. Your character can only attack with weapons, benefit from armor, and gain features from items they have equipped. You can’t equip weapons or armor with a higher tier than you.

PCs can carry up to two additional weapons in the “Inventory Weapon” areas of the character sheet.

You can swap an Inventory Weapon with an Active Weapon at no cost during a rest or moment of calm; otherwise, you must mark a Stress to do so.

Your character can only have one Active Armor at a time. They can’t equip armor while in danger or under pressure; otherwise, they can equip or unequip armor without cost. Each armor has its own Armor Slots; if your character unequips their armor, track how many of its Armor Slots are marked. You can’t carry armor in your inventory. When your character equips or unequips armor, recalculate your damage thresholds.

WEAPONS

All weapons have a tier, trait, range, damage die, damage type, and burden. Some weapons also have a feature.

■ CATEGORY

A weapon’s **category** specifies whether it is a Primary or Secondary weapon. Your character can only equip up to one weapon of each category at a time.

■ TRAIT

A weapon’s **trait** specifies which trait to use when making an attack roll with it.

■ RANGE

A weapon’s **range** specifies the maximum distance between the attacker and their target when attacking with it.

■ DAMAGE

A weapon’s **damage** indicates the size of the damage dice you roll on a successful attack with it; you roll a number of dice equal to your Proficiency. If the damage includes a flat modifier, this number is added to the total damage rolled, but is not altered or affected by Proficiency.

■ DAMAGE TYPE

A weapon’s **damage type** indicates whether it deals physical or magic damage. Weapons that deal magic damage can only be wielded by characters with a Spellcast trait.

■ BURDEN

A weapon’s **burden** indicates how many **hands** it occupies when equipped. Your character’s maximum burden is 2 hands.

■ FEATURE

A weapon’s **feature** is a special rule that stays in effect while the weapon is equipped.

You can throw an equipped weapon at a target within Very Close range, making the attack roll with Finesse. On a success, deal damage as usual for that weapon. Once thrown, the weapon is no longer considered equipped. Until you retrieve and re-equip it, you can’t attack with it or benefit from its features.

PRIMARY WEAPON TABLES

Players can choose one Tier 1 primary weapon during character creation. The GM can make other weapons available throughout the campaign as the PCs level up.

TIER 1 (LEVEL 1)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Broadsword	Agility	Melee	d8 phy	One-Handed	Reliable: +1 to attack rolls
Katana	Agility	Melee	d10+3 phy	Two-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Longsword	Agility	Melee	d10+3 phy	Two-Handed	—
Battleaxe	Strength	Melee	d10+3 phy	Two-Handed	—
Brass Knuckles	Strength	Melee	d8+1 phy	One-Handed	—
Greatsword	Strength	Melee	d10+3 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Mace	Strength	Melee	d8+1 phy	One-Handed	—
Warhammer	Strength	Melee	d12+3 phy	Two-Handed	Heavy: –1 to Evasion
Dagger	Finesse	Melee	d8+1 phy	One-Handed	—
Quarterstaff	Instinct	Melee	d10+3 phy	Two-Handed	—
Cutlass	Presence	Melee	d8+1 phy	One-Handed	—
Rapier	Presence	Melee	d8 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Scimitar	Presence	Melee	d8+1 phy	One-Handed	—
Twisted Dagger	Knowledge	Melee	d8 phy	One-Handed	Piercing: Damage dealt with this weapon treats the target's Major threshold as having a –2 penalty.
Halberd	Strength	Very Close	d10+2 phy	Two-Handed	Cumbersome: –1 to Finesse
Spear	Finesse	Very Close	d8+3 phy	Two-Handed	—
Whipsword	Finesse	Very Close	d8 phy	One-Handed	Versatile: This weapon can also be used with these statistics—Finesse, Melee, d10.
Rope Dart	Instinct	Close	d6+1 phy	Two-Handed	—
Shortbow	Agility	Far	d6+3 phy	Two-Handed	—
Crossbow	Finesse	Far	d6+1 phy	One-Handed	—
Longbow	Agility	Very Far	d8+3 phy	Two-Handed	Cumbersome: –1 to Finesse

TIER 1 (LEVEL 1)

Magic Weapons

| All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Arcane Gauntlets	Strength	Melee	d10+3 mag	Two-Handed	—
Brightsword	Strength	Melee	d10+3 mag	Two-Handed	—
Hallowed Axe	Strength	Melee	d8+1 mag	One-Handed	—
Shadowblade	Presence	Melee	d8 phy/mag	One-Handed	Otherworldly: On a successful attack, you can deal physical or magic damage.
Glowing Rings	Agility	Very Close	d10+2 mag	Two-Handed	—
Hand Runes	Instinct	Very Close	d10 mag	One-Handed	—

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Enchanted Chakram	Finesse	Close	d6+1 mag	One-Handed	Ricochet: When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Returning Blade	Finesse	Close	d8 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Casting Dagger	Instinct	Close	d6 mag	One-Handed	Versatile: This weapon can also be used with these statistics—Instinct, Melee, d8.
Shortstaff	Instinct	Close	d8+1 mag	One-Handed	—
Dualstaff	Instinct	Far	d6+3 mag	Two-Handed	—
Scepter	Presence	Far	d6 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8.
Runelock Pistol	Knowledge	Far	d6+3 mag	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Wand	Knowledge	Far	d6+1 mag	One-Handed	—
Arcane Rifle	Agility	Very Far	d10+3 mag	Two-Handed	Aimed: Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.
Greatstaff	Knowledge	Very Far	d6 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

TIER 2 (LEVELS 2–4)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Broadsword	Agility	Melee	d8+3 phy	One-Handed	Reliable: +1 to attack rolls
Improved Katana	Agility	Melee	d10+6 phy	Two-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Improved Longsword	Agility	Melee	d10+6 phy	Two-Handed	—
Improved Battleaxe	Strength	Melee	d10+6 phy	Two-Handed	—
Improved Brass Knuckles	Strength	Melee	d8+4 phy	One-Handed	—
Improved Greatsword	Strength	Melee	d10+6 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Improved Mace	Strength	Melee	d8+4 phy	One-Handed	—
Improved Warhammer	Strength	Melee	d12+6 phy	Two-Handed	Heavy: –1 to Evasion
Improved Dagger	Finesse	Melee	d8+4 phy	One-Handed	—
Improved Quarterstaff	Instinct	Melee	d10+6 phy	Two-Handed	—
Improved Cutlass	Presence	Melee	d8+4 phy	One-Handed	—
Improved Rapier	Presence	Melee	d8+3 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Improved Scimitar	Presence	Melee	d8+4 phy	One-Handed	—

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Twisted Dagger	Knowledge	Melee	d8+3 phy	One-Handed	Piercing: Damage dealt with this weapon treats the target's Major threshold as having a –2 penalty.
Improved Halberd	Strength	Very Close	d10+5 phy	Two-Handed	Cumbersome: –1 to Finesse
Improved Spear	Finesse	Very Close	d8+6 phy	Two-Handed	—
Improved Whipsword	Finesse	Very Close	d8+3 phy	One-Handed	Versatile: This weapon can also be used with these statistics—Finesse, Melee, d10+3.
Improved Rope Dart	Instinct	Close	d6+4 phy	Two-Handed	—
Improved Shortbow	Agility	Far	d6+6 phy	Two-Handed	—
Improved Crossbow	Finesse	Far	d6+4 phy	One-Handed	—
Improved Longbow	Agility	Very Far	d8+6 phy	Two-Handed	Cumbersome: –1 to Finesse
Gilded Falchion	Strength	Melee	d10+4 phy	One-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Knuckle Blades	Strength	Melee	d10+6 phy	Two-Handed	Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
War Pick	Strength	Melee	d8+3 phy	One-Handed	Deadly: When you deal Severe damage, the target must mark an additional HP.
Cane Sword	Finesse	Melee	d8+4 phy	One-Handed	Retractable: The blade can be hidden in the cane to avoid detection.
Urok Broadsword	Finesse	Melee	d8+3 phy	One-Handed	Deadly: When you deal Severe damage, the target must mark an additional HP.
Bladed Fan	Presence	Melee	d8+3 phy	One-Handed	Parry: When you are attacked, roll this weapon's damage dice. If any of the attacker's damage dice rolled the same value as your dice, the matching results are discarded from the attacker's damage dice before the damage you take is totaled.
Cyurgien's Scalpel	Knowledge	Melee	d8+3 phy	One-Handed	Scary: On a successful attack, the target must mark a Stress.
Bladed Whip	Agility	Very Close	d8+3 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Javelins	Agility	Very Close	d6+6 phy	One-Handed	Stockpiled: You can throw this weapon at a target within Far range by making an attack roll using Agility without having to retrieve it, as you always have another one on hand.
Steelforged Halberd	Strength	Very Close	d8+4 phy	Two-Handed	Scary: On a successful attack, the target must mark a Stress.
War Scythe	Finesse	Very Close	d8+5 phy	Two-Handed	Reliable: +1 to attack rolls
Lance	Instinct	Very Close	d10+5 phy	Two-Handed	Cumbersome: –1 to Finesse
Blunderbuss	Finesse	Close	d8+6 phy	Two-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Greatbow	Strength	Far	d6+6 phy	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Finehair Bow	Agility	Very Far	d6+5 phy	Two-Handed	Reliable: +1 to attack rolls

TIER 2 (LEVELS 2–4)

Magic Weapons

■ All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Arcane Gauntlets	Strength	Melee	d10+6 mag	Two-Handed	—
Improved Brightsword	Strength	Melee	d10+6 mag	Two-Handed	—
Improved Hallowed Axe	Strength	Melee	d8+4 mag	One-Handed	—
Improved Shadowblade	Presence	Melee	d8+3 phy/mag	One-Handed	Otherworldly: On a successful attack, you can deal physical or magic damage.
Improved Glowing Rings	Agility	Very Close	d10+5 mag	Two-Handed	—
Improved Hand Runes	Instinct	Very Close	d10+3 mag	One-Handed	—
Improved Enchanted Chakram	Finesse	Close	d6+4 mag	One-Handed	Ricochet: When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Improved Returning Blade	Finesse	Close	d8+3 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Improved Casting Dagger	Instinct	Close	d6+3 mag	One-Handed	Versatile: This weapon can also be used with these statistics—Instinct, Melee, d8+3.
Improved Shortstaff	Instinct	Close	d8+4 mag	One-Handed	—
Improved Dualstaff	Instinct	Far	d6+6 mag	Two-Handed	—
Improved Scepter	Presence	Far	d6+3 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8+3.
Improved Runelock Pistol	Knowledge	Far	d6+6 mag	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Improved Wand	Knowledge	Far	d6+4 mag	One-Handed	—
Improved Arcane Rifle	Agility	Very Far	d10+6 mag	Two-Handed	Aimed: Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.
Improved Greatstaff	Knowledge	Very Far	d6+3 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Ego Blade	Agility	Melee	d12+4 mag	One-Handed	Pompous: You must have a Presence of 0 or lower to use this weapon.
Casting Sword	Strength	Melee	d10+4 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Knowledge, Far, d6+3.
Enchanted Shillelagh	Strength	Melee	d8+3 mag	One-Handed	Protective: +1 to your Armor Score
Devouring Dagger	Finesse	Melee	d8+4 mag	One-Handed	Scary: On a successful attack, the target must mark a Stress.
Displacement Razor	Finesse	Melee	d8+3 mag	Two-Handed	Omnipresent: You can make attacks against targets within Very Far range, but must do so with disadvantage.

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Hammer of Exota	Instinct	Melee	d8+6 mag	Two-Handed	Eruptive: On a successful attack against a target within Melee range, all other adversaries within Very Close range must succeed on a reaction roll (14) or take half damage.
Spellbound Bangles	Knowledge	Melee	d10+6 mag	Two-Handed	—
Fury Gem	Instinct	Close	d8+3 mag	One-Handed	Burning: When you roll the maximum result on a damage die, the target must mark a Stress.
Enchanted Lute	Presence	Close	d8+3 mag	Two-Handed	Invigorating: On a successful attack, roll a d4. On a result of 4, clear a Stress.
Splintershaft Bow	Agility	Far	d6+6 mag	Two-Handed	Volleyed: Spend a Hope to target a group of creatures within range. Targets you succeed against take half damage.
Yutari Bloodbow	Finesse	Far	d6+4 mag	Two-Handed	Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
Elder Bow	Instinct	Far	d6+4 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Scepter of Elias	Presence	Far	d6+3 mag	One-Handed	Invigorating: On a successful attack, roll a d4. On a result of 4, clear a Stress.
Wand of Enthrallment	Presence	Far	d6+4 mag	One-Handed	Persuasive: Before you make a Presence Roll, you can mark a Stress to gain a +2 bonus to the result.
Keeper's Staff	Knowledge	Far	d6+4 mag	Two-Handed	Reliable: +1 to attack rolls

TIER 3 (LEVELS 5–7)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Broadsword	Agility	Melee	d8+6 phy	One-Handed	Reliable: +1 to attack rolls
Advanced Katana	Agility	Melee	d10+9 phy	Two-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Advanced Longsword	Agility	Melee	d10+9 phy	Two-Handed	—
Advanced Battleaxe	Strength	Melee	d10+9 phy	Two-Handed	—
Advanced Brass Knuckles	Strength	Melee	d8+7 phy	One-Handed	—
Advanced Greatsword	Strength	Melee	d10+9 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Advanced Mace	Strength	Melee	d8+7 phy	One-Handed	—
Advanced Warhammer	Strength	Melee	d12+9 phy	Two-Handed	Heavy: –1 to Evasion
Advanced Dagger	Finesse	Melee	d8+7 phy	One-Handed	—
Advanced Quarterstaff	Instinct	Melee	d10+9 phy	Two-Handed	—
Advanced Cutlass	Presence	Melee	d8+7 phy	One-Handed	—
Advanced Rapier	Presence	Melee	d8+6 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Scimitar	Presence	Melee	d8+7 phy	One-Handed	—
Advanced Twisted Dagger	Knowledge	Melee	d8+6 phy	One-Handed	Piercing: Damage dealt with this weapon treats the target's Major threshold as having a –2 penalty.
Advanced Halberd	Strength	Very Close	d10+8 phy	Two-Handed	Cumbersome: –1 to Finesse
Advanced Spear	Finesse	Very Close	d8+9 phy	Two-Handed	—
Advanced Whipsword	Finesse	Very Close	d8+6 phy	One-Handed	Versatile: This weapon can also be used with these statistics—Finesse, Melee, d10+6.
Advanced Rope Dart	Instinct	Close	d6+7 phy	Two-Handed	—
Advanced Shortbow	Agility	Far	d6+9 phy	Two-Handed	—
Advanced Crossbow	Finesse	Far	d6+7 phy	One-Handed	—
Advanced Longbow	Agility	Very Far	d8+9 phy	Two-Handed	Cumbersome: –1 to Finesse
Flickerfly Blade	Agility	Melee	d8+5 phy	One-Handed	Sharpwing: Gain a bonus to your damage rolls equal to your Agility.
Blitz Hammer	Strength	Melee	d10+7 phy	Two-Handed	Accelerator: Once per scene, mark a Stress to move to Far range then make an attack. Gain a +1 bonus to your Proficiency on this attack.
Bravesword	Strength	Melee	d12+7 phy	Two-Handed	Brave: –1 to Evasion; +3 to Severe damage threshold
Hammer of Wrath	Strength	Melee	d10+7 phy	Two-Handed	Devastating: Before you make an attack roll, you can mark a Stress to use a d20 as your damage die.
Labrys Axe	Strength	Melee	d10+7 phy	Two-Handed	Protective: +1 to Armor Score
Platinum Estoc	Finesse	Melee	d8+7 phy	One-Handed	Piercing: Damage dealt with this weapon treats the target's Major threshold as having a –2 penalty.
Meridian Cutlass	Presence	Melee	d10+5 phy	One-Handed	Dueling: When there are no other creatures within Close range of the target, gain advantage on your attack roll against them.
Retractable Saber	Presence	Melee	d10+7 phy	One-Handed	Retractable: The blade can be hidden in the hilt to avoid detection.
Double Flail	Agility	Very Close	d10+8 phy	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Soldier's Pike	Agility	Very Close	d10+5 phy	Two-Handed	Braced: When an adversary within this weapon's range deals damage to you, you can mark 2 Stress to force them to mark a Hit Point.
Chained Scythe	Instinct	Very Close	d10+5 phy	Two-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Singing Sword	Presence	Very Close	d8+5 phy	One-Handed	Bolstering: When you critically succeed on an attack, all PCs within Close range gain a Hope.
Talon Blades	Finesse	Close	d10+7 phy	Two-Handed	Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
Bladed Star	Knowledge	Close	d8+7 phy	One-Handed	Rebounding: When you throw this weapon, it returns to your hand. On a failed attack, you can reroll your attack with disadvantage.
Black Powder Revolver	Finesse	Far	d6+8 phy	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Spiked Bow	Agility	Very Far	d6+7 phy	Two-Handed	Versatile: This weapon can also be used with these statistics—Agility, Melee, d10+5.

TIER 3 (LEVELS 5–7)

Magic Weapons

| All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Arcane Gauntlets	Strength	Melee	d10+9 mag	Two-Handed	—
Advanced Brightsword	Strength	Melee	d10+9 mag	Two-Handed	—
Advanced Hallowed Axe	Strength	Melee	d8+7 mag	One-Handed	—
Advanced Shadowblade	Presence	Melee	d8+6 phy/mag	One-Handed	Otherworldly: On a successful attack, you can deal physical or magic damage.
Advanced Glowing Rings	Agility	Very Close	d10+8 mag	Two-Handed	—
Advanced Hand Runes	Instinct	Very Close	d10+6 mag	One-Handed	—
Advanced Enchanted Chakram	Finesse	Close	d6+7 mag	One-Handed	Ricochet: When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Advanced Returning Blade	Finesse	Close	d8+6 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Advanced Casting Dagger	Instinct	Close	d6+6 mag	One-Handed	Versatile: This weapon can also be used with these statistics—Instinct, Melee, d8+6.
Advanced Shortstaff	Instinct	Close	d8+7 mag	One-Handed	—
Advanced Dualstaff	Instinct	Far	d6+9 mag	Two-Handed	—
Advanced Scepter	Presence	Far	d6+6 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8+4.
Advanced Runelock Pistol	Knowledge	Far	d6+9 mag	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Advanced Wand	Knowledge	Far	d6+7 mag	One-Handed	—
Advanced Arcane Rifle	Agility	Very Far	d10+9 mag	Two-Handed	Aimed: Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.
Advanced Greatstaff	Knowledge	Very Far	d6+6 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Rocket Maul	Strength	Melee	d10+7 mag	Two-Handed	Concussive: On a successful attack, you can spend a Hope to knock the target back to Far range.
Crystal Spear	Finesse	Very Close	d10+6 mag	One-Handed	Piercing: Damage dealt with this weapon treats the target's Major threshold as having a –2 penalty.
Arc Wand	Presence	Close	d8+6 mag	One-Handed	Bouncing: Mark any number of Stress to target that many additional creatures in range of the attack.
Rime Scepter	Knowledge	Close	d8+6 mag	One-Handed	Freezing: When an attack from this weapon causes a target to mark 2 or more HP, they become temporarily <i>Restrained</i> .

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Gunblade	Agility	Far	d6+6 mag	One-Handed	Versatile: This weapon can also be used with these statistics—Agility, Melee, d8+6 phy.
Staff of Augma	Instinct	Far	d6+7 mag	One-Handed	Catalytic: On a successful attack, you can mark a Stress to give an ally within Close range a +3 bonus to their next attack roll.

TIER 4 (LEVELS 8–10)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Broadsword	Agility	Melee	d8+9 phy	One-Handed	Reliable: +1 to attack rolls
Legendary Katana	Agility	Melee	d10+12 phy	Two-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Legendary Longsword	Agility	Melee	d10+12 phy	Two-Handed	—
Legendary Battleaxe	Strength	Melee	d10+12 phy	Two-Handed	—
Legendary Brass Knuckles	Strength	Melee	d8+10 phy	One-Handed	—
Legendary Greatsword	Strength	Melee	d10+12 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Legendary Mace	Strength	Melee	d8+10 phy	One-Handed	—
Legendary Warhammer	Strength	Melee	d12+12 phy	Two-Handed	Heavy: –1 to Evasion
Legendary Dagger	Finesse	Melee	d8+10 phy	One-Handed	—
Legendary Quarterstaff	Instinct	Melee	d10+12 phy	Two-Handed	—
Legendary Cutlass	Presence	Melee	d8+10 phy	One-Handed	—
Legendary Rapier	Presence	Melee	d8+9 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Legendary Scimitar	Presence	Melee	d8+10 phy	One-Handed	—
Legendary Twisted Dagger	Knowledge	Melee	d8+9 phy	One-Handed	Piercing: Damage dealt with this weapon treats the target's Major threshold as having a –2 penalty.
Legendary Halberd	Strength	Very Close	d10+11 phy	Two-Handed	Cumbersome: –1 to Finesse
Legendary Spear	Finesse	Very Close	d8+12 phy	Two-Handed	—
Legendary Whipsword	Finesse	Very Close	d8+9 phy	One-Handed	Versatile: This weapon can also be used with these statistics—Finesse, Melee, d10+9.
Legendary Rope Dart	Instinct	Close	d6+10 phy	Two-Handed	—
Legendary Shortbow	Agility	Far	d6+12 phy	Two-Handed	—
Legendary Crossbow	Finesse	Far	d6+10 phy	One-Handed	—
Legendary Longbow	Agility	Very Far	d8+12 phy	Two-Handed	Cumbersome: –1 to Finesse
Dual-Ended Sword	Agility	Melee	d10+9 phy	Two-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Impact Gauntlet	Strength	Melee	d10+11 phy	One-Handed	Concussive: On a successful attack, you can spend a Hope to knock the target back to Far range.
Sledge Axe	Strength	Melee	d12+13 phy	Two-Handed	Destructive: –1 to Agility; on a successful attack, all adversaries within Very Close range must mark a Stress.

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Curved Dagger	Finesse	Melee	d8+9 phy	One-Handed	Serrated: When you roll a 1 on a damage die, it deals 8 damage instead.
Severed Dragon Claw	Instinct	Melee	d10+11 phy	One-Handed	Destructive: –1 to Agility; on a successful attack, all adversaries within Very Close range must mark a Stress.
Infinite Staff	Presence	Melee	d10+9 phy	Two-Handed	Extending: You can increase the range of this weapon up to Very Far. You gain a –1 penalty to attack rolls for each step you increase the range by (such as Melee to Very Close, Very Close to Close, or Close to Far).
Bec de Corbin	Agility	Very Close	d10+9 phy	Two-Handed	Devastating: Before you make an attack roll, you can mark a Stress to use a d20 as your damage die.
Extended Polearm	Finesse	Very Close	d8+10 phy	Two-Handed	Long: This weapon's attack targets all adversaries in a line within range.
Swinging Ropeblade	Presence	Close	d8+9 phy	Two-Handed	Grappling: On a successful attack, you can spend a Hope to <i>Restrain</i> the target or pull them into Melee range with you.
Black Powder Serpentine	Strength	Far	d8+12 phy	Two-Handed	Incendiary: –1 to Agility; on a successful attack, all creatures within Very Close range of the target must mark a Hit Point.
Ricochet Axes	Agility	Far	d6+11 phy	Two-Handed	Bouncing: Mark 1 or more Stress to hit that many targets in range of the attack.
Aantari Bow	Finesse	Far	d6+11 phy	Two-Handed	Reliable: +1 to attack rolls
Clockwork Crossbow	Finesse	Far	d6+11 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Arquebus	Knowledge	Far	d8+10 phy	Two-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Hand Cannon	Finesse	Very Far	d6+12 phy	One-Handed	Reloading: After you make an attack, roll a d6. On a 1, you must mark a Stress to reload this weapon before you can fire it again.

TIER 4 (LEVELS 8–10)

Magic Weapons

| All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Arcane Gauntlets	Strength	Melee	d10+12 mag	Two-Handed	—
Legendary Brightsword	Strength	Melee	d10+12 mag	Two-Handed	—
Legendary Hallowed Axe	Strength	Melee	d8+10 mag	One-Handed	—
Legendary Shadowblade	Presence	Melee	d8+9 phy/mag	One-Handed	Otherworldly: On a successful attack, you can deal physical or magic damage.
Legendary Glowing Rings	Agility	Very Close	d10+11 mag	Two-Handed	—
Legendary Hand Runes	Instinct	Very Close	d10+9 mag	One-Handed	—

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Enchanted Chakram	Finesse	Close	d6+10 mag	One-Handed	Ricochet: When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Legendary Returning Blade	Finesse	Close	d8+9 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Legendary Casting Dagger	Instinct	Close	d6+9 mag	One-Handed	Versatile: This weapon can also be used with these statistics—Instinct, Melee, d8+9.
Legendary Shortstaff	Instinct	Close	d8+10 mag	One-Handed	—
Legendary Dualstaff	Instinct	Far	d8+12 mag	Two-Handed	—
Legendary Scepter	Presence	Far	d6+9 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8+6.
Legendary Runelock Pistol	Knowledge	Far	d6+12 mag	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Legendary Wand	Knowledge	Far	d6+10 mag	One-Handed	—
Legendary Arcane Rifle	Agility	Very Far	d10+12 mag	Two-Handed	Aimed: Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.
Legendary Greatstaff	Knowledge	Very Far	d6+9 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Starmetal Blade	Agility	Melee	d8+10 mag	One-Handed	Serrated: When you roll a 1 on a damage die, it deals 8 damage instead.
Sword of Light & Flame	Strength	Melee	d10+11 mag	Two-Handed	Hot: This weapon cuts through solid material.
Adder's Fang	Finesse	Melee	d8+9 mag	One-Handed	Venomous: When you deal Major or greater damage with this weapon, the target becomes temporarily <i>Vulnerable</i> .
Demon's Edge	Presence	Melee	d8+10 mag	One-Handed	Disturbing: When you defeat a creature with this weapon, all adversaries within Close range must mark a Stress.
Siphoning Gauntlets	Presence	Melee	d10+9 mag	Two-Handed	Lifestealing: On a successful attack, roll a d6. On a result of 6, clear a Hit Point or clear a Stress.
Midas Scythe	Knowledge	Melee	d10+9 mag	Two-Handed	Greedy: Spend a handful of gold to gain a +1 bonus to your Proficiency on a damage roll.
Storm God's Greataxe	Strength	Very Close	d10+9 mag	Two-Handed	Bouncing: Mark any number of Stress to target that many additional creatures in range of the attack.
Ethereal Zweihänder	Instinct	Very Close	d10+9 mag	Two-Handed	Ethereal: You must mark a Stress to conjure this weapon. It lasts until the end of the scene.
Floating Bladeshards	Instinct	Close	d8+9 mag	One-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Bloodstaff	Instinct	Far	d20+7 mag	Two-Handed	Painful: Each time you make a successful attack, you must mark a Stress.
Thistlebow	Instinct	Far	d6+13 mag	Two-Handed	Reliable: +1 to attack rolls

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Gravity Arbalest	Knowledge	Far	d8+6 mag	Two-Handed	Magnetic: When you make an attack with this weapon, you can spend a Hope to force all adversaries within Very Close range of the target to make a Reaction Roll (16). Creatures who fail must mark a Stress and are pulled into Melee range of the target.
Wand of Essek	Knowledge	Far	d8+13 mag	One-Handed	Timebending: You can choose the target of your attack after making your attack roll.
Magus Revolver	Finesse	Very Far	d6+13 mag	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Fusion Gloves	Knowledge	Very Far	d6+9 mag	Two-Handed	Bonded: Gain a bonus to your damage rolls equal to your level.

SECONDARY WEAPON TABLES

Players can choose one Tier 1 secondary weapon during character creation. The GM can make other weapons available throughout the campaign as the PCs level up.

TIER 1 (LEVEL 1)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Hatchet	Agility	Melee	d8 phy	One-Handed	Follow-Up: On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Shortsword	Agility	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Offhand Brass Knuckles	Strength	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Round Shield	Strength	Melee	d4 phy	One-Handed	Protective: +1 to Armor Score
Tower Shield	Strength	Melee	d6 phy	One-Handed	Barrier: +2 to Armor Score; –1 to Evasion
Small Dagger	Finesse	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Throwing Knives	Finesse	Melee	d8 phy	One-Handed	Stockpiled: You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Fighting Cloak	Presence	Melee	d4 phy	One-Handed	Padded: +2 to damage thresholds
Rune Shield	Knowledge	Melee	d4 mag	One-Handed	Protective: +1 to Armor Score
Focus Runes	Instinct	Very Close	d6 mag	One-Handed	Focused: +1 to primary weapon damage to targets within Very Close range
Whip	Presence	Very Close	d6 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Grappler	Finesse	Close	d6 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Hand Crossbow	Finesse	Far	d6+1 phy	One-Handed	—

TIER 2 (LEVELS 2–4)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Hatchet	Agility	Melee	d8+2 phy	One-Handed	Follow-Up: On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Improved Shortsword	Agility	Melee	d8+2 phy	One-Handed	Paired: +3 to primary weapon damage to targets within Melee range
Improved Offhand Brass Knuckles	Strength	Melee	d8+2 phy	One-Handed	Paired: +3 to primary weapon damage to targets within Melee range
Improved Round Shield	Strength	Melee	d4+2 phy	One-Handed	Protective: +2 to Armor Score
Improved Tower Shield	Strength	Melee	d6+2 phy	One-Handed	Barrier: +3 to Armor Score; –1 to Evasion
Improved Small Dagger	Finesse	Melee	d8+2 phy	One-Handed	Paired: +3 to primary weapon damage to targets within Melee range
Improved Throwing Knives	Finesse	Melee	d8+2 phy	One-Handed	Stockpiled: You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Improved Fighting Cloak	Presence	Melee	d4+2 phy	One-Handed	Padded: +3 to damage thresholds
Improved Rune Shield	Knowledge	Melee	d4+2 mag	One-Handed	Protective: +2 to Armor Score
Improved Focus Runes	Instinct	Very Close	d6+2 mag	One-Handed	Focused: +1 to primary weapon damage to targets within Very Close range
Improved Whip	Presence	Very Close	d6+2 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Improved Grappler	Finesse	Close	d6+2 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Improved Hand Crossbow	Finesse	Far	d6+3 phy	One-Handed	—
Collapsible Baton	Strength	Melee	d8 phy	One-Handed	Nonlethal: When a target would mark any number of Hit Points from an attack with this weapon, they mark an equal number of Stress instead.
Spiked Shield	Strength	Melee	d6+2 phy	One-Handed	Double Duty: +1 to Armor Score; +1 to primary weapon damage within Melee range
Parrying Dagger	Finesse	Melee	d6+2 phy	One-Handed	Parry: When you are attacked, roll this weapon's damage dice. If any of the attacker's damage dice rolled the same value as your dice, the matching results are discarded from the attacker's damage dice before the damage you take is totaled.
Eldritch Vambrace	Instinct	Melee	d8 mag	One-Handed	Deflecting: When you are attacked, you can mark an Armor Slot to gain a bonus to your Evasion equal to your Armor Score against the attack.
Segmented Staff	Agility	Very Close	d6+4 phy	One-Handed	Double Duty: +1 to Armor Score; +1 to primary weapon damage within Melee range
Razor Wire	Finesse	Very Close	d6+3 phy	One-Handed	Entangling: On a successful attack with your primary weapon against a target within Very Close range, you can spend a Hope to make the target temporarily <i>Vulnerable</i> .
Returning Axe	Agility	Close	d6+4 phy	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.

TIER 3 (LEVELS 5–7)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Hatchet	Agility	Melee	d8+4 phy	One-Handed	Follow-Up: On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Advanced Shortsword	Agility	Melee	d8+4 phy	One-Handed	Paired: +4 to primary weapon damage to targets within Melee range
Advanced Offhand Brass Knuckles	Strength	Melee	d8+4 phy	One-Handed	Paired: +4 to primary weapon damage to targets within Melee range
Advanced Round Shield	Strength	Melee	d4+4 phy	One-Handed	Protective: +3 to Armor Score
Advanced Tower Shield	Strength	Melee	d6+4 phy	One-Handed	Barrier: +4 to Armor Score; –1 to Evasion
Advanced Small Dagger	Finesse	Melee	d8+4 phy	One-Handed	Paired: +4 to primary weapon damage to targets within Melee range
Advanced Throwing Knives	Finesse	Melee	d8+4 phy	One-Handed	Stockpiled: You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Advanced Fighting Cloak	Presence	Melee	d4+4 phy	One-Handed	Padded: +4 to damage thresholds
Advanced Rune Shield	Knowledge	Melee	d4+4 mag	One-Handed	Protective: +3 to Armor Score
Advanced Focus Runes	Instinct	Very Close	d6+4 mag	One-Handed	Focused: +1 to primary weapon damage to targets within Very Close range
Advanced Whip	Presence	Very Close	d6+4 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Advanced Grappler	Finesse	Close	d6+4 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Advanced Hand Crossbow	Finesse	Far	d6+5 phy	One-Handed	—
Buckler	Agility	Melee	d4+4 phy	One-Handed	Deflecting: When you are attacked, you can mark an Armor Slot to gain a bonus to your Evasion equal to your available Armor Score against the attack.
Tinker's Hammer	Strength	Melee	d8+4 phy	One-Handed	Trusty: +1 to attack rolls made with your primary weapon
Vorpal Shard	Knowledge	Melee	d4 mag	One-Handed	Targeted: When you fail a weapon attack, you can spend a Hope to succeed on your next weapon attack.
Soul Chain	Presence	Very Close	d6+5 mag	One-Handed	Draining: On a successful attack, you can spend a Hope to force the target to mark a Stress. If they do, you clear a Stress.
Powered Gauntlet	Knowledge	Close	d6+4 phy	One-Handed	Charged: Mark a Stress to gain a +1 bonus to your Proficiency on a primary weapon attack.
War Dart	Agility	Far	d6+5 phy	One-Handed	Versatile: This weapon can also be used with these statistics—Agility, Melee, d8+5.
Hand Sling	Finesse	Very Far	d6+4 phy	One-Handed	Versatile: This weapon can also be used with these statistics—Finesse, Close, d8+4.

TIER 4 (LEVELS 8–10)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Hatchet	Agility	Melee	d8+6 phy	One-Handed	Follow-Up: On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Legendary Shortsword	Agility	Melee	d8+6 phy	One-Handed	Paired: +5 to primary weapon damage to targets within Melee range
Legendary Offhand Brass Knuckles	Strength	Melee	d8+6 phy	One-Handed	Paired: +5 to primary weapon damage to targets within Melee range
Legendary Round Shield	Strength	Melee	d4+6 phy	One-Handed	Protective: +4 to Armor Score
Legendary Tower Shield	Strength	Melee	d6+6 phy	One-Handed	Barrier: +5 to Armor Score; –1 to Evasion.
Legendary Small Dagger	Finesse	Melee	d8+6 phy	One-Handed	Paired: +5 to primary weapon damage to targets within Melee range
Legendary Throwing Knives	Finesse	Melee	d8+6 phy	One-Handed	Stockpiled: You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Legendary Fighting Cloak	Presence	Melee	d4+6 phy	One-Handed	Padded: +5 to damage thresholds
Legendary Rune Shield	Knowledge	Melee	d4+6 mag	One-Handed	Protective: +4 to Armor Score
Legendary Focus Runes	Instinct	Very Close	d6+6 mag	One-Handed	Focused: +1 to primary weapon damage to targets within Very Close range
Legendary Whip	Presence	Very Close	d6+6 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Legendary Grappler	Finesse	Close	d6+6 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Legendary Hand Crossbow	Finesse	Far	d6+7 phy	One-Handed	—
Braveshield	Agility	Melee	d4+6 phy	One-Handed	Sheltering: When you mark an Armor Slot, it reduces damage for you and all allies within Melee range of you who took the same damage.
Knuckle Claws	Strength	Melee	d6+8 phy	One-Handed	Doubled Up: When you make an attack with your primary weapon, you can deal damage to another target within Melee range.
Void Needle	Finesse	Melee	d4+6 phy	One-Handed	Inverted: When you roll a weapon attack with Fear, you gain a Hope.
Echo Blade	Presence	Melee	d4+6 mag	One-Handed	Doubled Up: When you succeed on an attack with your primary weapon, you can deal damage to another target within Melee range.
Möbius Orb	Knowledge	Melee	d8+6 mag	One-Handed	Recursive: When you roll the maximum value on a damage die, roll an additional damage die and add the result to the total damage. This feature can trigger repeatedly.
Primer Shard	Instinct	Very Close	d4 phy	One-Handed	Locked On: On a successful attack, your next attack against the same target with your primary weapon automatically succeeds.
Blackblood Tendril	Instinct	Close	d6+8 mag	One-Handed	Poisonous: When a target marks any number of Hit Points from an attack you rolled with Fear, they mark an equal number of Stress.

COMBAT WHEELCHAIR

By Mark Thompson

The combat wheelchair is a ruleset designed to help you play a wheelchair user in Daggerheart. This section provides mechanics and narrative guidance for you to work from, but feel free to adapt the flavor text to best suit your character. Have fun with your character's wheelchair design, and make it as unique or tailored to them as you please.

ACTION AND MOVEMENT

When describing how your character moves, you can use descriptions such as the following:

- "I roll over to the door to see if it's open."
- "I wheel myself over to the group to ask what's going on."
- "I pull my brakes and skid to a halt, turning in my seat to level my bow at the intruder."

CONSEQUENCES

Here are some ways you might describe complications you encounter when your character uses their wheelchair:

"I pull my brakes, but I don't think to account for the loose gravel on the ground."

"I hit a patch of ice awkwardly and am sent skidding out past my target."

"I go to push off in pursuit, but one of my front caster wheels snags on a crack in the pavement, stalling me for a moment."

GMs should avoid breaking a character's wheelchair or otherwise removing it from play as a consequence, unless everyone at the table, especially the wheelchair user's player, gives their approval.

EVASION

Your character is assumed to be skilled in moving their wheelchair and navigating numerous situations in it. As a result, the only wheelchair that gives a penalty to a PC's Evasion is the Heavy Frame model.

BURDEN

All wheelchairs can be maneuvered using one or two hands outside of combat. However, when being used as a weapon, the chair is restricted to requiring one or two hands to perform attacks, depending on the model you've chosen. If you're playing a character who has limited to no mobility in their arms, their wheelchair can be attuned to them by magical means. For example, your character might use a psychic link to guide the chair around like a pseudo-electric wheelchair. All the rules presented here can be tailored and adapted to any character's needs.

CHOOSING YOUR MODEL

All combat wheelchairs are equipped as Primary Weapons. There are three models of wheelchair available: light, heavy, and arcane. You're encouraged to consider the type of character you're playing and the class they belong to, then choose the model that best matches that character concept.

Light Frame Models

Though tough, these wheelchairs have light frames that allow the chair to move with your character in more acrobatic ways. These models are best suited to adventurers who rely on speed and flexibility.

NAME	TIER	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Light-Frame Wheelchair	1	Agility	Melee	d8 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Improved Light-Frame Wheelchair	2	Agility	Melee	d8+3 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Advanced Light-Frame Wheelchair	3	Agility	Melee	d8+6 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Legendary Light-Frame Wheelchair	4	Agility	Melee	d8+9 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.

Heavy Frame Models

These wheelchairs have bulky and heavier frames, allowing the chair to lend its weight to your character's attacks. It also makes them a bigger target.

NAME	TIER	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Heavy-Frame Wheelchair	1	Strength	Melee	d12+3 phy	Two-Handed	Heavy: –1 to Evasion
Improved Heavy-Frame Wheelchair	2	Strength	Melee	d12+6 phy	Two-Handed	Heavy: –1 to Evasion
Advanced Heavy-Frame Wheelchair	3	Strength	Melee	d12+9 phy	Two-Handed	Heavy: –1 to Evasion
Legendary Heavy-Frame Wheelchair	4	Strength	Melee	d12+12 phy	Two-Handed	Heavy: –1 to Evasion

Arcane Frame Models

These wheelchairs have frames that are attuned to your character and their magic, allowing them to channel their spells through the chair. Unlike other primary magic weapons, the arcane-frame model doesn't specify a trait to use when making an attack with it. Instead, you use the Spellcast trait indicated by your subclass.

NAME	TIER	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Arcane-Frame Wheelchair	1	Spellcast	Far	d6 mag	One-Handed	Reliable: +1 to attack rolls
Improved Arcane-Frame Wheelchair	2	Spellcast	Far	d6+3 mag	One-Handed	Reliable: +1 to attack rolls
Advanced Arcane-Frame Wheelchair	3	Spellcast	Far	d6+6 mag	One-Handed	Reliable: +1 to attack rolls
Legendary Arcane-Frame Wheelchair	4	Spellcast	Far	d6+9 mag	One-Handed	Reliable: +1 to attack rolls

ARMOR

Every armor has a name, base damage thresholds, and a base Armor Score. Some armor also has a feature.

- An armor's **base armor score** indicates how many Armor Slots it provides its wearer before additional bonuses are added to calculate their total Armor Score. A PC's Armor Score can't exceed 12.
- An armor's **base thresholds** determine its wearer's Major and Severe damage thresholds before adding bonuses to calculate their final damage thresholds. When recording your character's damage thresholds in the "Damage & Health" section of your character sheet, you always add your character's level to those values.
- An armor's **feature** is a special rule that stays in effect while the armor is equipped.

While **unarmored**, your character's base Armor Score is 0, their Major threshold is equal to their level, and their Severe threshold is equal to twice their level.

REDUCING INCOMING DAMAGE

When you take damage, you can mark one Armor Slot to reduce the severity of the damage by one threshold (Severe to Major, Major to Minor, Minor to nothing). If your character has an Armor Score of 0, you can't mark Armor Slots. If an effect temporarily increases your Armor Score, it increases your available Armor Slots by the same amount; when the effect ends, so does the availability of these Armor Slots.

ARMOR TABLES

TIER 1 (LEVEL 1)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Mage Robes	4 / 10	2	Enchanted: Gain a bonus to your damage thresholds equal to your Spellcast trait.
Gambeson Armor	5 / 11	3	Flexible: +1 to Evasion
Brigandine Armor	6 / 12	3	Lined: Mark a Stress to negate Minor damage.
Leather Armor	6 / 13	3	—
Scale Mail Armor	7 / 14	3	Cumbersome: –1 to Finesse
Chainmail Armor	7 / 15	4	Heavy: –1 to Evasion
Banded Armor	8 / 16	4	Bulky: –1 to Evasion; when you take Severe damage, you must mark a Stress.
Full Plate Armor	8 / 17	4	Very Heavy: –2 to Evasion; –1 to Agility

TIER 2 (LEVELS 2-4)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Improved Mage Robes	6 / 15	3	Enchanted: Gain a bonus to your damage thresholds equal to your Spellcast trait.
Improved Gambeson Armor	7 / 16	4	Flexible: +1 to Evasion
Improved Brigandine Armor	9 / 19	4	Lined: Mark a Stress to negate Minor damage.
Improved Leather Armor	9 / 20	4	—
Improved Scale Mail Armor	11 / 23	4	Cumbersome: –1 to Finesse
Improved Chainmail Armor	11 / 24	5	Heavy: –1 to Evasion
Improved Banded Armor	13 / 27	5	Bulky: –1 to Evasion; when you take Severe damage, you must mark a Stress.
Improved Full Plate Armor	13 / 28	5	Very Heavy: –2 to Evasion; –1 to Agility
Enchanter's Robes	9 / 20	4	Mnemonic: Once per scene, you can recall a domain card from your vault without paying its Recall Cost.
Hawkguard's Mantle	9 / 20	4	Gliding: You can glide up to Far range and are immune to damage from falling.
Spidersilk Tunic	9 / 20	4	Wall-Crawling: +1 Evasion; you can walk on walls as easily as on the ground.

Stormthread Habit	9 / 20	4	Absorbing: Once per scene when you take magic damage, you can clear an Armor Slot.
Elundrian Chain Armor	9 / 21	4	Warded: You reduce incoming magic damage by your Armor Score before applying it to your damage thresholds.
Harrowbone Armor	9 / 21	4	Resilient: Before you mark your last Armor Slot, roll a d6. On a result of 6, reduce the severity by one threshold without marking an Armor Slot.
Irontree Breastplate Armor	9 / 20	4	Reinforced: When you mark your last Armor Slot, increase your damage thresholds by +2 until you clear at least 1 Armor Slot.
Runetan Floating Armor	9 / 20	4	Shifting: When you are targeted for an attack, you can mark an Armor Slot to give the attack roll against you disadvantage.
Tyris Soft Armor	8 / 18	5	Quiet: You gain a +2 bonus to rolls you make to move silently.
Wyrdwood Splint Armor	10 / 21	5	Quick-Striding: You can't be <i>Restrained</i> and can move up to Far range as part of an action roll.
Rosewild Armor	11 / 23	5	Hopeful: When you would spend a Hope, you can mark an Armor Slot instead.
Trollhide Cuirass	11 / 23	5	Self-Healing: When you take a rest, clear an Armor Slot.
Gilded Sunplate	12 / 26	5	Resplendent: Once per scene when you spend Hope, you can clear an Armor Slot.

TIER 3 (LEVELS 5–7)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Advanced Mage Robes	8 / 22	4	Enchanted: Gain a bonus to your damage thresholds equal to your Spellcast trait.
Advanced Gambeson Armor	9 / 23	5	Flexible: +1 to Evasion
Advanced Brigandine Armor	11 / 26	5	Lined: Mark a Stress to negate Minor damage.
Advanced Leather Armor	11 / 27	5	—
Advanced Scale Mail Armor	13 / 30	5	Cumbersome: –1 to Finesse
Advanced Chainmail Armor	13 / 31	6	Heavy: –1 to Evasion
Advanced Banded Armor	15 / 34	6	Bulky: –1 to Evasion; when you take Severe damage, you must mark a Stress.
Advanced Full Plate Armor	15 / 35	6	Very Heavy: –2 to Evasion; –1 to Agility
Granminster's Finery	11 / 27	2	Magnificent: Gain a bonus to your Armor Score equal to your Presence.
Spiked Plate Armor	10 / 25	5	Sharp: On a successful attack against a target within Melee range, add a d4 to the damage roll.
Astral Raiment	11 / 27	5	Stellar: Mark a Stress to gain advantage on a Spellcast roll.
Bellamoi Fine Armor	11 / 27	5	Gilded: +1 to Presence
Cloverweave Cloak	11 / 27	5	Fortune-Favored: Once per scene, you can change a failure with Hope into a success with Fear.
Dragonscale Armor	11 / 27	5	Impenetrable: Once per short rest, when you would mark your last Hit Point, you can instead mark a Stress.
Skywarden's Lamellar	11 / 27	5	Vigilant: +2 to Evasion
Bloodstone Plate Armor	13 / 35	6	Bloodthirsty: When you critically succeed on a weapon attack within Melee range, clear a Hit Point.
Deep-Forged Coral Armor	13 / 35	6	Aquatic: You can breathe underwater and gain advantage on Agility Rolls while submerged.
Bladefare Armor	16 / 39	6	Physical: You can't mark an Armor Slot to reduce magic damage.
Monett's Cloak	16 / 39	6	Magic: You can't mark an Armor Slot to reduce physical damage.
Runes of Fortification	17 / 43	6	Painful: Each time you mark an Armor Slot, you must mark a Stress.

TIER 4 (LEVELS 8–10)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Legendary Mage Robes	10 / 31	5	Enchanted: Gain a bonus to your damage thresholds equal to your Spellcast trait.
Legendary Gambeson Armor	11 / 32	6	Flexible: +1 to Evasion
Legendary Brigandine Armor	13 / 35	6	Lined: Mark a Stress to negate Minor damage.
Legendary Leather Armor	13 / 36	6	—
Legendary Scale Mail Armor	15 / 39	6	Cumbersome: –1 to Finesse
Legendary Chainmail Armor	15 / 40	7	Heavy: –1 to Evasion
Legendary Banded Armor	17 / 43	7	Bulky: –1 to Evasion; when you take Severe damage, you must mark a Stress.
Legendary Full Plate Armor	17 / 44	7	Very Heavy: –2 to Evasion; –1 to Agility
Full Fortified Armor	15 / 40	4	Fortified: When you mark an Armor Slot, you reduce the severity of an attack by two thresholds instead of one.
Channeling Armor	13 / 36	5	Channeling: +1 to Spellcast Rolls
Darkweave Shroud	13 / 36	5	Ghostwalker: Once per rest, mark a Stress to move up to Close range through solid objects.
Emberwoven Armor	13 / 36	6	Burning: When an adversary attacks you within Melee range, they mark a Stress.
Godbound Laminar	13 / 36	6	Divine: When you mark an Armor Slot, gain a Hope.
Veritas Opal Armor	13 / 36	6	Truthseeking: This armor glows when another creature within Close range tells a lie.
Circle-Forged Dreadplate	14 / 38	6	Accursed: When you mark any number of Hit Points from an attack, roll a d4. On a result of 4, the attacker must mark an equal number of Stress.
Rune-Forged Exosuit	12 / 39	7	Attuned: The maximum number of domain cards in your loadout is reduced by one, but you gain a bonus to your damage thresholds equal to your tier.
Dunamis Silkchain	13 / 36	7	Timeslowing: Mark an Armor Slot to roll a d4 and add its result as a bonus to your Evasion against an incoming attack.
Hallowed Heroplate	13 / 35	7	Blessed: Once per long rest, you can spend any number of Hope before you make the Risk It All death move. You gain a bonus to the result of your Hope Die equal to the number of Hope spent.
Resonant Harness	15 / 40	7	Vitreous: When you would take Severe or greater damage, you can mark 2 Armor Slots to negate that damage. If you do, you gain a –5 penalty to your damage thresholds until you choose to repair your armor as a downtime move.
Savior Chainmail	18 / 48	8	Difficult: –1 to all character traits and Evasion

LOOT

Loot comprises any consumables or reusable items the party acquires.

ITEMS

Items can be used until sold, discarded, or lost.

You can use the tables below to generate items ahead of a game or during a session. Choose the desired rarity, roll the associated number of d12s, add their values together (if needed), and then reference the table for the item that matches that value.

- **Common (1d12 or 2d12):** Common items might be found at an abandoned camp or readily available at a local shop.
- **Uncommon (2d12 or 3d12):** Uncommon items might be found in limited supply in a shop, kept in a protected place in a camp, or offered as part of a reward for a job.
- **Rare (3d12 or 4d12):** Rare items might be kept under lock and key in a shop, offered as the sole reward for a job, or discovered among a powerful NPC's possessions.
- **Legendary (4d12 or 5d12):** Legendary items might be the only item of their kind, a reward for an incredibly difficult or dangerous job, or a powerful adversary's most precious and guarded treasure.

Core Set Items

| The following table includes the items from the *Daggerheart Core Set*.

ROLL	LOOT	DESCRIPTION
01	Premium Bedroll	During downtime, you automatically clear a Stress.
02	Piper Whistle	This handcrafted whistle has a distinctive sound. When you blow this whistle, its piercing tone can be heard within a 1-mile radius.
03	Charging Quiver	When you succeed on an attack with an arrow stored in this quiver, gain a bonus to the damage roll equal to your current tier.
04	Alistair's Torch	You can light this magic torch at will. The flame's light fills a much larger space than it should, enough to illuminate a cave bright as day.
05	Speaking Orbs	This pair of orbs allows any creatures holding them to communicate with each other across any distance.
06	Manacles	This pair of locking cuffs comes with a key.
07	Arcane Cloak	A creature with a Spellcast trait wearing this cloak can adjust its color, texture, and size at will.
08	Woven Net	You can make a Finesse Roll using this net to trap a small creature. A trapped target can break free with a successful Attack Roll (16).
09	Fire Jar	You can pour out the strange liquid contents of this jar to instantly produce fire. The contents regenerate when you take a long rest.
10	Suspended Rod	This flat rod is inscribed with runes. When you activate the rod, it is immediately suspended in place. Until the rod is deactivated, it can't move, doesn't abide by the rules of gravity, and remains in place.
11	Glamour Stone	Activate this pebble-sized stone to memorize the appearance of someone you can see. Spend a Hope to magically recreate this guise on yourself as an illusion.
12	Empty Chest	This magical chest appears empty. When you speak a specific trigger word or action and open the chest, you can see the items stored within it.
13	Companion Case	This case can fit a small animal companion. While the companion is inside, the animal and case are immune to all damage and harmful effects.
14	Piercing Arrows	Three times per rest when you succeed on an attack with one of these arrows, you can add your Proficiency to the damage roll.
15	Valorstone	You can attach this stone to armor that doesn't already have a feature. The armor gains the following feature. Resilient: Before you mark your last Armor Slot, roll a d6. On a result of 6, reduce the severity by one threshold without marking an Armor Slot.
16	Skeleton Key	When you use this key to open a locked door, you gain advantage on the Finesse Roll.
17	Arcane Prism	Position this prism in a location of your choosing and activate it. All allies within Close range of it gain a +1 bonus to their Spellcast Rolls. While activated, the prism can't be moved. Once the prism is deactivated, it can't be activated again until your next long rest.
18	Minor Stamina Potion Recipe	As a downtime move, you can use the bone of a creature to craft a Minor Stamina Potion.

ROLL	LOOT	DESCRIPTION
19	Minor Health Potion Recipe	As a downtime move, you can use a vial of blood to craft a Minor Health Potion.
20	Homing Compasses	These two compasses point toward each other no matter how far apart they are.
21	Corrector Sprite	This tiny sprite sits in the curve of your ear canal and whispers helpful advice during combat. Once per short rest, you can gain advantage on an attack roll.
22	Gecko Gloves	You can climb up vertical surfaces and across ceilings.
23	Lorekeeper	You can store the name and details of up to three hostile creatures inside this book. You gain a +1 bonus to action rolls against those creatures.
24	Vial of Darksmoke Recipe	As a downtime move, you can mark a Stress to craft a Vial of Darksmoke.
25	Bloodstone	You can attach this stone to a weapon that doesn't already have a feature. The weapon gains the following feature. Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
26	Greatstone	You can attach this stone to a weapon that doesn't already have a feature. The weapon gains the following feature. Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
27	Glider	While falling, you can mark a Stress to deploy this small parachute and glide safely to the ground.
28	Ring of Silence	Spend a Hope to activate this ring. Your footsteps are silent until your next rest.
29	Calming Pendant	When you would mark your last Stress, roll a d6. On a result of 5 or higher, don't mark it.
30	Dual Flask	This flask can hold two different liquids. You can swap between them by flipping a small switch on the flask's side.
31	Bag of Ficklesand	You can convince this small bag of sand to be much heavier or lighter with a successful Presence Roll (10). Additionally, on a successful Finesse Roll (10), you can blow a bit of sand into a target's face to make them temporarily <i>Vulnerable</i> .
32	Ring of Resistance	Once per long rest, you can activate this ring after a successful attack against you to halve the damage.
33	Phoenix Feather	If you have at least one Phoenix Feather on you when you fall unconscious, you gain a +1 bonus to the roll you make to determine whether you gain a scar.
34	Box of Many Goods	Once per long rest, you can open this small box and roll a d12. On a result of 1–6, it's empty. On a result of 7–10, it contains one random common consumable. On a result of 11–12, it contains two random common consumables.
35	Airblade Charm	You can attach this charm to a weapon with a Melee range. Three times per rest, you can activate the charm and attack a target within Close range.
36	Portal Seed	You can plant this seed in the ground to grow a portal in that spot. The portal is ready to use in 24 hours. You can use this portal to travel to any other location where you planted a portal seed. A portal can be destroyed by dealing any amount of magic damage to it.
37	Paragon's Chain	As a downtime move, you can meditate on an ideal or principle you hold dear and focus your will into this chain. Once per long rest, you can spend a Hope to roll a d20 as your Hope Die for rolls that directly align with that principle.
38	Elusive Amulet	Once per long rest, you can activate this amulet to become <i>Hidden</i> until you move. While <i>Hidden</i> in this way, you remain unseen even if an adversary moves to where they would normally see you.
39	Hopekeeper Locket	During a long rest, if you have 6 Hope, you can spend a Hope to imbue this locket with your bountiful resolve. When you have 0 Hope, you can use the locket to immediately gain a Hope. The locket must be re-imbued before it can be used this way again.
40	Infinite Bag	When you store items in this bag, they are kept in a pocket dimension that never runs out of space. You can retrieve an item at any time.
41	Stride Relic	You gain a +1 bonus to your Agility. You can only carry one relic.
42	Bolster Relic	You gain a +1 bonus to your Strength. You can only carry one relic.
43	Control Relic	You gain a +1 bonus to your Finesse. You can only carry one relic.
44	Attune Relic	You gain a +1 bonus to your Instinct. You can only carry one relic.

ROLL	LOOT	DESCRIPTION
45	Charm Relic	You gain a +1 bonus to your Presence. You can only carry one relic.
46	Enlighten Relic	You gain a +1 bonus to your Knowledge. You can only carry one relic.
47	Honing Relic	You gain a +1 bonus to an Experience of your choice. You can only carry one relic.
48	Flickerfly Pendant	While you carry this pendant, your weapons with a Melee range that deal physical damage have a gossamer sheen and can attack targets within Very Close range.
49	Lakestrider Boots	You can walk on the surface of water as if it were soft ground.
50	Clay Companion	When you sculpt this ball of clay into a clay animal companion, it behaves as that animal. For example, a clay spider can spin clay webs, while a clay bird can fly. The clay companion retains memory and identity across different shapes, but they can adopt new mannerisms with each form.
51	Mythic Dust Recipe	As a downtime move, you can use a handful of fine gold dust to craft Mythic Dust.
52	Shard of Memory	Once per long rest, you can spend 2 Hope to recall a domain card from your vault instead of paying its Recall Cost.
53	Gem of Alacrity	You can attach this gem to a weapon, allowing you to use your Agility when making an attack with that weapon.
54	Gem of Might	You can attach this gem to a weapon, allowing you to use your Strength when making an attack with that weapon.
55	Gem of Precision	You can attach this gem to a weapon, allowing you to use your Finesse when making an attack with that weapon.
56	Gem of Insight	You can attach this gem to a weapon, allowing you to use your Instinct when making an attack with that weapon.
57	Gem of Audacity	You can attach this gem to a weapon, allowing you to use your Presence when making an attack with that weapon.
58	Gem of Sagacity	You can attach this gem to a weapon, allowing you to use your Knowledge when making an attack with that weapon.
59	Ring of Unbreakable Resolve	Once per session, when the GM spends a Fear, you can spend 4 Hope to cancel the effects of that spent Fear.
60	Belt of Unity	Once per session, you can spend 5 Hope to lead a Tag Team Roll with three PCs instead of two.

Additional Items

The following table includes the items from the Hope & Fear Expansion Set.

ROLL	LOOT	DESCRIPTION
1	Caltrops	You can spread these caltrops in a Very Close area around you. A creature hastening through that area must mark a Stress.
2	Grapnel	You gain advantage on action rolls to climb sheer surfaces.
3	Ball Bearings	This pouch contains perfectly smooth metal spheres.
4	Box of Dragon Dust	This snuffbox is filled with combustible powder.
5	Nighthawker's Ring	Spend a Hope to activate the gemstone in this ring until the end of the scene. While active, the gemstone changes color to indicate the wearer's proximity to hidden treasure: warm colors for near, cool colors for far.
6	Elven Spyglass	You can use this spyglass to magnify your vision a hundredfold.
7	Gourmet Granules	This savory powder makes any food it's sprinkled on delicious and healthy, no matter how bland or rotten it is.
8	Collapsible Pole	You can break down this 18-foot pole into six interlinked 3-foot segments.
9	Blackwing Quill	This writing quill never runs out of ink or needs to be sharpened.
10	Silee's Folding Knife	This 3-inch blade has an edge that easily cuts through anything except the handle it's stored in.

ROLL	LOOT	DESCRIPTION
11	Windup Toy	This small mechanical device is shaped like a strixwolf pup and can be programmed to perform simple tricks.
12	Loaded Dice	You can choose what result this set of weighted dice rolls with a successful Finesse Roll (14). If you roll with Fear, anyone watching knows the dice are loaded.
13	Hollowbark Horn	You can blow this horn to summon a small woodland creature to perform a simple task.
14	Self-Tying Rope	You can command this rope to tie or untie itself.
15	Thief's Compass	This compass points the way toward the nearest exit while indoors and the closest entrance while outdoors.
16	Traveler's Bell	Once per long rest, you can ring this bell to magically open the shortest safe path through rough terrain for 1 hour.
17	Mandragorian Torch	This torch gives off light only the bearer can see.
18	Boots of Supple Mystique	While wearing these boots, you don't leave tracks or footprints.
19	Zephyr's Jar	You can open this empty jar during inclement weather to capture the storm and leave behind clear skies. The storm remains inside until unleashed by reopening the jar.
20	Returning Ring	When you throw your primary weapon while wearing this ring, the weapon appears in your hand immediately after the attack.
21	Kingfisher's Net	Once per long rest, you can use this net to scoop one live fish out of any amount of water, no matter how unlikely it is for that water to have fish in it.
22	Titan's Girdle	Once per scene, you can activate this girdle to gain a +1 bonus to your Proficiency for your next attack.
23	Iron Veil	This chain-link head covering renders the wearer invisible to fey creatures.
24	Furball Bag	Once per rest, you can produce 2d20 harmless, cat-sized fur creatures of indeterminate origin and species from this bag.
25	Whisperstep Anklet	This anklet makes your steps silent as long as you don't move faster than walking speed.
26	Enchanter's Loupe	You can use this loupe to see through illusions and enchantments.
27	Escher's Mirrorball	Once per long rest, you can command this fist-sized silver orb to capture an omnidirectional image of its surroundings on its surface. This image lasts until your next long rest.
28	Cheater's Coin	When you flip this coin, you can spend a Hope to determine which side it lands on.
29	Gravewarden's Bell	This bell rings when a ghost or undead creature moves within Far range of it.
30	Reliquary of the Sightless Saint	You gain a +1 bonus to your Hope Die when you make the Risk It All death move.
31	Map of Revelation	You can attune this map to one creature at a time. The map always shows the attuned creature's location.
32	Dagginae's Obsidian Slate	This wafer-thin sheet of volcanic glass is used by archivists to keep notes. Any information etched onto its surface disappears but can be recalled via a command you set.
33	Gadiman's Backpack	Once per rest, you can spend a Hope to conjure a mundane item up to a cubic foot in size inside this satchel.
34	Eclipse Coin	Once per rest, flip a coin. On heads, you gain a +1 bonus to attack rolls until your next successful attack. On tails, you gain +1 to your Evasion until an attack fails against you.
35	Sorcerer's Hat	This conical blue hat is covered in silver stars. Once per rest, you can cast a spell from your vault with a Recall Cost equal to or less than your tier. This doesn't work for permanently vaulted cards.
36	Ghoulskin Gloves	When you attack with a physical weapon while wearing these gloves, the damage is considered both physical and magic.
37	Gloves of Alacrity	When you would mark a Stress to reload a weapon, you don't mark it.
38	Insomniac's Periapt	When you take a rest without clearing Hit Points or Stress, you gain a +2 bonus to attack and damage rolls until your next rest.
39	Wildrider's Saddle	This saddle grants any animal it's strapped onto the ability to understand their rider's commands.

ROLL	LOOT	DESCRIPTION
40	Soul-Twin Circlets	Two creatures can wear this pair of circlets. You can spend a Hope to switch places with whoever is wearing the other circlet.
41	Namer's Oracle	Once per session, you can roll this set of runic dice to reveal the full name of the last person you touched.
42	Crucible Frames	These eyeglasses reveal weak points in objects and creatures. Three times per rest, you can spend a Hope to gain advantage on an attack roll.
43	Two-Faced Aegis Brooch	Once per rest, flip a coin. On heads, you become immune to the next physical damage you take. On tails, you become immune to the next magic damage you take.
44	Knockback Bracelets	On a successful weapon attack, you can knock your target back up to Close range from their location.
45	Force Disc	This shimmering two-dimensional disc of magical force has a 4-foot diameter and is magically tethered to a pebble. The disc always floats 3 feet north of, and at the same elevation as, the pebble. The pebble has a mass equal to one-hundredth of the total mass carried by the disc.
46	Molepaw Mittens	Spend a Hope to swim through earth as if it were water for the next 10 minutes.
47	Timekeeper's Pendant	You can choose an additional downtime move each rest.
48	Iron Dagger Pendant	Once per long rest, you can spend a Hope to tell the pendant a creature's name. The pendant gently pulls you toward that creature's current location until your next long rest.
49	Collar of Ascendancy	An animal who wears this collar gains the ability to speak and understand common speech.
50	Temporal Sanctuary	A PC who takes a rest in the temporal sanctuary can choose an additional downtime move.
51	Hero's Helm	When you critically succeed on an attack, all allies within Close range gain a Hope.
52	Rings of Friendship	Two creatures can wear this pair of rings shaped like coiled snakes. You can spend the Hope of whoever is wearing the other ring (with their permission) as if it were your own.
53	Rings of Camaraderie	Two creatures can wear this pair of wooden rings. You can mark the Stress of whoever is wearing the other ring (with their permission) as if it were your own.
54	Rings of Alliance	Two creatures can wear this pair of rose gold rings. Once per session, you can initiate a Tag Team Roll with whoever is wearing the other ring without spending Hope or counting against your session limit for Tag Team Rolls.
55	Phobophage's Circlet	When the GM spends a Fear, roll a d4. Once per scene on a result of 4, you clear a Stress.
56	Quillshawl	If an adversary attacks you within Melee range, they must succeed on a Reaction Roll (12) or mark a Hit Point.
57	Warp Pendant	Once per rest, mark a Stress to teleport to a location you can clearly see.
58	Portal Frames	This pair of small ornate frames, one red and one blue, are connected. Anything that passes into one exits from the other.
59	Communion Relic	Once per rest, you can spend a Hope to use an ally's Experience as if it were your own. You can carry only one relic.
60	Augur's Relic	Once per long rest, you can activate your Hope feature without spending Hope. You can carry only one relic.

CONSUMABLES

Consumables are pieces of loot that can be used only once. You can hold up to five of each consumable at a time. Using a consumable doesn't require a roll unless required by the GM or the demands of the fiction.

You can use the tables below to generate items ahead of a game or during a session. Choose the desired rarity, roll the associated number of d12s, add their values together (if needed), and then reference the table for the item that matches that value.

- **Common (1d12 or 2d12):** Common consumables might be found at an abandoned camp or readily available at a local store.
- **Uncommon (2d12 or 3d12):** Uncommon consumables might be found in limited supply in a shop, kept in a protected place in a camp, or offered as part of a reward for a job.
- **Rare (3d12 or 4d12):** Rare consumables might be kept under lock and key in a shop, offered as the sole reward for a job, or discovered in a powerful NPC's possessions.
- **Legendary (4d12 or 5d12):** Legendary consumables might be the only item of their kind, a reward for an incredibly difficult or dangerous job, or a powerful adversary's most precious and guarded treasure.

Core Set Consumables

The following table includes the consumables from the Daggerheart Core Set.

ROLL	LOOT	DESCRIPTION	ROLL	LOOT	DESCRIPTION
01	Stride Potion	You gain a +1 bonus to your next Agility Roll.	16	Vial of Darksmoke	When an adversary attacks you, use this vial and roll a number of d6s equal to your Agility. Add the highest result to your Evasion against the attack.
02	Bolster Potion	You gain a +1 bonus to your next Strength Roll.	17	Jumping Root	Eat this root to leap up to Far range once without needing to roll.
03	Control Potion	You gain a +1 bonus to your next Finesse Roll.	18	Snap Powder	Mark a Stress and clear a HP.
04	Attune Potion	You gain a +1 bonus to your next Instinct Roll.	19	Health Potion	Clear 1d4+1 HP.
05	Charm Potion	You gain a +1 bonus to your next Presence Roll.	20	Stamina Potion	Clear 1d4+1 Stress.
06	Enlighten Potion	You gain a +1 bonus to your next Knowledge Roll.	21	Armor Stitcher	You can use this stitcher to spend any number of Hope and clear that many Armor Slots.
07	Minor Health Potion	Clear 1d4 HP.	22	Gill Salve	You can apply this salve to your neck to breathe underwater for a number of minutes equal to your level.
08	Minor Stamina Potion	Clear 1d4 Stress.	23	Replication Parchment	By touching this piece of parchment to another, you can perfectly copy the second parchment's contents. Once used, this parchment becomes mundane paper.
09	Grindletooth Venom	You can apply this venom to a weapon that deals physical damage to add a d6 to your next damage roll with that weapon.	24	Improved Arcane Shard	You can make a Finesse Roll to throw this shard at a group of adversaries within Far range. Targets you succeed against take 2d20 magic damage.
10	Varik Leaves	You can eat these paired leaves to immediately gain 2 Hope.	25	Major Stride Potion	You gain a +1 bonus to your Agility until your next rest.
11	Vial of Moondrip	When you drink the contents of this vial, you can see in total darkness until your next rest.	26	Major Bolster Potion	You gain a +1 bonus to your Strength until your next rest.
12	Unstable Arcane Shard	You can make a Finesse Roll to throw this shard at a group of adversaries within Far range. Targets you succeed against take 1d20 magic damage.	27	Major Control Potion	You gain a +1 bonus to your Finesse until your next rest.
13	Potion of Stability	You can drink this potion to choose one additional downtime move.	28	Major Attune Potion	You gain a +1 bonus to your Instinct until your next rest.
14	Improved Grindletooth Venom	You can apply this venom to a weapon that deals physical damage to add a d8 to your next damage roll with that weapon.	29	Major Charm Potion	You gain a +1 bonus to your Presence until your next rest.
15	Morphing Clay	You can spend a Hope to use this clay, altering your face enough to make you unrecognizable until your next rest.	30	Major Enlighten Potion	You gain a +1 bonus to your Knowledge until your next rest.

ROLL	LOOT	DESCRIPTION
31	Blood of the Yorgi	You can drink this blood to disappear from where you are and immediately reappear at a point you can see within Very Far range.
32	Homet's Secret Potion	After drinking this potion, the next successful attack you make critically succeeds.
33	Redthorn Saliva	You can apply this saliva to a weapon that deals physical damage to add a d12 to your next damage roll with that weapon.
34	Channelstone	You can use this stone to take a spell or grimoire from your vault, use it once, and return it to your vault.
35	Mythic Dust	You can apply this dust to a weapon that deals magic damage to add a d12 to your next damage roll with that weapon.
36	Acidpaste	This paste eats away walls and other surfaces in bright flashes.
37	Hopehold Flare	When you use this flare, allies within Close range roll a d6 when they spend a Hope. On a result of 6, they gain the effect of that Hope without spending it. The flare lasts until the end of the scene.
38	Major Arcane Shard	You can make a Finesse Roll to throw this shard at a group of adversaries within Far range. Targets you succeed against take 4d20 magic damage.
39	Featherbone	You can use this bone to control your falling speed for a number of minutes equal to your level.
40	Circle of the Void	Mark a Stress to create a void that extends up to Far range. No magic can be cast inside the void, and creatures within the void are immune to magic damage.
41	Sun Tree Sap	Consume this sap to roll a d6. On a result of 5–6, clear 2 HP. On a result of 2–4, clear 3 Stress. On a result of 1, see through the veil of death and return changed, gaining one scar.
42	Dripfang Poison	A creature who consumes this poison takes 8d10 direct magic damage.
43	Major Health Potion	Clear 1d4+2 HP.
44	Major Stamina Potion	Clear 1d4+2 Stress.
45	Ogre Musk	You can use this musk to prevent anyone from tracking you by mundane or magical means until your next rest.
46	Wingsprout	You gain magic wings that allow you to fly for a number of minutes equal to your level.

ROLL	LOOT	DESCRIPTION
47	Jar of Lost Voices	You can open this jar to release a deafening echo of voices for a number of minutes equal to your Instinct. Creatures within Far range unprepared for the sound take 6d8 magic damage.
48	Dragonbloom Tea	You can drink this tea to unleash a fiery breath attack. Make an Instinct Roll against all adversaries in front of you within Close range. Targets you succeed against take d20 physical damage using your Proficiency.
49	Bridge Seed	Thick vines grow from your location to a point of your choice within Far range, allowing you to climb up or across them. The vines dissipate on your next short rest.
50	Sleeping Sap	You can drink this potion to fall asleep for a full night's rest. You clear all Stress upon waking.
51	Feast of Xuria	You can eat this meal to clear all HP and Stress and gain 1d4 Hope.
52	Bonding Honey	This honey can be used to glue two objects together permanently.
53	Shrinking Potion	You can drink this potion to halve your size until you choose to drop this form or your next rest. While in this form, you have a +2 bonus to Agility and a –1 penalty to your Proficiency.
54	Growing Potion	You can drink this potion to double your size until you choose to drop this form or your next rest. While in this form, you have a +2 bonus to Strength and a +1 bonus to your Proficiency.
55	Knowledge Stone	If you die while holding this stone, an ally can take a card from your loadout to place in their loadout or vault. After they take this knowledge, the stone crumbles.
56	Sweet Moss	You can consume this moss during a rest to clear 1d10 HP or 1d10 Stress.
57	Blinding Orb	You can activate this orb to create a flash of bright light. All targets within Close range become <i>Vulnerable</i> until they mark HP.
58	Death Tea	After you drink this tea, you instantly kill your target when you critically succeed on an attack. If you don't critically succeed on an attack before your next long rest, you die.
59	Mirror of Marigold	When you take damage, you can spend a Hope to negate that damage, after which the mirror shatters.
60	Stardrop	You can use this stardrop to summon a hailstorm of comets that deals 8d20 physical damage to all targets within Very Far range.

Additional Consumables

The following table includes the consumables from the Hope & Fear Expansion Set.

ROLL	LOOT	DESCRIPTION	ROLL	LOOT	DESCRIPTION
1	Warding Candle	You can light this candle to fill an area within Close range with a halo of light. A creature outside the halo can't enter it if they have ill intent toward a creature within it. The candle burns for an hour.	15	Red Ooze Oil	You can coat your weapon in this oil. The next successful attack you make with this weapon deals an extra 1d8 magic damage and temporarily <i>Ignites</i> the target. While <i>Ignited</i> , the target takes 1d4 magic damage when they take the spotlight.
2	Iridian Dust	This multicolored powder sticks to everything and prevents creatures covered in it from becoming <i>Hidden</i> .	16	Instant Camp	You can unfold this small mechanical box into a camping tent large enough to safely house six people. The tent collapses at the end of your next long rest.
3	Verglasian Seed	You can use this ice shard to instantly freeze an area of water up to Close range.	17	Bundle of Spiderlegs	You can eat these spiderlegs to walk on walls until your next rest.
4	Cupbearer's Bezoar	You can swallow this bezoar to become immune to poisons until your next long rest.	18	Ciscan Fog Bottle	You can break this jar to fill the area within Close range with magical mist. A creature who enters the mist clears a Stress and becomes <i>Hidden</i> .
5	Mossmantle Potion	You can drink this tea to perfectly blend into natural environments until your next rest.	19	Snapthorn Seed	You can throw this seed at a point you can see. It explodes into a tangle of binding vines that temporarily <i>Restrains</i> all creatures within Close range of that point.
6	Lyrebird Lozenge	You can dissolve this lozenge in your mouth to perfectly mimic any voice you've heard until the end of the scene.	20	Sprite Bottle	When you mark your last Hit Point, this bottle shatters to release the Sprite inside. The Sprite clears all your Hit Points before fading from the Mortal Realm.
7	Vial of Featherfall	You can drink this potion to ignore damage from falling for the next 10 minutes.	21	Gravity Bomb	You can throw this peach-sized mechanical orb at a point within Far range. It implodes and pulls all creatures and objects within Close range of that point into Melee range with it.
8	Chimeric Saliva	You can apply this saliva to a weapon that deals physical damage to change its damage type to magic until your next rest.	22	Gossip Flower	You can plant this seed in soil. It instantly grows into a small flower that records everything it hears for up to one week. When plucked, the flower recites what it recorded in real time, then withers.
9	Packet of Space Dust	This dust causes anything it covers to become lighter than air. One packet contains enough dust to cover the contents of a picnic basket, and the effects last for an hour.	23	Displacement Token	You can swallow this token to conjure two illusions of yourself that you can control. Each illusion lasts until it takes damage or until your next rest.
10	Pipeweed	When you choose the Clear Stress downtime move during a short rest, you can smoke this non-intoxicating leaf to clear an additional Stress. Any other PCs who chose the Clear Stress downtime move also gain this benefit.	24	Night Hag's Dust	You can blow this dust in an adversary's face to prevent them from clearing Stress until your next long rest.
11	Deathseer's Powder	You can sprinkle this powder over a recently deceased corpse to conjure a spectral reprise of their final minute of life.	25	Self-Sewing Thread	You can use this thread to clear either a Hit Point or 2 Armor Slots.
12	Slayer's Salt	You can spread this salt in a line along windowsills or thresholds to create a magical barrier that undead creatures can't cross until the line is broken.	26	Stonemason's Fortune	When you throw this gray brick on the ground, it immediately grows into a 6-foot-tall, 10-foot-wide, and 2-foot-deep wall of solid stone.
13	Yakamel Milk	After consuming this milk, the next time you clear 1 or more Hit Points, you clear an additional Hit Point.			
14	Glowmoss Mushroom	You can break this mushroom into pieces, causing it to glow bright blue until your next long rest.			

ROLL	LOOT	DESCRIPTION
27	Mnemonic Potion	You can drink this potion to Utilize an Experience without spending a Hope.
28	Salamander Salve	You can apply this salve to your skin to make yourself immune to heat until your next rest.
29	Green Ooze Oil	You can coat your weapon in this oil. The next successful attack you make with this weapon deals an extra 1d8 magic damage and temporarily <i>Corrodes</i> the target. While <i>Corroded</i> , the target gains a -2 penalty to their damage thresholds.
30	Sunlight Orb	You can shatter this orb to make the area within Very Far range appear as though it's sunlit daytime for the next 24 hours.
31	Moonlight Orb	You can shatter this orb to make the area within Very Far range appear as though it's moonlit nighttime for the next 24 hours.
32	Midas Flask	You can pour this small flask of alchemical liquid over a mundane item to instantly transmute it into a handful of gold.
33	Staff of Reversal	You can break this staff against the ground to reverse one magical transformation or effect within Far range.
34	Berserker's Brew	When you drink this dram of liquid, you gain a bonus to your Strength and a penalty to your Finesse and Knowledge equal to your Instinct (minimum 1). This effect lasts until you make a death move or until your next rest.
35	Emberite Shard	Choose a point within Far range. All targets within Close range of that point must succeed on a Reaction Roll (16) or take 3d6 magic damage and become temporarily <i>Ablaze</i> . While <i>Ablaze</i> , a creature must roll a d4 whenever they make an action roll. On a result of 1, they mark a Hit Point. On a result of 4, they clear the <i>Ablaze</i> condition.
36	Arcticite Shard	Choose a point within Far range. All targets within Close range of that point must succeed on a Reaction Roll (16) or take 3d6 magic damage and become temporarily <i>Restrained</i> by ice.
37	Fulgurite Shard	Choose a point within Far range. All targets within Close range of that point must succeed on a Reaction Roll (16) or take 3d6 magic damage and mark 1d4 Stress as lightning crackles through the area.
38	Demiurge's Draught	You can drink this draught to gain a +1 bonus to your Proficiency for your next successful attack roll.

ROLL	LOOT	DESCRIPTION
39	Cockerel Claw Tea	You can drink this tea to refresh your features as if you had taken a long rest.
40	Potion of Vigilance	You can drink this potion to gain a +1 bonus to your Evasion until you mark a Hit Point.
41	Cacophonous Concoction	When you drink this potion, anything you say or do in the next hour becomes impossible for a witness to recount. Any attempts they make to communicate what they saw, heard, or otherwise sensed comes out garbled or nonsensical.
42	Nightmare Mead	You can drink this potion to discover the deepest fear of the next person you make eye contact with. When you do, the GM gains a Fear.
43	Stake of Abjuration	You can hammer this stake into the ground and make a proclamation. Until your next rest, a creature within Far range of the stake who transgresses that proclamation must mark a Stress. The stake lasts until your next rest, then it shatters.
44	Psychopomp's Shroud	You can place this shroud over the corpse of a recently deceased creature. The creature's spirit enters the shroud and becomes your spectral assistant until the next sunrise, when they pass through the veil of death and take the shroud with them.
45	Phial of Deep Ink	You can drink this bottle of ink to transform into a cephalopod of roughly your size for the next hour. You gain rubbery skin, soft bones, the ability to breathe underwater, and new limbs until you have eight total.
46	Mesmer's Tonic	When you drink this tonic, the only thing you can hear until your next rest are the surface thoughts of creatures within Very Close range.
47	Invisibility Potion	You are <i>Hidden</i> until you deal damage to another creature or until your next rest.
48	Formoid Serum	You can drink this potion to become a swarm of 16 million ants until the end of the scene. You keep and have access to all equipment, loot, and features.
49	Steelskin Salve	You can apply this salve to your skin to gain a bonus to your damage thresholds equal to your tier until the end of the scene.
50	Godling's Pomelo	You can eat this citrus fruit to clear all Hit Points and Stress.
51	Snakeskin Spirit	You can drink this potion to slough off your outer layer of skin and heal a scar.

ROLL	LOOT	DESCRIPTION
52	Magic-User's Malison	When you release this spellcaster's trapped soul, you can cast one spell from a card in your vault as if it were in your loadout. This doesn't work for permanently vaulted cards.
53	Quintessential Severant	You can use this magic blade to cut one magical or metaphysical bond, such as an enchantment, contract, magical tether, or divine oath. When you do, the blade shatters.
54	Mask of the Echoed Self	You can wear this mask during your next level up to swap the values of any of your traits. When you do, the mask becomes your permanent face.
55	Necroprancer's Bell	You can break this rusted, clapperless bell against the ground to summon a skeletal steed that climbs out of the earth and serves you until the next sunrise.
56	Drakemantle	You can use this enchanted ancient dragon hide to gain draconic characteristics until the end of the scene, when the hide falls away in tatters. Until then, you can fly and gain a +5 bonus to your damage thresholds and a +1 bonus to your Proficiency.
57	Gambler's Fallacy	You can spend any number of handfuls of gold by placing them into this slotted ceramic jar shaped like a pig. When you throw the jar at a point within Far range, it explodes and deals 1d20 magic damage for each handful of gold spent to all creatures within Close range of that point. All gold within the jar is destroyed.
58	Lionheart Tonic	You can drink this tonic to gain a +1 bonus to your Proficiency until you roll with Fear.
59	Tears of the Undying Hero	When you drink this potion, death can't touch you until your next long rest. When you would mark your last Hit Point, instead of making a death move, you make one final action roll before falling into a dreamless slumber until an ally chooses the Tend to Wounds downtime move to clear your Hit Points.
60	Featherstep Potion	You can drink this potion to sprout small wings from your ankles that give you a bonus to your Evasion equal to your tier until your next rest.

GOLD

Gold is an abstract measurement of how much wealth a character has, and is measured in **handfuls**, **bags**, and **chests**, with 10 handfuls to 1 bag, and 10 bags to 1 chest. When you have marked all of the slots in a category and you gain another gold reward in that category, mark a slot in the following category and clear all the slots in the current one.

For example, if you have 9 handfuls and gain another, you instead mark 1 bag and erase all handfuls. If you have 9 bags and gain another, you mark 1 chest and erase all bags.

You can't have more than 1 chest, so if all your Gold slots are marked, you'll need to spend some of your gold or store it somewhere else before you can acquire more.

Optional Rule: Gold Coins

If your group wants to track gold with more granularity, you can add **coins** as your lowest denomination. Following the established pattern, 10 coins equal 1 handful.

RUNNING AN ADVENTURE

INTRODUCTION

The GM is responsible for guiding the narrative and roleplaying the world the PCs inhabit. This section provides you with advice for running Daggerheart: using the core mechanics; creating memorable encounters; planning exciting sessions; selecting, creating, and using GM moves; crafting a full campaign; running dynamic NPCs; and more.

GM GUIDANCE

These three sections provide a foundation to help you get the most out of this game. The “GM Principles” are your guiding star—when in doubt, return to these principles.

GM PRINCIPLES

■ BEGIN AND END WITH THE FICTION

Use the fiction to drive mechanics, then connect the mechanics back to the fiction.

■ COLLABORATE AT ALL TIMES, ESPECIALLY DURING CONFLICT

The PCs are the protagonists of the campaign; antagonism between player and GM should exist only in the fiction.

■ FILL THE WORLD WITH LIFE, WONDER, AND DANGER

Showcase rich cultures, take the PCs to wondrous places, and introduce them to dangerous creatures.

■ ASK QUESTIONS AND INCORPORATE THE ANSWERS

Ensuring that the players’ ideas are included results in a narrative that supports the whole group’s creativity.

■ GIVE EVERY ROLL IMPACT

Only ask the players to roll during meaningful moments.

■ PLAY TO FIND OUT WHAT HAPPENS

Be surprised by what the characters do, the choices they make, and the people they become.

■ HOLD ON GENTLY

Don’t worry if you need to abandon or alter something that came before.

GM PRACTICES

■ CULTIVATE A CURIOUS TABLE

Follow what catches the players’ interest to foster an environment of creative inquiry.

■ GAIN YOUR PLAYERS’ TRUST

Act in good faith, follow through on your promises, admit your mistakes.

■ KEEP THE STORY MOVING FORWARD

Advance the story through escalating action, new information, or changing circumstances after every action roll, whether it succeeds or fails.

■ CUT TO THE ACTION

Skip past the boring bits. When a scene drags on, end it.

■ HELP THE PLAYERS USE THE GAME

Players have more fun when you help them understand the system.

■ CREATE A META CONVERSATION

Empower players to speak out of character, use safety tools, and ask for clarification.

■ TELL THEM WHAT THEY WOULD KNOW

Don’t hide obvious details or important information from the players.

■ GROUND THE WORLD IN MOTIVE

An NPC’s actions flow from their goals and desires.

■ BRING THE GAME’S MECHANICS TO LIFE

Set a good example of how fiction and mechanics work together to enhance the game experience.

■ REFRAME RATHER THAN REJECT

If a player’s contribution conflicts with the fiction, work with them to reshape it.

■ WORK IN MOMENTS AND MONTAGES

When framing a scene, decide which beats should be savored and which shouldn’t linger.

PITFALLS TO AVOID

■ UNDERMINING THE HEROES

If a roll doesn't go well, show how it was impacted by an adversary's prowess, environmental factors, or unexpected surprises, rather than the PC's incompetence.

■ ALWAYS TELLING THE PLAYERS WHAT TO ROLL

Let the players decide how to handle a challenge.

■ LETTING SCENES DRAG

Shake it up or cut away when a scene has concluded, the table's energy is flagging, or people are talking in circles.

■ SINGULAR SOLUTIONS

Don't get hung up on one right answer to a problem. If the players have a clever idea, make it work.

Overplanning

Spend your prep time inventing situations instead of scripting scenes. If the players surprise you, take a break to think through your options.

■ HOARDING FEAR

Spend Fear when you have the opportunity. The players will always generate more.

For more in-depth GM guidance, see pg. 140 of the Daggerheart Core Rulebook.

CORE GM MECHANICS

ROLLING DICE

The GM has no Duality Dice; instead, they roll a single d20 called the GM's Die.

■ ADVERSARY ATTACK ROLLS

When an adversary attacks a PC, roll your d20 and add the adversary's attack bonus to the result. If the total meets or beats the target's Evasion, the attack succeeds; otherwise, the attack fails. On a successful attack, roll the attack's damage dice to determine how much it deals.

If you roll a natural 20 on an attack, your roll automatically succeeds and you deal extra damage. Roll damage normally, then add the highest number on the damage dice to the total. For example, an attack that deals 3d6+2 deals 18+3d6+2 on a critical success; the critical success does not affect the flat damage modifier.

Note: a critical success on an adversary's reaction roll automatically succeeds, but confers no additional benefit.

■ GUIDANCE ON ACTION ROLLS

After a player describes a move they want to make during the game, you might decide an action roll is necessary to determine how the scene progresses. Use this guide to determine what to present the player, choosing whichever option best fits the situation:

- Determine whether the roll is necessary, considering the PC's Experiences or backstory, the pressure they're acting under, and the possible outcomes.
- Establish the stakes of an action roll before the player makes it.
- Communicate any unavoidable consequences.
- If desired, you can offer the player the opportunity to forgo an action roll in exchange for agreeing to an interesting outcome, cost, or complication.

MAKING MOVES

As the GM, you have **GM moves** that change the story in response to the players' actions. GM moves aren't bound by specific spells or effects—when you make a GM move, you can describe the action in whatever way the fiction demands.

GM moves happen during **GM turns**. A GM turn begins when the spotlight passes to them and ends when the spotlight passes back to the players.

■ WHEN TO MAKE A MOVE

The GM can make a GM move whenever you want, but the frequency and severity depends on the type of story you're telling, the actions your players take, and the tone of the session you're running.

Make a GM move when the players:

- Roll with Fear
- Fail an action roll
- Do something that has unavoidable consequences
- Give you a "golden opportunity" (an opening that demands an immediate response)
- Look to you for what happens next

■ CHOOSING GM MOVES

The result of a player's action roll determines your response:

On a **Critical Success**, you let the player describe their success, then give them an additional opportunity or advantage.

On a **Success with Hope**, you let the player describe their success, then you show how the world reacts to it.

On a **Success with Fear**, you work with the player to describe their success, then take a Fear and make a GM move to introduce a minor consequence, complication, or cost:

- An adversary attacks
- The PC marks a Stress
- You introduce a new threat
- You raise the stakes of the conflict

On a **Failure with Hope**, you describe how the PC fails to get what they want, then make a GM move to introduce a minor consequence, complication, or cost:

- An adversary attacks
- The PC marks a Stress
- You introduce a new threat
- You raise the stakes of the conflict

On a **Failure with Fear**, you describe how things go wrong, then make a GM move to introduce a major consequence, complication, or cost:

- You put them in immediate danger
- They become the focus of multiple adversaries
- They are separated from their party
- They lose an important opportunity for good.

■ QUICK REFERENCE: RESOLVING ACTION ROLLS

If you're unsure how to resolve a roll, think about these quick phrases:

Success with Hope: Yes, and... (You get what you want and gain a Hope.)

Success with Fear: Yes, but... (You get what you want, but there's a consequence, and the GM gains a Fear.)

Failure with Hope: No, but... (Things don't go as planned, but you gain a Hope.)

Failure with Fear: No, and... (Things don't go as planned and it gets worse. The GM gains a Fear.)

If the move you should make is not obvious from the fiction, draw inspiration from the "Example GM Moves" list:

- Introduce a new obstacle or enemy
- Ask the player what happens
- Have the PC mark a Stress
- Tell the players "everything is fine... for now."

■ SOFT AND HARD MOVES

Soft moves go easier on the players—they give the party new information about the scene and offer them an opportunity to react to it. **Hard moves** are harsher, more impactful, or more direct—the PCs don't get an opening to interrupt, alter, or anticipate the outcome.

Use softer moves on rolls with Hope and harder moves on rolls with Fear.

Example GM Moves

- Show how the world reacts
- Ask a question and build on the answer
- Make an NPC act in accordance with their motive
- Drive a PC to take action by dangling their goals in front of them
- Signal an imminent off-screen threat
- Reveal an unwelcome truth or unexpected danger
- Force the group to split up
- Make a PC mark Stress
- Make a move the characters don't see
- Show the collateral damage
- Clear an adversary's condition
- Shift the environment
- Spotlight an adversary
- Capture someone or something important
- Use a PC's backstory against them
- Take away an opportunity permanently.

USING FEAR

You start a campaign with 1 Fear per PC in the party.

You gain Fear whenever a PC rolls with Fear, the PCs take a rest (see: Downtime), or when an ability or effect tells you to.

You can never have more than 12 Fear at one time.

Fear carries over between sessions.

Spend a Fear to:

- Interrupt the players to steal the spotlight and make a move
- Make an additional GM move
- Use an adversary's Fear Feature
- Use an environment's Fear Feature
- Add an adversary's Experience to a roll

The dramatic tension of a scene correlates with the amount of Fear you spend during it. For guidance on how much Fear you should spend in a scene, consult the following table:

Incidental	A catch-up between PCs after an emotionally charged scene; gathering information; resupplying at a local market; resting during downtime.	0–1 Fear
Minor	A travel sequence; a minor skirmish that introduces new foes or signals future trouble.	1–3 Fear
Standard	A substantial battle with a notable objective; perilous travel that tests might and wit; a tense social encounter seeking crucial information or aid.	2–4 Fear
Major	A large battle with a Solo or Leader adversary; a character-defining scene with a significant change to a character’s personal story (such as revelation, growth, and betrayal).	4–8 Fear
Climactic	A major confrontation with the villain of a story arc; an epic set piece battle; a judicial duel to determine an important NPC’s fate.	6–12 Fear

If you find yourself with a **large amount of Fear**, consider:

- **Spending Fast:** Spend Fear before the players have a chance to react
- **Spending Often:** Spend Fear every time the spotlight swings to you
- **Spending Big:** Spend Fear to make multiple moves in a row

Spending Fear to make a move communicates the increased impact of your action. Fear moves often include one or more of these elements:

- Introducing new adversaries to a scene when their appearance hasn’t been foreshadowed or lacks context.
- An adversary activating a powerful spell or transformation to deal massive damage or boost their capabilities.
- An environment exerting a strong negative effect on the party.

DIFFICULTY BENCHMARKS

The Difficulty of an attack roll against an adversary is equal to the adversary’s Difficulty score. The Difficulty of any other action rolls against an adversary is equal to the adversary’s Difficulty score, plus (if applicable) the value of one of the adversary relevant Experience modifiers.

When a player makes an action roll without a specified Difficulty, the GM sets the Difficulty according to the totality of the circumstances. Refer to the following benchmark table for more guidance:

AGILITY	ROLL	SPRINT	LEAP	MANEUVER
	5	Sprint within Close range across an open field with an enemy present.	Make a running jump of half your height (about 3 feet for a human).	Walk slowly across a narrow beam.
	10	Sprint within Far range across an open field with an enemy present.	Make a running jump of your height (about 6 feet for a human).	Walk quickly across a narrow beam.
	15	Sprint within Close range across rough terrain with an enemy present.	Make a running jump of double your height (about 12 feet for a human).	Run across a narrow beam.
	20	Sprint within Close range through an active battle of multiple enemies.	Make a running jump of three times your height (about 18 feet for a human).	Run across a narrow beam in heavy wind.
	25	Sprint within Far range through a pitched battle in rough terrain.	Make a running jump of five times your height (about 30 feet for a human).	Run across a very narrow beam in an active rainstorm.
	30	Sprint across the heads of your enemies in a pitched battle.	Make a running jump of ten times your height (about 60 feet for a human).	Run across an inch-wide, oil-slicked beam in an active rainstorm.

STRENGTH	ROLL	LIFT	SMASH	GRAPPLE
	5	Lift a chair.	Destroy a glass cup.	Subdue a child.
	10	Lift a table or small chest.	Destroy a small wooden table.	Subdue a weak adult.
	15	Lift a grown person or large chest.	Break through a wooden door.	Subdue an average adult.
	20	Lift the side of a laden cart or carry a large chest up stairs.	Break through a stone wall.	Subdue a skilled wrestler.
	25	Lift a horse, an ox, or a large monster.	Break through a dragon's teeth.	Subdue a large beast.
	30	Lift a falling portcullis gate.	Break a god's grip.	Subdue a legendary beast.
FINESSE	ROLL	CONTROL	HIDE	TINKER
	5	Ride a horse through easy terrain.	Evade notice under full cover on a moonless night.	Open a sticky lock with the appropriate key.
	10	Drive an ox-pulled cart.	Evade notice in limited cover on a moonless night.	Open a simple puzzle box.
	15	Ride a horse through rough terrain.	Evade notice in limited cover on an average night.	Disable a standard trap.
	20	Drive a cart through rough terrain.	Evade notice in the shadows on an average night.	Disable a complicated trap.
	25	Ride a wild horse through dangerous terrain.	Evade notice with minimal cover in ample light.	Open a door secured by a sequence of elaborate locks.
	30	Ride an enraged beast through dangerous terrain.	Evade notice with no cover in full daylight.	Disable an incredibly sensitive and deadly trap.
INSTINCT	ROLL	PERCEIVE	SENSE	NAVIGATE
	5	Hear a loud noise twenty paces away.	Detect an obvious ambush or notice an obvious deception.	Follow a well-trod path in good lighting and weather.
	10	Hear a speaking voice fifty paces away.	Detect a looming threat or notice an average person's lies.	Follow an average path in good lighting and weather.
	15	Hear someone walking in the woods fifty paces away.	Detect hostile intent from a foe or see through a merchant's lies.	Follow a subtle path through rough conditions.
	20	Hear someone sneaking through the woods fifty paces away.	Detect a politician's veiled hostility or detect a nearby assassin.	Follow a subtle path through harsh conditions.
	25	Hear a prowling animal fifty paces away.	Identify a spymaster's plot or read a politician's true intentions.	Find your way with no path through dangerous conditions.
	30	Hear a diving bird a hundred paces away.	Sense a shred of doubt within a god's pronouncement.	Find your way through a trickery god's maze.

PRESENCE

ROLL	CHARM	PERFORM	DECEIVE
5	Win the trust of a friendly neighbor.	Earn a meal from a friendly crowd.	Trick a trusting acquaintance.
10	Win the trust of a friendly stranger.	Earn room and board in a small town or impress a small crowd.	Trick an average stranger.
15	Win the trust of a cautious stranger or talk your way into a noble's party.	Earn room and board in a low-end tavern or impress a large crowd.	Trick an average merchant.
20	Win the trust of a sympathetic foe or talk your way into an enemy's party.	Earn lodging in a high-end tavern or impress a full theater.	Trick a trained courtier.
25	Turn an enemy against their ruler or talk your way into a fae court.	Earn your keep in a royal court or impress a full colosseum.	Trick a spymaster.
30	Talk a hostile god into granting you a boon.	Save yourself from execution after offending the queen.	Trick a god.

KNOWLEDGE

ROLL	RECALL	ANALYZE	COMPREHEND
5	Recall uncommon facts about your community.	Unpack an obvious metaphor in a simple text.	Learn simple skills from an excellent teacher.
10	Recall uncommon facts about a neighboring community.	Identify obvious subtext in a conversation.	Learn simple skills from an average teacher.
15	Recall uncommon facts about a distant community.	Break an average cipher in a coded message.	Learn complicated skills from an excellent teacher.
20	Recall specialized facts about a distant community.	Identify a weakness in a complicated battle plan.	Learn complicated skills under poor conditions.
25	Recall specialized facts about a fallen kingdom.	Predict the downfall of a nation based on concealed misdeeds.	Learn complicated skills quickly under dangerous conditions.
30	Recall secret information about an obscure historical group.	Identify the weakness in a divine champion's fighting form.	Learn complicated skills quickly from incomplete information.

GIVING ADVANTAGE AND DISADVANTAGE

To viscerally convey how a PC's actions or circumstances affect their ability to act, grant them advantage (or impose disadvantage) instead of adjusting the Difficulty of an action roll.

ADVERSARY ACTION ROLLS

By default, adversaries don't normally make action rolls except for attack rolls and any unique actions described in their stat blocks. Any other action an adversary attempts simply succeeds without an action roll; if you want an adversary's action to have a chance of failure, have any relevant PCs make reaction rolls instead.

However, for especially dramatic or difficult tasks that the PCs can't influence, you can give an adversary an **action roll** anyway. For an adversary's action roll, roll a d20. If the result is equal to or greater than the action's Difficulty, the action succeeds—otherwise it fails. You can spend a Fear before rolling to add a relevant Experience from the adversary's stat block to the total. Use the same procedure when an adversary makes a **reaction roll**.

ADVERSARY ADVANTAGE & DISADVANTAGE

If an adversary has advantage on an action roll, the GM rolls an extra d20 and counts only the higher result. If an adversary has disadvantage on an action roll, the GM rolls an extra d20 and counts only the lower result.

ADVERSARY ATTACKS

When an adversary attacks a PC, the GM rolls a d20 and adds the adversary's Attack Modifier to the result. If the total meets or beats the target's Evasion, the attack succeeds; otherwise, it fails. Before rolling, the GM can grant the attacking adversary advantage, impose disadvantage, or spend a Fear to add a relevant Experience from the adversary's stat block to the total.

On a success, the adversary deals the damage listed in their stat block to the target.

When an adversary's action lets the GM make an **attack against multiple targets**, they make one attack roll and compare it to each target's Evasion separately.

COUNTDOWNS

Countdowns represent a period of time or series of events preceding a future effect. A countdown begins at a starting value. When a countdown **advances**, it's reduced by 1. The countdown's effect is triggered when the countdown reaches 0.

Note: You can track countdowns by “spinning down” dice or ticking off boxes.

Standard countdowns advance every time a player makes an action roll. If an adversary or environment ability refers to a “Countdown [n],” then it means a standard countdown with a starting value of n.

Dynamic countdowns advance by up to 3 depending on the outcomes of action rolls. **Consequence countdowns** are dynamic countdowns to negative effects. **Progress countdowns** are dynamic countdowns to positive effects. Dynamic countdowns advance according to this chart:

DYNAMIC COUNTDOWN ADVANCEMENT

Roll Result	Progress Advancement	Consequence Advancement
Failure with Fear	No advancement	Tick down 3
Failure with Hope	No advancement	Tick down 2
Success with Fear	Tick down 1	Tick down 1
Success with Hope	Tick down 2	No advancement
Critical Success	Tick down 3	No advancement

ADVANCED COUNTDOWN FEATURES

- Countdowns with **randomized starting values**
- Loop** countdowns that reset to their starting value after their countdown effect is triggered.
- Increasing** countdowns that increase their starting value by 1 every time they loop.
- Decreasing** countdowns that decrease their starting value by 1 every time they loop.
- Linked** progress and consequence countdowns that simultaneously advance according to the same action roll outcomes.
- Long-term countdowns** that advance after **rests** instead of action rolls.

GIVING OUT GOLD, EQUIPMENT, AND LOOT

It's up to you and your players how much importance you want to place on gold, equipment, and loot in your campaign.

Adjust the availability and utility of wealth and equipment to reflect the tone, themes, and setting of your campaign.

If you don't wish to track gold, then when PCs go shopping for new items let them pick one or two from a short, preselected

list that aligns with your campaign setting and the party's current location.

Otherwise, set the prices of goods and services by adjusting the entries in the Average Costs table to reflect your campaign setting:

Meals for a party of adventurers per night	1 Handful
Standard inn room per night	1 Handful
Luxury inn room per night	1 Bag
Carriage ride	2 Handfuls
Mount (horse, mule, etc.)	3 Bags
Specialized tools	3 Handfuls
Fine clothing	3 Handfuls
Luxury clothing	1 Bag
Tier 1 equipment (weapons, armor)	1–5 Handfuls
Tier 2 equipment (weapons, armor)	1–2 Bags
Tier 3 equipment (weapons, armor)	5–10 Bags
Tier 4 equipment (weapons, armor)	1–2 Chests

RUNNING GM NPCs

When you run NPCs as the GM, you should always strive to follow your GM principles and use them to bring the world to life. Differentiate NPCs with unique manners of speech and action; let their individual goals and desires motivate their actions.

The only essential elements for a NPC are their **name**, **description**, and **motive**. If it's likely that the PCs will roll actions against them, give them a **Difficulty**. Adversaries can be invented or improvised by modifying the stat block of another adversary.

If an NPC becomes an ally in combat, they don't need a stat block—just put the spotlight on what they do and show how their involvement alters the fiction. If a PC capitalizes on their help during the scene, give the PC advantage. NPCs that don't have Hit Points or Stress can still be injured or killed if the fiction demands it.

If you want an important NPC to mechanically interact with the system, you can give them one or more features with specific **triggers** and **effects**. An NPC might also have a choice that adjusts the parameters of their feature. For example:

ARCANE HOLD

Choice: When the battle begins, choose a favored PC.

Trigger: The first time during a battle the favored PC is within Close range and hit with an attack.

Effect: Make an attack roll with a +6 modifier against the adversary. On a success, the target is temporarily Restrained by tendrils of powerful magic.

NPC FEATURE EXAMPLES

VOLLEY OF ARROWS

Trigger: A battle begins and this NPC is involved.

Effect: Activate a countdown (Loop 3). It ticks down when a PC misses an attack. When it triggers, this NPC releases a volley of arrows at a target of the PCs' choice, dealing **2d8+3** physical damage.

MENTOR

Choice: When the battle begins, choose a protégé PC.

Trigger: Your protégé is within Close range and fails an attack roll.

Effect: Move into Melee range with the PC and give them advice or guidance. The next attack roll they make has advantage.

REGROUP

Choice: When a battle begins, choose a point within Far range.

Trigger: All PCs have marked all of their Armor Slots.

Effect: Teleport all PCs and this NPC to the chosen spot and clear an Armor Slot on each target.

INTO THE NIGHT

Trigger: The PCs start a long rest with this NPC.

Effect: Roll 1d4. On a 2 or less, this NPC steals 1 handful of gold from the party while they are sleeping, then disappears into the night.

OPTIONAL GM MECHANICS

FATE ROLLS

When the GM wants to leave an outcome entirely up to chance, they call for a fate roll. The GM establishes what's at stake and how the roll will be interpreted. Then a player rolls one of their Duality Dice and interprets the result.

Examples:

"Roll your Fear Die. On a 4 or lower, the fire spreads beyond this house."

"I think it's really up to chance whether reinforcements will make it to you in time. Go ahead and roll your Fear Die—that'll determine the starting size of the countdown. When that triggers, reinforcements will arrive in your Far range."

"Go ahead and roll your Hope Die to see how big the crowd at the inn is tonight. The higher the roll, the bigger the crowd."

"Make a roll using your Hope Die to determine the number of Stamina Potions the shop has in stock."

FALLING AND COLLISION DAMAGE

If a character falls to the ground, you can use the following as a guide to determine the damage they take:

- A fall from Very Close range deals 1d10+3 physical damage.
- A fall from Close range deals 1d20+5 physical damage.
- A fall from Far or Very Far range deals 1d100+15 physical damage, or death at the GM's discretion.

If a character collides with an object or another character at a dangerous speed, they take 1d20+5 direct physical damage.

MOVING AND FIGHTING UNDERWATER

By default, attack rolls made while the attacker is underwater have disadvantage.

For creatures that can't breathe underwater, use a standard countdown (3) to track how long they can hold their breath. Advance the countdown whenever the PC takes an action. In addition if they fail a roll or roll with Fear while underwater, you can spend your GM move to advance it an additional time—or twice, if they rolled a failure with Fear.

Once the countdown ends, the underwater PC must mark a Stress whenever they take an action.

CONFLICT BETWEEN PCS

Sometimes a player might want their character to act against another PC in the scene. Before jumping to rolling dice, discuss the situation with both players to decide how to resolve the conflict. A roll might not be necessary to reach an outcome—but if rolling will be fun for everyone involved, come to a consensus on the terms of the roll, then facilitate the scene according to the results.

On an attack roll against a PC, the attacker rolls against the defender's Evasion, just like an adversary. On any other kind of action roll, the instigator makes an action roll and the target makes a reaction roll. To succeed, the instigator must beat a Difficulty equal to the total value of the reaction roll.

ADVERSARIES AND ENVIRONMENTS

USING ADVERSARIES

ADVERSARY STAT BLOCKS

All the information required to run an adversary is contained in their stat block. An adversary's stat block includes their:

■ NAME

Each stat block has a unique **name**. Abilities that affect adversaries with a certain name include all adversaries who use that stat block, regardless of their in-story name.

■ TIER

Each adversary is designed to oppose PCs of a certain **tier**. If you confront the party with an adversary from another tier, adjust their stats.

■ TYPE

The adversary's type appears alongside their tier. An adversary's **type** represents the role they play in a conflict. The adversary types are:

- **Bruisers:** tough; deliver powerful attacks.
- **Hordes:** groups of identical creatures acting together as a single unit.

Note: The number of creatures represented by each Hit Point in a horde's stat block is indicated by "X/HP." For example, a 2/HP horde with 3 HP represents a group of six.

- **Leaders:** command and summon other adversaries.
- **Minions:** easily dispatched but dangerous in numbers.
- **Ranged:** fragile in close encounters but deal high damage at range.
- **Skulks:** maneuver and exploit opportunities to ambush opponents.
- **Socials:** present challenges around conversation instead of combat.
- **Solos:** present a formidable challenge to a whole party, with or without support.
- **Standards:** representative of their fictional group.
- **Supports:** enhance their allies and disrupt their opponents.

■ DESCRIPTION

A summary of the adversary's appearance and demeanor.

■ MOTIVES & TACTICS

Suggested impulses, actions and goals for the adversary.

■ DIFFICULTY

The Difficulty of any roll made against the adversary, unless otherwise noted.

■ DAMAGE THRESHOLDS, HIT POINTS, AND STRESS

These systems function the same way they do for PCs. The numbers listed after "Threshold" are the adversary's Major and Severe Thresholds.

■ ATTACK MODIFIER

When you attack with the adversary, apply this bonus or penalty to your attack roll.

■ STANDARD ATTACK

A description of the adversary's primary mode of inflicting harm on the PCs. It includes the attack's **name**, its effective **range**, and the **damage** it deals on a success. Using an adversary's **standard attack** is a GM move.

■ EXPERIENCE (OPTIONAL)

The GM can spend a Fear to add an adversary's relevant Experience to raise their attack roll or increase the Difficulty of a roll made against them.

EXAMPLE EXPERIENCES:

Acrobatics	Hunt from Above	Navigation
Ambusher	Intimidation	Nobility
Bartering	Intrusion	Quick Reflexes
Blademaster	Keen Senses	Socialite
Bodyguard	Magical Knowledge	Stealth
Commander	Nature's Friend	Tracker

■ FEATURE(S)

There are three kinds of adversary features: **actions**, **reactions**, and **passives**. Note: each adversaries stress is tracked individually. If a feature requires the GM to spend Stress to activate it, the Stress must come from the adversary whose feature is being activate. If a feature has a Fear requirement, it must be spent in addition to any Fear already spent—for instance, to interrupt the PCs and put the spotlight on the adversary.

- **Actions:** a special attack or other unique action that the adversary can perform when the spotlight is on them.
- **Reactions:** special effects that take effect when their trigger occurs, regardless of whether the spotlight is on the adversary.
- **Passives:** special abilities that remain in effect by default and require no resources or triggers to activate.

■ FEAR FEATURE(S)

High-impact effects that cost a Fear to activate.

EXAMPLE ADVERSARY FEATURES:

ACTIONS

Haymaker - Action: Make an attack against a target within Very Close range. On a success, deal X direct physical damage.

Shredding Strike - Action: Make an attack against a target within Very Close range. On a success, deal X physical damage and the target must mark an Armor Slot without gaining its benefit (they can still use armor to reduce the damage).

More Where That Came From - Action: Summon three Jagged Knife Lackeys, who appear at Far range.

REACTIONS

Heavy Hitter - Reaction: When this adversary deals damage with a standard attack, you can spend a Fear to gain a +X bonus to the damage roll.

Team-Up - Reaction: When another adversary within Very Close range of this adversary deals X damage to a creature, you can mark a Stress to make a standard attack against that same creature. On a success, combine the damage.

Momentum - Reaction: When this adversary makes a successful attack against a PC, you gain a Fear.

PASSIVES

Horde (X) - Passive: When the Horde has marked half or more of their HP, their standard attack deals X damage instead.

Minion (X) - Passive: This adversary is defeated when they take any damage. For every X damage a PC deals to this adversary, defeat an additional Minion within range the attack would succeed against.

Relentless (X) - Passive: This adversary can be spotlighted up to X times per GM turn. Spend Fear as usual to spotlight them.

Slow - Passive: When you spotlight this adversary and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight this adversary and they have a token on their stat block, clear the token and they can act.

Arcane Form - Passive: This adversary is resistant to magic damage.

Armored Carapace - Passive: When this adversary takes physical damage, reduce it by X.

FEAR FEATURES

Explosion - Action: Spend a Fear to erupt in a fiery explosion. Make an attack against all targets within Close range. Targets the adversary succeeds against take X magic damage and are knocked back to Far range.

POOL

A pool is a collection of tokens shared by multiple adversaries. Each pool has a unique name, which is typically the name shared by the adversaries it affects. Unlike standard adversary tokens, pool tokens are not placed on a stat block; instead, the GM collects them in a separate location. Pools are empty when the scene begins and cleared when the scene ends.

EVOLUTION

Evolutions are features that alter an adversary when certain trigger conditions are met. When triggered, an evolution feature usually clears HP or Stress, alters the stats of the adversary's standard attack, and gives the adversary access to new features. An adversary's evolution can't be triggered more than once in a scene.

BUILDING BALANCED ENCOUNTERS

When planning a battle, start with **[(3 x the number of PCs in combat) + 2] Battle Points** and make the following adjustments:

- 1 for an easier or shorter fight
- 2 if you're using 2 or more Solo adversaries
- 2 if you add +1d4 (or a static +2) to all adversaries' damage rolls
- +1 if you choose an adversary from a lower tier
- +1 if you don't include any Bruisers, Hordes, Leaders, or Solos
- +2 for a harder or longer fight

Then spend your Battle Points to add an adversary to the encounter:

Spend 1 point for each group of Minions equal to the size of the party.

Spend 1 point for each Social or Support adversary.

Spend 2 points for each Horde, Ranged, Skulk, or Standard adversary.

Spend 3 points for each Leader adversary.

Spend 4 points for each Bruiser adversary.

Spend 5 points for each Solo adversary.

DEFEATED ADVERSARIES

When an adversary marks their last Hit Point, they are defeated: incapacitated, tied up, routed, killed, or anything else the table decides makes sense.

ADVERSARY STAT BLOCK BENCHMARKS

ADVERSARY STATISTIC	TIER 1	TIER 2	TIER 3	TIER 4
Attack Modifier	+1	+2	+3	+4
Damage Dice	1d6+2 to 1d12+4	2d6+3 to 2d12+4	3d8+3 to 3d12+5	4d8+10 to 4d12+15
Difficulty	11	14	17	20
Damage Thresholds	Major 7/Severe 12	Major 10/Severe 20	Major 20/Severe 32	Major 25/Severe 45

ADVERSARIES BY TIER

This section contains the following stat blocks:

TIER 1 (LEVEL 1)

- Acid Burrower
- Ahuizotl
- Atototl
- Bear
- Bugboar
- Cave Ogre
- Common Ruffian
- Construct
- Courtier
- Darkweave Crawler
- Darkweave Queen
- Darkweave Spinner
- Darkweave Swarmlings
- Deeproot Defender
- Dire Wolf
- Elk
- Falcon
- Giant Mosquitoes
- Giant Rat
- Giant Scorpion
- Glass Snake
- Grimmelings Warband
- Archer Guard
- Bladed Guard
- Head Guard
- Harpy
- Harrier
- Jagged Knife Bandit
- Jagged Knife Hexer
- Jagged Knife Kneebreaker
- Jagged Knife Lackey
- Jagged Knife Lieutenant
- Jagged Knife Shadow
- Jagged Knife Sniper
- Kelpie
- Masque Muerte
- Mechanorb
- Merchant
- Minor Chaos Elemental
- Minor Fire Elemental
- Minor Demon
- Minor Treant
- Mountain Troll
- Octopus
- Green Ooze
- Tiny Green Ooze
- Red Ooze
- Tiny Red Ooze
- Panther
- Petty Noble
- Phantom
- Pirate Captain
- Pirate Raiders
- Pirate Tough
- Poltergeist
- Rabble Mawb
- Redcap Biters
- Redcap Breaker
- Redcap Butcher
- Redcap Candlemaker
- Redcap Skinner
- Rugaru
- Sawtoothed Gillbeast
- Sellsword
- Skeleton Archer
- Skeleton Dredge
- Skeleton Knight
- Skeleton Warrior
- Soul-Shattered Mage
- Spellblade
- Spellbound Armor
- Swarm of Rats
- Sylvan Soldier
- Tangle Bramble Swarm
- Tangle Bramble
- Viper
- Waxwork Creation

- Weaponmaster
- Will-o'-the-Wisps
- Young Dryad
- Yufo
- Brawny Zombie
- Patchwork Zombie Hulk
- Rotted Zombie
- Shambling Zombie
- Zombie Pack

TIER 2 (LEVELS 2–4)

- Archer Squadron
- Apprentice Assassin
- Assassin Poisoner
- Master Assassin
- Banshee
- Basilisk
- Battle Box
- Berserker Alpha
- Berserker Initiate
- Centaur Warden
- Chaos Skull
- Chicken-Foot Hut
- Conscript
- Courtesan
- Cult Adept
- Cult Fang
- Cult Initiate
- Demonic Hound Pack
- Dire Pangolati
- Doppelhound
- Dragon Knight
- Electric Eels
- Elephant
- Elite Soldier
- Entombed Cat Beast
- Entombed Elite Guard
- Entombed Empress
- Entombed Necropriest
- Entombed Skin Beetles

- Entombed Stonemason
- Failed Experiment
- Flock of Feather Fiends
- Fowlbear
- Fungispunj Sporeling
- Fungispunj Sporophore
- Gargoyle
- Giant Beastmaster
- Giant Brawler
- Giant Eagle
- Giant Octopus
- Giant Recruit
- Gobstalker
- Gorgon
- Guahalan Alebrujo
- Guahalan Fang Lord
- Guahalan Shifter
- Guahalan Spirit Beast
- Guahalan Spirit Singer
- Hill Titan
- Hive Walker
- Jack-o'-Lantern
- Juvenile Flickerfly
- Knight of the Realm
- Landshark
- Landshark Behemoth
- Masked Thief
- Merchant Baron
- Minotaur Wrecker
- Mortal Hunter
- Ravenous Mockery
- Royal Advisor
- Rust Eater
- Scarecrow
- Secret-Keeper
- Shark
- Siren
- Spectral Archer
- Spectral Captain
- Spectral Guardian
- Sprite
- Spy
- Stone Titan
- Stonewraith
- Triceratops
- Tyrannosaurus
- Urco
- Valdenhax
- War Wizard

■ TIER 3 (LEVELS 5–7)

- Adult Flickerfly
- Archmage

- Catrin
- Chimera
- Crimson Lepus
- Cryptimoth
- Cursed Merfolk
- Deep Dweller
- Demon of Avarice
- Demon of Despair
- Demon of Hubris
- Demon of Jealousy
- Demon of Wrath
- Dire Bat
- Drake
- Dryad
- Dullahan
- Elemental Spark
- Fellmounted Shadow King
- Fire Titan
- Frost Titan
- Gargantuan Sea Turtle
- Greater Earth Elemental
- Greater Water Elemental
- Huge Green Ooze
- Hydra
- Lamia
- Lamplight Beguiler
- Manticore
- Monarch
- Night Children
- Pain Priest
- Phoenix
- Plesiosaurus
- Roc
- Sandwyrn
- Shapeshifting Fiend
- Shapeshifting Fiend Revealed
- Stag Knight
- Storm Titan
- Oak Treant
- Treant Sapling
- Unicorn
- Head Vampire
- Vampire
- Vampire Bat Swarm
- Vampire Lord
- Vault Guardian Gaoler
- Vault Guardian Sentinel
- Vault Guardian Turret
- Viscera Sucker
- Whisper Wraith
- Wyvern
- Young Fire Dragon
- Young Ice Dragon

■ TIER 4 (LEVELS 8–10)

- Arch-Necromancer
- Cephilith Abomination
- Cephilith Hatchling
- Cephilith Novitiate
- Cephilith Priest
- Cephilith Titan
- Cipactli
- Cloud Titan
- Demon Lord Berzug
- Dragon Mother Mitera
- Fallen Shock Troop
- Fallen Sorcerer
- Fallen Warlord: Realm-Breaker
- Fallen Warlord: Undefeated Champion
- Fire Titan Warlord
- Gargantuan War Machine
- Ghastly Legion
- Griffin
- Hallowed Archer
- Hallowed Choir
- Hallowed Soldier
- Harbinger of Death
- Harbinger of Famine
- Harbinger of Pestilence
- Harbinger of War
- High Seraph
- Kraken
- Oracle of Doom
- Outer Realms Abomination
- Outer Realms Corruptor
- Outer Realms Thrall
- Owl Witch
- Ruby Dragon
- Severed Shadow
- Supreme Demiurge Adonix
- Temporal Enforcer
- Volcanic Dragon: Obsidian Predator
- Volcanic Dragon: Molten Scourge
- Volcanic Dragon: Ashen Tyrant
- Water Mother
- Wyrffiend
- Wyrmlings
- Xero the Castle Killer
- Perfected Zombie
- Zombie Legion

TIER 1 ADVERSARIES (LEVEL 1)

ACID BURROWER

Tier 1 Solo

A horse-sized insect with digging claws and acidic blood.

Motives & Tactics: Burrow, drag away, feed, reposition

Difficulty: 14 | **Thresholds:** 8/15 | **HP:** 8 | **Stress:** 3
ATK: +3 | **Claws:** Very Close | 1d12+2 phy

Experience: Tremor Sense +2

FEATURES

Relentless (3) - Passive: The Burrower can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Earth Eruption - Action: Mark a **Stress** to have the Burrower burst out of the ground. All creatures within Very Close range must succeed on an Agility Reaction Roll or be knocked over, making them *Vulnerable* until they next act.

Spit Acid - Action: Make an attack against all targets in front of the Burrower within Close range. Targets the Burrower succeeds against take **2d6** physical damage and must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP and you gain a Fear.

Acid Bath - Reaction: When the Burrower takes Severe damage, all creatures within Close range are bathed in their acidic blood, taking **1d10** physical damage. This splash covers the ground within Very Close range with blood, and all creatures other than the Burrower who move through it take **1d6** physical damage.

AHUIZOTL

Tier 1 Skulk

A doglike ambush predator that has a clawed hand on the end of a long prehensile tail and drags victims into rivers to drown them.

Motives & Tactics: Ambush, drown, restrain

Difficulty: 12 | **Thresholds:** 5/9 | **HP:** 4 | **Stress:** 3
ATK: +2 | **Bite:** Melee | 1d6+2 phy

Experience: Stealth +2, Swimming +2

FEATURES

Aquatic Attacker - Passive: When the Ahuizotl attacks from the water, it has advantage on the attack and deals an extra **1d6** damage.

Tail Swat - Action: Mark a **Stress** to make an attack against a target within Very Close range. On a success, deal **1d8+2** physical damage.

Drag and Bag - Action: Spend a **Fear** to have the Ahuizotl grab a target within Close range with its tail, pull the target into Melee range, and temporarily *Restrained* them. The Ahuizotl has advantage on attacks against targets *Restrained* in this way.

ATOTOTL

Tier 1 Standard

A majestic green water bird that has a ten-foot wingspan and is hunted for the fortune-telling stone inside their stomach.

Motives & Tactics: Avoid, escape, misdirect

Difficulty: 12 | **Thresholds:** 8/12 | **HP:** 5 | **Stress:** 3
ATK: +1 | **Talons:** Melee | 1d8+1 phy

Experience: Flight +3, Jungles +3

FEATURES

Wind Lord - Passive: While the Atototl is flying, attacks against it is made with disadvantage.

Stone of Omens - Passive: Inside the Atototl is a stone that foretells good or ill fortune, depending on its color. A PC who searches the Atototl's remains finds the stone and makes a fate roll. On an even result, the PC gains Hope equal to half the result, which they can distribute among the PCs however they wish. On an odd result, you gain Fear equal to half the result.

Archer's Bane - Reaction: When a creature beyond Very Close range would deal damage to the Atototl with a weapon attack, you can **spend a Fear** to make an attack roll against them. On a success, whirling winds reflect the attack and deal the attacker's damage back to them.

BEAR

Tier 1 Bruiser

A large bear with thick fur and powerful claws.

Motives & Tactics: Climb, defend territory, pummel, track

Difficulty: 14 | **Thresholds:** 9/17 | **HP:** 7 | **Stress:** 2
ATK: +1 | **Claws:** Melee | 1d8+3 phy

Experience: Ambusher +3, Keen Senses +2

FEATURES

Overwhelming Force - Passive: Targets who mark HP from the Bear's standard attack are knocked back to Very Close range.

Bite - Action: Mark a **Stress** to make an attack against a target within Melee range. On a success, deal **3d4+10** physical damage and the target is *Restrained* until they break free with a successful Strength Roll.

Momentum - Reaction: When the Bear makes a successful attack against a PC, you gain a Fear.

BUGBOAR

Tier 1 Bruiser

A large bipedal creature that has a tusked snout and coarse fur.

Motives & Tactics: Ambush, bully, seek carnage and shiny things

Difficulty: 13 | **Thresholds:** 8/15 | **HP:** 5 | **Stress:** 3

ATK: +1 | **Spiked Mace:** Very Close | 1d8+6 phy

Experience: Traps +3

FEATURES

Surprise! - Passive: If the Bugboar makes its first attack in a scene before it's marked HP or Stress, it has advantage on the attack and deals an extra **1d8** damage.

Brutal - Reaction: When the Bugboar makes a successful standard attack, you can **mark a Stress** to deal an extra **1d6** damage.

Warheart - Reaction: When a condition would be imposed on the Bugboar, you can **spend a Fear** to negate it.

CAVE OGRE

Tier 1 Solo

A massive humanoid who sees all sapient life as food.

Motives & Tactics: Bite off heads, feast, rip limbs, stomp, throw enemies

Difficulty: 13 | **Thresholds:** 8/15 | **HP:** 8 | **Stress:** 3

ATK: +1 | **Club:** Very Close | 1d10+2 phy

Experience: Throw +2

FEATURES

Ramp Up - Passive: You must **spend a Fear** to spotlight the Ogre. While spotlighted, they can make their standard attack against all targets within range.

Bone Breaker - Passive: The Ogre's attacks deal direct damage.

Hail of Boulders - Action: **Mark a Stress** to pick up heavy objects and throw them at all targets in front of the Ogre within Far range. Make an attack against these targets. Targets the Ogre succeeds against take **1d10+2** physical damage. If they succeed against more than one target, you gain a Fear.

Rampaging Fury - Reaction: When the Ogre marks 2 or more HP, they can rampage. Move the Ogre to a point within Close range and deal **2d6+3** direct physical damage to all targets in their path.

COMMON RUFFIAN

Tier 1 Standard

A local laborer or artisan pushed by circumstances to assail others.

Motives & Tactics: Do violence, seek security and survival

Difficulty: 12 | **Thresholds:** 6/10 | **HP:** 4 | **Stress:** 4

ATK: +0 | **Improvised Weapon:** Melee | 1d8 phy

Experience: Desperate +3

FEATURES

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Ruffians within Close range of them. The Ruffians move into Melee range of the target and make one shared attack roll. On a success, they deal **1d8** physical damage each. Combine this damage.

Survival Instinct - Reaction: When the Ruffian marks half their HP, roll a **d6**. On a result of 4 or higher, the Ruffian flees the scene. Otherwise, you gain a Fear.

CONSTRUCT

Tier 1 Solo

A roughly humanoid being of stone and steel, assembled and animated by magic.

Motives & Tactics: Destroy environment, serve creator, smash target, trample groups

Difficulty: 13 | **Thresholds:** 7/15 | **HP:** 9 | **Stress:** 4

ATK: +4 | **Fist Slam:** Melee | 1d20 phy

FEATURES

Relentless (2) - Passive: The Construct can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Weak Structure - Passive: When the Construct marks HP from physical damage, they must mark an additional HP.

Trample - Action: **Mark a Stress** to make an attack against all targets in the Construct's path when they move. Targets the Construct succeeds against take **1d8** physical damage.

Overload - Reaction: Before rolling damage for the Construct's attack, you can **mark a Stress** to gain a +10 bonus to the damage roll. The Construct can then take the spotlight again.

Death Quake - Reaction: When the Construct marks their last HP, the magic powering them ruptures in an explosion of force. Make an attack with advantage against all targets within Very Close range. Targets the Construct succeeds against take **1d12+2** magic damage.

COURTIER

Tier 1 Social

An ambitious and ostentatiously dressed socialite.

Motives & Tactics: Discredit, gain favor, maneuver, scheme

Difficulty: 12 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 4

ATK: -4 | **Daggers:** Melee | 1d4+2 phy

Experience: Socialite +3

FEATURES

Mockery - Action: **Mark a Stress** to say something mocking and force a target within Close range to make a Presence Reaction Roll (14) to see if they can save face. On a failure, the target must mark 2 Stress and is *Vulnerable* until the scene ends.

Scapegoat - Action: **Spend a Fear** and target a PC. The Courtier convinces a crowd or prominent individual that the target is the cause of their current conflict or misfortune.

DARKWEAVE CRAWLER

Tier 1 Minion

A spider the size of a human head, woven out of shadow-silk.

Motives & Tactics: Hide in shadow, strike the unwary, wait for an opening

Difficulty: 10 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: -2 | **Bite:** Melee | 2 phy

Experience: Darkness +3

FEATURES

Minion (3) - Passive: The Crawler is defeated when it takes any damage. For every 3 damage a PC deals to the Crawler, the PC defeats an additional Minion within range the attack would succeed against.

Skin-Crawling - Action: Spend a Fear to force all PCs within Melee range of the Crawler to mark a Stress.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Darkweave Crawlers within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

Darkweave Venom - Reaction: When the Crawler makes a successful attack, you can mark a Stress to Exhaust the target until they succeed on a Strength Roll (9). While Exhausted, the target must mark a Stress each time they make an action roll.

DARKWEAVE QUEEN

Tier 1 Solo

A wagon-sized spider woven from shadow-silk by a long-forgotten god. Each of her many eyes bears the face of a different victim.

Motives & Tactics: Ambush prey, climb the walls and ceiling, misdirect, paralyze, stash bodies away for later, steal faces

Difficulty: 14 | **Thresholds:** 8/15 | **HP:** 9 | **Stress:** 4
ATK: +3 | **Spider Bite:** Very Close | 1d12+4 phy

Experience: Giant-Sized +3, Hunter +3

FEATURES

Relentless (3) - Passive: The Queen can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight her.

Terrifying - Passive: When a PC fails an attack roll against the Queen, you gain a Fear.

Den Mother - Action: Once per scene, spend 2 Fear to summon up to two Darkweave adversaries (other than Darkweave Queens), who appear within Close range and immediately take the spotlight.

Quicker Than She Looks - Action: Spend a Fear to move up to Far range and make a standard attack with advantage.

Darkfang Envenomation - Reaction: When the Queen succeeds on a standard attack, you can spend a Fear to make the target Vulnerable and Restrained until they succeed on a Strength Roll (12) or take a rest.

DARKWEAVE SPINNER

Tier 1 Standard

A boar-sized arachnid woven from primordial shadow-silk.

Motives & Tactics: Bite, stick to the darkness

Difficulty: 12 | **Thresholds:** 6/9 | **HP:** 4 | **Stress:** 3
ATK: +1 | **Fangs:** Melee | 1d8+1 phy

Experience: Holes +2, Webs +2

FEATURES

Wrap in Shadow-Silk - Action: Mark a Stress to make an attack against a target within Melee range. On a success, the target is Vulnerable and Restrained until they succeed on a Strength Roll (10).

Shadow Fang - Reaction: When the Spinner makes a successful attack against a target within Melee range, you can spend a Fear to make the target Shaky until they succeed on an Instinct Roll (10). While Shaky, the target has disadvantage on attack rolls.

DARKWEAVE SWARMLINGS

Tier 1 Horde (8/HP)

A teeming swarm of tiny spiders woven out of shadow-silk.

Motives & Tactics: Burst out of holes, climb up legs, crawl into ears, scuttle under clothes

Difficulty: 9 | **Thresholds:** 4/8 | **HP:** 8 | **Stress:** 4
ATK: +0 | **Nibble:** Melee | 1d8 phy

Experience: Climb +2

FEATURES

Horde (1d4) - Passive: When the Swarmlings have marked half or more of their HP, their standard attack deals 1d4 physical damage instead.

"Get 'em Off, Get 'em Off!" - Reaction: When an attack from the Swarmlings causes a target to mark HP, you can mark a Stress to make the target temporarily Covered in Spiders. While Covered in Spiders, the target must roll a d6 when they make an action roll. On a result of 4 or higher, they must mark a Stress or you gain a Fear.

DEEPROOT DEFENDER

Tier 1 Bruiser

A burly vegetable-person with grasping vines.

Motives & Tactics: Ambush, grab, protect, pummel

Difficulty: 10 | **Thresholds:** 8/14 | **HP:** 7 | **Stress:** 3
ATK: +2 | **Vines:** Close | 1d8+3 phy

Experience: Huge +3

FEATURES

Ground Slam - Action: Slam the ground, knocking all targets within Very Close range back to Far range. Each target knocked back this way must mark a Stress.

Grab and Drag - Action: Make an attack against a target within Close range. On a success, spend a Fear to pull them into Melee range, deal 1d6+2 physical damage, and Restrain them until the Defender takes Severe damage.

DIRE WOLF

Tier 1 Skulk

A large wolf with menacing teeth, seldom encountered alone.

Motives & Tactics: Defend territory, harry, protect pack, surround, trail

Difficulty: 12 | **Thresholds:** 5/9 | **HP:** 4 | **Stress:** 3
ATK: +2 | **Claws:** Melee | 1d6+2 phy

Experience: Keen Senses +3

FEATURES

Pack Tactics - Passive: If the Wolf makes a successful standard attack and another Dire Wolf is within Melee range of the target, deal **1d6+5** physical damage instead of their standard damage and you gain a Fear.

Hobbling Strike - Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, deal **3d4+10** direct physical damage and make them *Vulnerable* until they clear at least 1 HP.

ELK

Tier 1 Skulk

A large deer.

Motives & Tactics: Bound away, graze, rut, sense danger

Difficulty: 13 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 2
ATK: +0 | **Antlers:** Melee | 1d8+1 phy

Experience: Keen Senses +3, Run +3

FEATURES

Headbutt - Passive: When the Elk moves from Close range or farther before making a standard attack, it deals **1d12+2** physical damage instead of its standard damage.

Bolt - Reaction: When the Elk marks a HP or Stress, it must succeed on a Reaction Roll (10) or flee the scene.

FALCON

Tier 1 Skulk

A bird of prey that has long, pointed wings and a notched beak.

Motives & Tactics: Circle, clutch, dive, spy

Difficulty: 12 | **Thresholds:** 5/8 | **HP:** 3 | **Stress:** 3
ATK: +2 | **Talons:** Melee | 1d6+1 phy

Experience: Keen Senses +4, Fly +3

FEATURES

Nimble Flyer - Passive: While flying, the Falcon gains a +3 bonus to its Difficulty.

Dive Bomb - Action: **Mark a Stress** to make a standard attack against a target from above. The Falcon gains a +2 bonus to the attack and damage rolls.

GIANT MOSQUITOES

Tier 1 Horde (5/HP)

Dozens of fist-sized mosquitoes, flying together for protection.

Motives & Tactics: Fly away, harass, steal blood

Difficulty: 10 | **Thresholds:** 5/9 | **HP:** 6 | **Stress:** 3
ATK: -2 | **Proboscis:** Melee | 1d8+3 phy

Experience: Camouflage +2

FEATURES

Horde (1d4+1) - Passive: When the Mosquitoes have marked half or more of their HP, their standard attack deals **1d4+1** physical damage instead.

Flying - Passive: While flying, the Mosquitoes have a +2 bonus to their Difficulty.

Bloodsucker - Reaction: When the Mosquitoes' attack causes a target to mark HP, you can **mark a Stress** to force the target to mark an additional HP.

GIANT RAT

Tier 1 Minion

A cat-sized rodent skilled at scavenging and survival.

Motives & Tactics: Burrow, hunger, scavenge, wear down

Difficulty: 10 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: -4 | **Claws:** Melee | 1 phy

Experience: Keen Senses +3

FEATURES

Minion (3) - Passive: The Rat is defeated when they take any damage. For every 3 damage a PC deals to the Rat, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Giant Rats within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 1 physical damage each. Combine this damage.

GIANT SCORPION

Tier 1 Bruiser

A human-sized arachnid with tearing claws and a stinging tail.

Motives & Tactics: Ambush, feed, grapple, poison

Difficulty: 13 | **Thresholds:** 7/13 | **HP:** 6 | **Stress:** 3
ATK: +1 | **Pincers:** Melee | 1d12+2 phy

Experience: Camouflage +2

FEATURES

Double Strike - Action: **Mark a Stress** to make a standard attack against two targets within Melee range.

Venomous Stinger - Action: Make an attack against a target within Very Close range. On a success, **spend a Fear** to deal **1d4+4** physical damage and *Poison* them until their next rest or they succeed on a Knowledge Roll (16). While *Poisoned*, the target must roll a **d6** before they make an action roll. On a result of 4 or lower, they must mark a Stress.

Momentum - Reaction: When the Scorpion makes a successful attack against a PC, you gain a Fear.

GLASS SNAKE

Tier 1 Standard

A clear serpent with a massive head that leaves behind a glass shard trail wherever they go.

Motives & Tactics: Climb, feed, keep distance, scare

Difficulty: 14 | **Thresholds:** 6/10 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Glass Fangs:** Very Close | 1d8+2 phy

FEATURES

Armor-Shredding Shards - Passive: After a successful attack against the Snake within Melee range, the attacker must mark an Armor Slot. If they can't mark an Armor Slot, they must mark an HP.

Spinning Serpent - Action: Mark a Stress to make an attack against all targets within Very Close range. Targets the Snake succeeds against take **1d6+1** physical damage.

Spitter - Action: Spend a Fear to introduce a d6 Spitter Die. When the Snake is in the spotlight, roll this die. On a result of 5 or higher, all targets in front of the Snake within Far range must succeed on an Agility Reaction Roll or take **1d4** physical damage. The Snake can take the spotlight a second time this GM turn.

BLADED GUARD

Tier 1 Standard

An armored guard bearing a sword and shield painted in the settlement's colors.

Motives & Tactics: Arrest, close gates, make it through the day, pin down

Difficulty: 12 | **Thresholds:** 5/9 | **HP:** 5 | **Stress:** 2
ATK: +1 | **Longsword:** Melee | 1d6+1 phy

Experience: Local Knowledge +3

FEATURES

Shield Wall - Passive: A creature who tries to move within Very Close range of the Guard must succeed on an Agility Roll. If additional Bladed Guards are standing in a line alongside the first, and each is within Melee range of another guard in the line, the Difficulty increases by the total number of guards in that line.

Detain - Action: Make an attack against a target within Very Close range. On a success, mark a Stress to Restrain the target until they break free with a successful attack, Finesse Roll, or Strength Roll.

GRIMMLING WARBAND

Tier 1 Horde (4/HP)

A cluster of small, strange creatures wearing armor fashioned from trash and stolen housewares.

Motives & Tactics: Ambush, celebrate a little too early, hit and run, infight, sabotage, sow chaos

Difficulty: 12 | **Thresholds:** 5/11 | **HP:** 3 | **Stress:** 2
ATK: +1 | **Tailor's Shears:** Melee | 1d8+2 phy

Experience: Traps +3

FEATURES

Horde (1d4+1) - Passive: When the Warband has marked half or more of its HP, its standard attack deals **1d4+1** physical damage instead.

Cowardly - Reaction: When the Warband marks its last Stress or an allied Leader is defeated, roll a d6. On a result of 2 or lower, the Warband flees the scene.

HEAD GUARD

Tier 1 Leader

A seasoned guard with a mace, a whistle, and a bellowing voice.

Motives & Tactics: Arrest, close gates, pin down, seek glory

Difficulty: 15 | **Thresholds:** 7/13 | **HP:** 7 | **Stress:** 3
ATK: +4 | **Mace:** Melee | 1d10+4 phy

Experience: Commander +2, Local Knowledge +2

FEATURES

Rally Guards - Action: Spend 2 Fear to spotlight the Head Guard and up to **2d4** allies within Far range.

On My Signal - Reaction: Countdown (5). When the Head Guard is in the spotlight for the first time, activate the countdown. It ticks down when a PC makes an attack roll. When it triggers, all Archer Guards within Far range make a standard attack with advantage against the nearest target within their range. If any attacks succeed on the same target, combine their damage.

Momentum - Reaction: When the Head Guard makes a successful attack against a PC, you gain a Fear.

ARCHER GUARD

Tier 1 Ranged

A tall guard bearing a longbow and quiver with arrows fletched in the settlement's colors.

Motives & Tactics: Arrest, close gates, make it through the day, pin down

Difficulty: 10 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 2
ATK: +1 | **Longbow:** Far | 1d8+3 phy

Experience: Local Knowledge +3

FEATURES

Hobbling Shot - Action: Make an attack against a target within Far range. On a success, mark a Stress to deal **1d12+3** physical damage. If the target marks HP from this attack, they have disadvantage on Agility Rolls until they clear at least 1 HP.

HARPY

Tier 1 Skulk

A fierce and foul-smelling bird with an eight-foot wingspan and the upper body and face of a human.

Motives & Tactics: Defend nest, drop enemies from a great height, maraud from the air, screech incessantly

Difficulty: 12 | **Thresholds:** 3/7 | **HP:** 3 | **Stress:** 3

ATK: +0 | **Talons:** Melee | 1d8+1 phy

Experience: Islands +3

FEATURES

Toxic Aura - Passive: The Harpy emits a foul stench that renders all non-Harpies *Vulnerable* while within Very Close range.

Swooping Attack - Action: **Mark a Stress** to have the Harpy move in a straight line to a point within Far range and make an attack against a target in the Harpy's path. On a success, the Harpy deals **3d6** physical damage.

HARRIER

Tier 1 Standard

A nimble fighter armed with javelins.

Motives & Tactics: Flank, harry, kite, profit

Difficulty: 12 | **Thresholds:** 5/9 | **HP:** 3 | **Stress:** 3

ATK: +1 | **Javelin:** Close | 1d6+2 phy

Experience: Camouflage +2

FEATURES

Maintain Distance - Passive: After making a standard attack, the Harrier can move anywhere within Far range.

Fall Back - Reaction: When a creature moves into Melee range to make an attack, you can **mark a Stress** before the attack roll to move anywhere within Close range and make an attack against that creature. On a success, deal **1d10+2** physical damage.

JAGGED KNIFE BANDIT

Tier 1 Standard

A cunning criminal in a cloak bearing one of the gang's iconic knives.

Motives & Tactics: Escape, profit, steal, throw smoke

Difficulty: 12 | **Thresholds:** 8/14 | **HP:** 5 | **Stress:** 3

ATK: +1 | **Daggers:** Melee | 1d8+1 phy

Experience: Thief +2

FEATURES

Climber - Passive: The Bandit climbs just as easily as they run.

From Above - Passive: When the Bandit succeeds on a standard attack from above a target, they deal **1d10+1** physical damage instead of their standard damage.

JAGGED KNIFE HEXER

Tier 1 Support

A staff-wielding bandit in a cloak adorned with magical paraphernalia, using curses to vex their foes.

Motives & Tactics: Command, hex, profit

Difficulty: 13 | **Thresholds:** 5/9 | **HP:** 4 | **Stress:** 4

ATK: +2 | **Staff:** Far | 1d6+2 mag

Experience: Magical Knowledge +2

FEATURES

Curse - Action: Choose a target within Far range and temporarily *Curse* them. While the target is *Cursed*, you can **mark a Stress** when that target rolls with Hope to make the roll be with Fear instead.

Chaotic Flux - Action: Make an attack against up to three targets within Very Close range. **Mark a Stress** to deal **2d6+3** magic damage to targets the Hexer succeeded against.

JAGGED KNIFE KNEEBREAKER

Tier 1 Bruiser

An imposing brawler carrying a large club.

Motives & Tactics: Grapple, intimidate, profit, steal

Difficulty: 12 | **Thresholds:** 7/14 | **HP:** 7 | **Stress:** 4

ATK: -3 | **Club:** Melee | 1d4+6 phy

Experience: Thief +2, Unveiled Threats +3

FEATURES

I've Got 'Em - Passive: Creatures *Restrained* by the Kneebreaker take double damage from attacks by other adversaries.

Hold Them Down - Action: Make an attack against a target within Melee range. On a success, the target takes no damage but is *Restrained* and *Vulnerable*. The target can break free, clearing both conditions, with a successful Strength Roll or is freed automatically if the Kneebreaker takes Major or greater damage.

JAGGED KNIFE LACKEY

Tier 1 Minion

A thief with simple clothes and small daggers, eager to prove themselves.

Motives & Tactics: Escape, profit, throw smoke

Difficulty: 9 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: -2 | **Daggers:** Melee | 2 phy

Experience: Thief +2

FEATURES

Minion (3) - Passive: The Lackey is defeated when they take any damage. For every 3 damage a PC deals to the Lackey, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Jagged Knife Lackeys within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

JAGGED KNIFE LIEUTENANT

Tier 1 Leader

A seasoned bandit in quality leathers with a strong voice and cunning eyes.

Motives & Tactics: Bully, command, profit, reinforce

Difficulty: 13 | **Thresholds:** 7/14 | **HP:** 6 | **Stress:** 3
ATK: +2 | **Javelin:** Close | 1d8+3 phy

Experience: Local Knowledge +2

FEATURES

Tactician - Action: When you spotlight the Lieutenant, **mark a Stress** to also spotlight two allies within Close range.

More Where That Came From - Action: Summon three Jagged Knife Lackeys, who appear at Far range.

Coup de Grace - Action: **Spend a Fear** to make an attack against a **Vulnerable** target within Close range. On a success, deal **2d6+12** physical damage and the target must mark a Stress.

Momentum - Reaction: When the Lieutenant makes a successful attack against a PC, you gain a Fear.

JAGGED KNIFE SHADOW

Tier 1 Skulk

A nimble scoundrel bearing a wicked knife and utilizing shadow magic to isolate targets.

Motives & Tactics: Ambush, conceal, divide, profit

Difficulty: 12 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 3
ATK: +1 | **Daggers:** Melee | 1d4+4 phy

Experience: Intrusion +3

FEATURES

Backstab - Passive: When the Shadow succeeds on a standard attack that has advantage, they deal **1d6+6** physical damage instead of their standard damage.

Cloaked - Action: Become *Hidden* until after the Shadow's next attack. Attacks made while *Hidden* from this feature have advantage.

JAGGED KNIFE SNIPER

Tier 1 Ranged

A lanky bandit striking from cover with a shortbow.

Motives & Tactics: Ambush, hide, profit, reposition

Difficulty: 13 | **Thresholds:** 4/7 | **HP:** 3 | **Stress:** 2
ATK: -1 | **Shortbow:** Far | 1d10+2 phy

Experience: Stealth +2

FEATURES

Unseen Strike - Passive: If the Sniper is *Hidden* when they make a successful standard attack against a target, they deal **1d10+4** physical damage instead of their standard damage.

KELPIE

Tier 1 Skulk

A river-dwelling shapeshifter who prefers an enchanting equine form in and out of the water.

Motives & Tactics: Adopt an attractive or useful shape, drown and devour, entice unwary travelers

Difficulty: 12 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 5
ATK: -2 | **Hooves:** Very Close | 1d8+2 phy

Experience: Entanglement +3, Mind Reader +3

FEATURES

Captivating - Passive: A PC must mark a Stress to move out of the Kelpie's Melee range.

Heart's Desire - Passive: After the Kelpie interacts with or watches a creature for at least a hundred heartbeats, the Kelpie knows the physical form that creature would find most pleasing or alluring.

Shapeshifter - Action: **Mark a Stress** to change the Kelpie's physical form into any creature or object smaller than a wagon. A creature has disadvantage on rolls against the Kelpie while the Kelpie is in a form the creature finds pleasing or alluring.

Enchant - Action: **Spend a Fear** to have the Kelpie beguile a PC within Close range. The PC must succeed on an Instinct Reaction Roll or become *Enchanted* until they take damage. While *Enchanted*, the PC perceives the Kelpie as a trusted friend or ally and will do what the Kelpie says unless it contradicts the PC's most deeply held morals.

MASQUE MUERTE

Tier 1 Solo

The raging soul of a villainous masked wrestler.

Motives & Tactics: Call out, embarrass, energize the audience, pin opponents to the ground

Difficulty: 13 | **Thresholds:** 7/14 | **HP:** 8 | **Stress:** 4
ATK: +4 | **Open-Handed Strike:** Melee | 1d12+2 mag

Experience: Grappler +3, Showboat +3

FEATURES

Libre - Passive: The Masque Muerte can't be *Restrained*.

Heel Turn - Action: **Mark a Stress** to make an attack against a PC within Close range. On a success, the target must mark a Stress and is temporarily *Vulnerable* as the Masque Muerte assaults them with a string of insulting taunts.

Spectral Suplex - Action: **Spend a Fear** to have the Masque Muerte suplex a *Restrained* PC, dealing **1d10+6** magic damage to them.

Unmasking Death - Action: **Spend a Fear** to have the Masque Muerte momentarily remove their mask, revealing their horrifying face underneath. Each PC within Close range must succeed on a Presence Reaction Roll or mark a Stress.

Tag Team - Reaction: When the Masque Muerte deals damage to a PC, you can **spend a Fear** to have a spectral wrestler appear and *Pin* the target until they escape with a successful Strength Roll. While *Pinned*, the target is *Restrained* and takes an extra **1d12** magic damage from the Masque Muerte's attacks.

MECHANORB

Tier 1 Standard

A floating clockwork sphere that has telescoping limbs and comes from a realm of machines and metal.

Motives & Tactics: Coordinate, (dis)assemble, move orthogonally, speak in binary

Difficulty: 12 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Needle:** Melee | 1d10+1 phy

Experience: Machines +2

FEATURES

Hive Mind - Passive: The Mechanorb gains a +1 bonus to their Difficulty for each other Mechanorb within Close range.

Adaptive Tactics - Passive: *Pool.* When the Mechanorb fails an attack roll, add a token to the Mechanorb Pool. All Mechanorbs in the scene gain a bonus to attack rolls equal to the number of tokens in the Mechanorb Pool. Clear all tokens when any Mechanorb takes Severe damage or is defeated.

MERCHANT

Tier 1 Social

A finely dressed trader with a keen eye for financial gain.

Motives & Tactics: Buy low and sell high, create demand, inflate prices, seek profit

Difficulty: 12 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 3

ATK: -4 | **Club:** Melee | 1d4+1 phy

Experience: Shrewd Negotiator +3

FEATURES

Preferential Treatment - Passive: A PC who succeeds on a Presence Roll against the Merchant gains a discount on purchases. A PC who fails on a Presence Roll against the Merchant must pay more and has disadvantage on future Presence Rolls against the Merchant.

The Runaround - Passive: When a PC rolls a 14 or lower on a Presence Roll made against the Merchant, they must mark a Stress.

MINOR CHAOS ELEMENTAL

Tier 1 Solo

A coruscating mass of uncontrollable magic.

Motives & Tactics: Confound, destabilize, transmogrify

Difficulty: 14 | **Thresholds:** 7/14 | **HP:** 7 | **Stress:** 3

ATK: +3 | **Warp Blast:** Close | 1d12+6 mag

FEATURES

Arcane Form - Passive: The Elemental is resistant to magic damage.

Sickening Flux - Action: **Mark a HP** to force all targets within Close range to mark a Stress and become *Vulnerable* until their next rest or they clear a HP.

Remake Reality - Action: **Spend a Fear** to transform the area within Very Close range into a different biome. All targets within this area take **2d6+3** direct magic damage.

Magical Reflection - Reaction: When the Elemental takes damage from an attack within Close range, deal an amount of damage to the attacker equal to half the damage they dealt.

Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

MINOR FIRE ELEMENTAL

Tier 1 Solo

A living flame the size of a large bonfire.

Motives & Tactics: Encircle enemies, grow in size, intimidate, start fires

Difficulty: 13 | **Thresholds:** 7/15 | **HP:** 9 | **Stress:** 3

ATK: +3 | **Elemental Blast:** Far | 1d10+4 mag

FEATURES

Relentless (2) - Passive: The Elemental can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Scorched Earth - Action: **Mark a Stress** to choose a point within Far range. The ground within Very Close range of that point immediately bursts into flames. All creatures within this area must make an Agility Reaction Roll. Targets who fail take **2d8** magic damage from the flames. Targets who succeed take half damage.

Explosion - Action: **Spend a Fear** to erupt in a fiery explosion. Make an attack against all targets within Close range. Targets the Elemental succeeds against take **1d8** magic damage and are knocked back to Far range.

Consume Kindling - Reaction: Three times per scene, when the Elemental moves onto objects that are highly flammable, consume them to clear a HP or a Stress.

Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

MINOR DEMON

Tier 1 Solo

A crimson-hued creature from the Circles Below, consumed by rage against all mortals.

Motives & Tactics: Act erratically, corral targets, relish pain, torment

Difficulty: 14 | **Thresholds:** 8/15 | **HP:** 8 | **Stress:** 4

ATK: +3 | **Claws:** Melee | 1d8+6 phy

FEATURES

Relentless (2) - Passive: The Demon can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

All Must Fall - Passive: When a PC rolls a failure with Fear while within Close range of the Demon, they lose a Hope.

Hellfire - Action: **Spend a Fear** to rain down hellfire within Far range. All targets within the area must make an Agility Reaction Roll. Targets who fail take **1d20+3** magic damage. Targets who succeed take half damage.

Reaper - Reaction: Before rolling damage for the Demon's attack, you can **mark a Stress** to gain a bonus to the damage roll equal to the Demon's current number of marked HP.

Momentum - Reaction: When the Demon makes a successful attack against a PC, you gain a Fear.

MINOR TREANT

Tier 1 Minion

An ambulatory sapling rising up to defend their forest.

Motives & Tactics: Crush, overwhelm, protect

Difficulty: 10 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: -2 | **Clawed Branch:** Melee | 4 phy

FEATURES

Minion (5) - Passive: The Treant is defeated when they take any damage. For every 5 damage a PC deals to the Treant, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Minor Treants within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 4 physical damage each. Combine this damage.

MOUNTAIN TROLL

Tier 1 Solo

A hideous giant born out of a massive rock. They wear purloined armor and a belt of severed heads or skulls.

Motives & Tactics: Ambush, bellow, hurl large boulders, smash, stomp

Difficulty: 14 | **Thresholds:** 8/15 | **HP:** 8 | **Stress:** 3
ATK: +2 | **Skull Flail:** Very Close | 1d8+1 phy

Experience: Mountains +4

FEATURES

Relentless (3) - Passive: The Troll can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Stolen Armor - Passive: Countdown. When combat begins, activate a countdown with a value equal to the number of PCs. When the Troll takes damage, reduce the severity by one threshold, then tick down the countdown. When it triggers, the Troll evolves (see “Enraged Mountain Troll”).

Flail Swipe - Action: Mark a Stress to make an attack against all targets in front of the Troll within Very Close range. Targets the Troll succeeds against take 2d8+2 physical damage.

Enraged Mountain Troll - Evolution: The Troll loses their “Stolen Armor” and “Flail Swipe” features, then gains a +1 bonus to their Difficulty. Additionally, they gain the “Double Swipe” feature and replace “Skull Flail” with the following standard attack:

Claw Swipe: Very Close | 1d10+3 phy

Double Swipe - Action: Spend a Fear to move up to Close range and make two standard attacks against a target within Melee range. If both attacks succeed, combine the damage, and the target loses a Hope.

OCTOPUS

Tier 1 Skulk

An aquatic, soft-bodied mollusk that has eight sucker-bearing arms and a hard, beaklike jaw.

Motives & Tactics: Crawl along the ocean floor, eat fish, squirt ink to escape

Difficulty: 12 | **Thresholds:** 3/None | **HP:** 2 | **Stress:** 3
ATK: -1 | **Beak:** Melee | 1d6 phy

Experience: Dexterity +3, Water +3

FEATURES

Grapple - Action: Make an attack roll against a target within Close range. On a success, the target becomes *Restrained* and *Vulnerable* until they escape with a successful Strength Roll.

Squirt Ink - Action: Mark a Stress to have the Octopus squirt ink. On land, the ink covers the ground within Very Close range. Each creature who moves through that area must succeed on an Agility Reaction Roll or slip and fall, becoming *Vulnerable* until they exit the area. If this feature is used while the Octopus is underwater, it instead creates a cloud of darkness that fills an area within Very Close range and blocks line of sight.

GREEN OOZE

Tier 1 Skulk

A moving mound of translucent green slime.

Motives & Tactics: Camouflage, consume and multiply, creep up, envelop

Difficulty: 8 | **Thresholds:** 5/10 | **HP:** 5 | **Stress:** 2
ATK: +1 | **Ooze Appendage:** Melee | 1d6+1 mag

Experience: Camouflage +3

FEATURES

Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Acidic Form - Passive: When the Ooze makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Envelop - Action: Make a standard attack against a target within Melee range. On a success, the Ooze envelops them and the target must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the Ooze takes Severe damage, the target is freed.

Split - Reaction: When the Ooze has 3 or more HP marked, you can spend a Fear to split them into two Tiny Green Oozes (with no marked HP or Stress). Immediately spotlight both of them.

TINY GREEN OOZE

Tier 1 Skulk

A small moving mound of translucent green slime.

Motives & Tactics: Camouflage, creep up

Difficulty: 14 | **Thresholds:** 4/None | **HP:** 2 | **Stress:** 1
ATK: -1 | **Ooze Appendage:** Melee | 1d4+1 mag

FEATURES

Acidic Form - Passive: When the Ooze makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

RED OOZE

Tier 1 Skulk

A moving mound of translucent flaming red slime.

Motives & Tactics: Camouflage, consume and multiply, ignite, start fires

Difficulty: 10 | **Thresholds:** 6/11 | **HP:** 5 | **Stress:** 3

ATK: +1 | **Ooze Appendage:** Melee | 1d8+3 mag

Experience: Camouflage +3

FEATURES

Creeping Fire - Passive: The Ooze can only move within Very Close range as their normal movement. They light any flammable object they touch on fire.

Ignite - Action: Make an attack against a target within Very Close range. On a success, the target takes **1d8** magic damage and is *Ignited* until they're extinguished with a successful Finesse Roll (14). While *Ignited*, the target takes **1d4** magic damage when they make an action roll.

Split - Reaction: When the Ooze has 3 or more HP marked, you can **spend a Fear** to split them into two Tiny Red Oozes (with no marked HP or Stress). Immediately spotlight both of them.

TINY RED OOZE

Tier 1 Skulk

A small moving mound of translucent flaming red slime

Motives & Tactics: Blaze, camouflage

Difficulty: 11 | **Thresholds:** 5/None | **HP:** 2 | **Stress:** 1

ATK: -1 | **Ooze Appendage:** Melee | 1d4+2 mag

FEATURES

Burning - Reaction: When a creature within Melee range deals damage to the Ooze, they take **1d6** direct magic damage.

PANTHER

Tier 1 Skulk

A large feline predator that stalks its prey from the shadows.

Motives & Tactics: Climb trees, pounce, stalk

Difficulty: 14 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 3

ATK: +2 | **Teeth and Claws:** Melee | 1d8+1 phy

Experience: Keen Senses +3, Slink +3

FEATURES

Shadow Stalker - Passive: While *Hidden*, the Panther gains a +2 bonus to its attack rolls.

Pouncing Strike - Action: **Mark a Stress** to have the Panther leap into Melee range of a target within Far range and make an attack against them. On a success, deal **1d12+2** physical damage.

PETTY NOBLE

Tier 1 Social

A richly dressed and adorned aristocrat brimming with hubris.

Motives & Tactics: Abuse power, gather resources, mobilize minions

Difficulty: 14 | **Thresholds:** 6/10 | **HP:** 3 | **Stress:** 5

ATK: -3 | **Rapier:** Melee | 1d6+1 phy

Experience: Aristocrat +3

FEATURES

My Land, My Rules - Passive: All social actions made against the Noble on their land have disadvantage.

Guards, Seize Them! - Action: Once per scene, **mark a Stress** to summon **1d4** Bladed Guards, who appear at Far range to enforce the Noble's will.

Exile - Action: **Spend a Fear** and target a PC. The Noble proclaims that the target and their allies are exiled from the noble's territory. While exiled, the target and their allies have disadvantage during social situations within the Noble's domain.

PHANTOM

Tier 1 Standard

The echo of a lost soul in the form of an ectoplasmic shadow.

Motives & Tactics: Create cold spots, swoop through the air, whisper dark tidings

Difficulty: 11 | **Thresholds:** 5/None | **HP:** 2 | **Stress:** 1

ATK: -1 | **Chill Touch:** Melee | 1d6+2 mag

Experience: Spooky +3

FEATURES

Incorporeal - Passive: The Phantom has resistance to physical damage and can move through solid objects.

Fear Aura - Passive: A PC who takes the spotlight within Very Close range of the Phantom must succeed on a Presence Reaction Roll (10) or mark a Stress.

Lingering Haunt - Reaction: **Countdown (1d6)**. When the Phantom is defeated, you can **spend a Fear** to activate the countdown. It ticks down when a PC rolls with Fear. When it triggers, clear the Phantom's HP and immediately spotlight them.

PIRATE CAPTAIN

Tier 1 Leader

A charismatic sea dog with an impressive hat, eager to raid and plunder.

Motives & Tactics: Command, make 'em walk the plank, plunder, raid

Difficulty: 14 | **Thresholds:** 7/14 | **HP:** 7 | **Stress:** 5

ATK: +4 | **Cutlass:** Melee | 1d12+2 phy

Experience: Commander +2, Sailor +3

FEATURES

Swashbuckler - Passive: When the Captain marks 2 or fewer HP from an attack within Melee range, the attacker must mark a Stress.

Reinforcements - Action: Once per scene, mark a Stress to summon a Pirate Raiders Horde, which appears at Far range.

No Quarter - Action: Spend a Fear to choose a target who has three or more Pirates within Melee range of them. The Captain leads the Pirates in hurling threats and promises of a watery grave. The target must make a Presence Reaction Roll. On a failure, the target marks **1d4+1** Stress. On a success, they must mark a Stress.

Momentum - Reaction: When the Captain makes a successful attack against a PC, you gain a Fear.

PIRATE RAIDERS

Tier 1 Horde (3/HP)

Seafaring scoundrels moving in a ravaging pack.

Motives & Tactics: Gang up, plunder, raid

Difficulty: 12 | **Thresholds:** 5/11 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Cutlass:** Melee | 1d8+2 phy

Experience: Sailor +3

FEATURES

Horde (1d4+1) - Passive: When the Raiders have marked half or more of their HP, their standard attack deals **1d4+1** physical damage instead.

Swashbuckler - Passive: When the Raiders mark 2 or fewer HP from an attack within Melee range, the attacker must mark a Stress.

PIRATE TOUGH

Tier 1 Bruiser

A thickly muscled and tattooed pirate with melon-sized fists.

Motives & Tactics: Plunder, raid, smash, terrorize

Difficulty: 13 | **Thresholds:** 8/15 | **HP:** 5 | **Stress:** 3

ATK: +1 | **Massive Fists:** Melee | 2d6 phy

Experience: Sailor +2

FEATURES

Swashbuckler - Passive: When the Tough marks 2 or fewer HP from an attack within Melee range, the attacker must mark a Stress.

Clear the Decks - Action: Make an attack against a target within Very Close range. On a success, mark a Stress to move into Melee range of the target, dealing **3d4** physical damage and knocking the target back to Close range.

POLTERGEIST

Tier 1 Ranged

A baleful, translucent spirit that possesses inanimate objects.

Motives & Tactics: Flicker candles, rattle chains, shake windows, throw people around the room

Difficulty: 9 | **Thresholds:** 4/None | **HP:** 2 | **Stress:** 2

ATK: -1 | **Thrown Object:** Far | 1d6+3 phy

Experience: Spooky +3

FEATURES

Specter - Passive: The Poltergeist has resistance to physical damage. Mark a Stress to move up to Close range through solid objects.

Possessor - Action: Mark a Stress to have the Poltergeist inhabit a nonmagical object that is entirely within Close range, infusing the object with a ghostly glow. The next time the Poltergeist would take damage, the object is destroyed instead, and the Poltergeist is expelled from it.

Ghost Storm - Action: Spend a Fear to have the Poltergeist pull all unequipped nonmagical objects within Very Close range into a violent vortex. Each target in that area must make an Agility Reaction Roll. Targets who fail take **1d12+2** physical damage. Targets who succeed take half damage.

RABBLE MAWB

Tier 1 Horde (3/HP)

These cat-sized balls of hair, limbs, and teeth travel in a "mawb" of a dozen.

Motives & Tactics: Chitter and chew, clump together, roll around

Difficulty: 8 | **Thresholds:** 4/8 | **HP:** 4 | **Stress:** 2

ATK: -2 | **Chomp:** Melee | 1d6+3 phy

Experience: Underground +2

FEATURES

Horde (1d4+1) - Passive: When the Rabble Mawb has marked half or more of its HP, its standard attack deals **1d4+1** physical damage instead.

Come Back Worse - Reaction: When the Rabble Mawb is defeated, you can spend a Fear to bring it back to life, clearing all HP and Stress. The Rabble Mawb gains a bonus to all rolls equal to the number of times this feature has been used by this Rabble Mawb.

REDCAP BITERS

Tier 1 Horde (3/HP)

A troop of fist-sized fey creatures who have needle-sharp teeth and conical red caps sealed on their heads with candle wax.

Motives & Tactics: Bring 'em down, celebrate tiny victories, giggle and chitter, scamper between the walls

Difficulty: 10 | **Thresholds:** 6/11 | **HP:** 5 | **Stress:** 3

ATK: -1 | **Gnash:** Melee | 1d8+4 phy

Experience: Nooks and Crannies +3

FEATURES

Horde (1d4+2) - Passive: When the Biters have marked half or more of their HP, their standard attack deals **1d4+2** physical damage instead.

Ankle Weights - Passive: A PC must mark a Stress to move out of the Biters' Melee range.

REDCAP BREAKER

Tier 1 Bruiser

A large, brutish fey creature who has a conical red cap sealed on their head with candle wax.

Motives & Tactics: Beat chest and bellow, ragdoll puny enemies, rush forward recklessly

Difficulty: 13 | **Thresholds:** 8/15 | **HP:** 6 | **Stress:** 3

ATK: +1 | **Wooden Mallet:** Melee | 1d12+2 phy

Experience: Bones +2

FEATURES

Backbreaker - Action: Mark a Stress to make an attack against a target within Melee range. On a success, deal **3d4+10** physical damage. A target who marks HP from this attack is *Restrained* until they clear a HP.

Kneecapper - Reaction: When the Breaker makes a successful standard attack, you can **spend a Fear** to make the target temporarily *Vulnerable*.

REDCAP BUTCHER

Tier 1 Standard

A halfling-sized fey creature who hacks their victims apart with a variety of cutting implements. They wear a conical red hat sealed on their head with candle wax.

Motives & Tactics: Grin disconcertingly, hack and slash, scramble

Difficulty: 12 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Meat Cleaver:** Melee | 1d8+1 phy

Experience: Scurry +2

FEATURES

Chop Happy - Action: Mark a Stress to make a standard attack against up to three targets. For each target who marks HP, you gain a Fear.

Knife Thrower - Action: Mark a Stress to make a standard attack against a target within Far range. If the Butcher is *Hidden*, they make the attack with advantage.

REDCAP CANDLEMAKER

Tier 1 Leader

A pale, gaunt cult leader wearing a conical red cap sealed on their head with candle wax. They wield a long rod with a candle atop it made from a hanged criminal's hand.

Motives & Tactics: Cast long shadows, keep out of the fray, show them the light

Difficulty: 13 | **Thresholds:** 7/13 | **HP:** 6 | **Stress:** 3

ATK: +3 | **Burning Candlestick:** Very Close | 1d10+2 mag

Experience: Vigilance +3

FEATURES

Hand of Glory - Passive: When the Candlemaker appears, place 5 tokens on this stat block. Remove a token whenever the Candlemaker marks a HP. While this stat block has 1 or more tokens on it, the Candlemaker is *Hidden*.

Torchbearer - Passive: The light of the Candlemaker's Hand of Glory inspires bloodlust in their allies. While this stat block has 1 or more tokens on it, each Redcap adversary within Close range gains a +1 bonus to their damage rolls.

Dance in the Flames - Action: Spend a token from this stat block. The Candlemaker conjures a ball of fire on a group of PCs within Far range. Each target must make an Agility Reaction Roll. Targets who fail take **2d10** magic damage. Targets who succeed take half damage.

REDCAP SKINNER

Tier 1 Minion

A cat-sized fey creature wielding a straight razor and wearing a conical red cap sealed on their head with candle wax.

Motives & Tactics: Flense, giggle, scrape, slice

Difficulty: 9 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: -1 | **Razor:** Melee | 2 phy

Experience: Leatherwork +3

FEATURES

Minion (4) - Passive: The Skinner is defeated when they take any damage. For every 4 damage a PC deals to the Skinner, the PC defeats an additional Minion within range the attack would succeed against.

Shallow Cuts - Passive: When a PC fails a roll, they take 1 physical damage for each Skinner within Melee range of them. Combine this damage.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Redcap Skinners within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

RUGARU

Tier 1 Solo

A wolf-headed humanoid cursed by the gods to prowl the swamps in search of blood.

Motives & Tactics: Blaspheme, go for the throat, stalk, terrorize

Difficulty: 14 | **Thresholds:** 7/14 | **HP:** 8 | **Stress:** 4

ATK: +4 | **Snapping Jaws:** Melee | 2d8+4 phy

Experience: Swamps +3

FEATURES

Relentless (3) - Passive: The Rugaru can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Child of Night - Passive: While in moonlight, the Rugaru gains a +2 bonus to their Difficulty.

Bloodthirsty - Passive: When a PC marks HP from the Rugaru's standard attack, add a token to this stat block. The Rugaru gains a bonus to attack rolls equal to the number of tokens on this stat block. Clear all tokens when the Rugaru takes Severe damage.

Howl at the Moon - Action: Mark a Stress to force each PC within Far range to make a Presence Reaction Roll (15). Targets who fail lose a Hope. Gain a Fear for each Hope lost. If a PC has no Hope, they must mark a Stress and become *Vulnerable* until they roll with Hope.

Flesh Ripper - Action: Mark a Stress to make an attack against a target within Melee range. On a success, deal **1d12+2** direct physical damage.

SAWTOOTHED GILLBEAST

Tier 1 Standard

A stocky fish creature that has rows of razor-sharp teeth.

Motives & Tactics: Clamber ashore, hit and run, peek above the waterline

Difficulty: 12 | **Thresholds:** 5/10 | **HP:** 4 | **Stress:** 2
ATK: +1 | **Waterlogged Weaponry:** Close | 1d8+1 phy

Experience: Aquatic +2

FEATURES

Ka-Chomp - Action: Mark a **Stress** to attack a target within Melee range. On a success, the target takes **1d12** physical damage and must mark an Armor Slot without gaining its benefit (they can still use armor to reduce the damage).

Feeding Frenzy - Reaction: When a creature marks HP, you can spend a **Fear** to spotlight all Sawtoothed Gillbeasts within Very Close range of them. Those Gillbeasts move into Melee range of the creature and each make a standard attack against them. If any attacks succeed, combine their damage.

Scaly - Reaction: When the Gillbeast would mark any number of HP, roll a **d6**. On a result of 6, you can mark a **Stress** instead.

SELLSWORD

Tier 1 Minion

An armed mercenary testing their luck.

Motives & Tactics: Charge, lacerate, overwhelm, profit

Difficulty: 10 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +3 | **Longsword:** Melee | 3 phy

FEATURES

Minion (4) - Passive: The Sellsword is defeated when they take any damage. For every 4 damage a PC deals to the Sellsword, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a **Fear** to choose a target and spotlight all Sellswords within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 3 physical damage each. Combine this damage.

SKELETON ARCHER

Tier 1 Ranged

A fragile skeleton with a shortbow and arrows.

Motives & Tactics: Perforate distracted targets, play dead, steal skin

Difficulty: 9 | **Thresholds:** 4/7 | **HP:** 3 | **Stress:** 2
ATK: +2 | **Shortbow:** Far | 1d8+1 phy

FEATURES

Opportunist - Passive: When two or more adversaries are within Very Close range of a creature, all damage the Archer deals to that creature is doubled.

Deadly Shot - Action: Make an attack against a **Vulnerable** target within Far range. On a success, mark a **Stress** to deal **3d4+8** physical damage.

SKELETON DREDGE

Tier 1 Minion

A clattering pile of bones.

Motives & Tactics: Fall apart, overwhelm, play dead, steal skin

Difficulty: 8 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: -1 | **Bone Claws:** Melee | 1 phy

FEATURES

Minion (4) - Passive: The Dredge is defeated when they take any damage. For every 4 damage a PC deals to the Dredge, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a **Fear** to choose a target and spotlight all Dredges within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 1 physical damage each. Combine this damage.

SKELETON KNIGHT

Tier 1 Bruiser

A large armored skeleton with a huge blade.

Motives & Tactics: Cut down the living, steal skin, wreak havoc

Difficulty: 13 | **Thresholds:** 7/13 | **HP:** 5 | **Stress:** 2
ATK: +2 | **Rusty Greatsword:** Melee | 1d10+2 phy

FEATURES

Terrifying - Passive: When the Knight makes a successful attack, all PCs within Close range lose a **Hope** and you gain a **Fear**.

Cut to the Bone - Action: Mark a **Stress** to make an attack against all targets within Very Close range. Targets the Knight succeeds against take **1d8+2** physical damage and must mark a **Stress**.

Dig Two Graves - Reaction: When the Knight is defeated, they make an attack against a target within Very Close range (prioritizing the creature who killed them). On a success, the target takes **1d4+8** physical damage and loses **1d4** **Hope**.

SKELETON WARRIOR

Tier 1 Standard

A dirt-covered skeleton armed with a rusted blade.

Motives & Tactics: Feign death, gang up, steal skin

Difficulty: 10 | **Thresholds:** 4/8 | **HP:** 3 | **Stress:** 2
ATK: +0 | **Sword:** Melee | 1d6+2 phy

FEATURES

Only Bones - Passive: The Warrior is resistant to physical damage.

Won't Stay Dead - Reaction: When the Warrior is defeated, you can spotlight them and roll a **d6**. On a result of 6, if there are other adversaries on the battlefield, the Warrior re-forms with no marked HP.

SOUL-SHATTERED MAGE

Tier 1 Solo

A spellcaster with a psyche broken by knowledge best left hidden.

Motives & Tactics: Babble in an unknown language, laugh unsettlingly, wield power beyond control

Difficulty: 12 | **Thresholds:** 8/15 | **HP:** 6 | **Stress:** 5

ATK: +2 | **Wormwood Staff:** Far | 1d12 mag

Experience: Forbidden Knowledge +2

FEATURES

Relentless (3) - Passive: The Mage can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Broken Magic - Action: Mark a Stress to roll a d6. The Mage uses the corresponding move:

1–2: **Dimension Rift.** Choose a target within Far range. The target teleports to a point you choose within Close range of their original position and takes 2d6 direct magic damage as their body and mind reassemble.

3–4: **Time Dilation.** Choose a group of PCs within Far range. Each target is *Slowed* until they roll with Hope. While *Slowed*, a target is *Vulnerable* and must mark a Stress when they move.

5–6: **Discordant Visions.** Make an attack against up to three targets within Close range. Targets the Mage succeeds against take 2d8 direct magic damage.

Feel My Pain - Reaction: When the Mage marks HP, roll a number of d6s equal to the number of Stress the Mage has marked. The Mage deals direct magic damage equal to the total result to all PCs within Very Close range.

SPELLBLADE

Tier 1 Leader

A mercenary combining swordplay and magic to deadly effect.

Motives & Tactics: Blast, command, endure

Difficulty: 14 | **Thresholds:** 8/14 | **HP:** 6 | **Stress:** 3

ATK: +3 | **Empowered Longsword:** Melee | 1d8+4 phy/mag

Experience: Magical Knowledge +2

FEATURES

Arcane Steel - Passive: Damage dealt by the Spellblade's standard attack is considered both physical and magic.

Suppressing Blast - Action: Mark a Stress and target a group within Far range. All targets must succeed on an Agility Reaction Roll or take 1d8+2 magic damage. You gain a Fear for each target who marked HP from this attack.

Move as a Unit - Action: Spend 2 Fear to spotlight up to five allies within Far range.

Momentum - Reaction: When the Spellblade makes a successful attack against a PC, you gain a Fear.

SPELLBOUND ARMOR

Tier 1 Bruiser

An empty suit of full plate armor that glows with a faint corona of ghostly light.

Motives & Tactics: Clank noisily, move like clockwork, watch silently

Difficulty: 10 | **Thresholds:** 9/17 | **HP:** 6 | **Stress:** None

ATK: +0 | **Zweihänder:** Very Close | 1d10+1 phy

Experience: Guardian +2

FEATURES

Tireless - Passive: The Armor can't be forced to mark Stress. When an effect would cause it to mark Stress, the Armor ignores that part of the effect.

Clatter & Recombobulate - Reaction: Once per scene when the Armor is defeated, you can spend a Fear to reactivate it. Clear 2 HP and immediately spotlight it.

SWARM OF RATS

Tier 1 Horde (10/HP)

A skittering mass of ordinary rodents moving as one like a ravenous wave.

Motives & Tactics: Consume, obscure, swarm

Difficulty: 10 | **Thresholds:** 6/10 | **HP:** 6 | **Stress:** 2

ATK: -3 | **Claws:** Melee | 1d8+2 phy

FEATURES

Horde (1d4+1) - Passive: When the Swarm has marked half or more of their HP, their standard attack deals 1d4+1 physical damage instead.

In Your Face - Passive: All targets within Melee range have disadvantage on attacks against targets other than the Swarm.

SYLVAN SOLDIER

Tier 1 Standard

A faerie warrior adorned in armor made of leaves and bark.

Motives & Tactics: Ambush, hide, overwhelm, protect, trail

Difficulty: 11 | **Thresholds:** 6/11 | **HP:** 4 | **Stress:** 2

ATK: +0 | **Scythe:** Melee | 1d8+1 phy

Experience: Tracker +2

FEATURES

Pack Tactics - Passive: If the Soldier makes a standard attack and another Sylvan Soldier is within Melee range of the target, deal 1d8+5 physical damage instead of their standard damage.

Forest Control - Action: Spend a Fear to pull down a tree within Close range. A creature hit by the tree must succeed on an Agility Reaction Roll (15) or take 1d10 physical damage.

Blend In - Reaction: When the Soldier makes a successful attack, you can mark a Stress to become *Hidden* until the Soldier's next attack or a PC succeeds on an Instinct Roll (14) to find them.

TANGLE BRAMBLE SWARM

Tier 1 Horde (3/HP)

A cluster of animate, blood-drinking tumbleweeds, each the size of a large gourd.

Motives & Tactics: Digest, entangle, immobilize

Difficulty: 12 | **Thresholds:** 6/11 | **HP:** 6 | **Stress:** 3

ATK: +0 | **Thorns:** Melee | 1d6+3 phy

Experience: Camouflage +2

FEATURES

Horde (1d4+2) - Passive: When the Swarm has marked half or more of their HP, their standard attack deals **1d4+2** physical damage instead.

Crush - Action: Mark a **Stress** to deal **2d6+8** direct physical damage to a target with 3 or more bramble tokens.

Encumber - Reaction: When the Swarm succeeds on an attack, give the target a bramble token. If a target has any bramble tokens, they are *Restrained*. If a target has 3 or more bramble tokens, they are also *Vulnerable*. All bramble tokens can be removed by succeeding on a Finesse Roll (12 + the number of bramble tokens) or dealing Major or greater damage to the Swarm. If bramble tokens are removed from a target using a Finesse Roll, a number of Tangle Bramble Minions spawn within Melee range equal to the number of tokens removed.

TANGLE BRAMBLE

Tier 1 Minion

An animate, blood-drinking tumbleweed.

Motives & Tactics: Combine, drain, entangle

Difficulty: 11 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: -1 | **Thorns:** Melee | 2 phy

FEATURES

Minion (4) - Passive: The Bramble is defeated when they take any damage. For every 4 damage a PC deals to the Tangle Bramble, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a **Fear** to choose a target and spotlight all Tangle Brambles within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

Drain and Multiply - Reaction: When an attack from the Bramble causes a target to mark HP and there are three or more Tangle Bramble Minions within Close range, you can combine the Minions into a Tangle Bramble Swarm Horde. The Horde's HP is equal to the number of Minions combined.

VIPER

Tier 1 Minion

A small serpent that envenomates its prey with hinged fangs.

Motives & Tactics: Lie in wait, slither, strike

Difficulty: 11 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +3 | **Bite:** Melee | 1 phy

Experience: Grounded +4

FEATURES

Minion (4) - Passive: The Viper is defeated when it takes any damage. For every 4 damage a PC deals to the Viper, the PC defeats an additional Minion within range the attack would succeed against.

Venomous - Passive: When the Viper makes a successful standard attack, the target becomes temporarily *Envenomated*. While *Envenomated*, the target must mark a Stress whenever they make an action roll.

Group Attack - Action: Spend a **Fear** to choose a target and spotlight all Vipers within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 1 physical damage each. Combine this damage.

WAXWORK CREATION

Tier 1 Solo

A ten-foot-tall, semisolid (and semisentient) candle wax construct.

Motives & Tactics: Lumber menacingly, moan with the pain of unlife, smother

Difficulty: 13 | **Thresholds:** 8/15 | **HP:** 10 | **Stress:** 3

ATK: +2 | **Fists:** Very Close | 1d20 phy

Experience: Giant-Sized +2

FEATURES

Relentless (2) - Passive: The Creation can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight it.

No Vital Organs - Passive: The Creation doesn't take extra damage from attacks that critically succeed against it.

Wax Ball - Action: Mark a **Stress** to have the Creation throw a ball of wax at a target within Far range. Make an attack against the target. On a success, the target takes **1d12+2** physical damage and becomes *Restrained* until they succeed on a Strength Roll (15).

Splutch! - Reaction: When a PC within Melee range of the Creation makes a weapon attack against it, roll a **d6**. On a 5 or higher, the attacker's weapon gets stuck in the Creation and can be removed only with a successful Strength Roll (15).

Smothering Grapple - Reaction: When the Creation makes a successful standard attack against a target within Melee range, you can spend a **Fear** to *Trap* the target inside the Creation's wax body. While *Trapped*, the target is *Restrained* and must mark a Stress and move with the Creation each time it's spotlighted. A *Trapped* creature is freed when the Creation takes Major or greater damage.

WEAPONMASTER

Tier 1 Bruiser

A master-at-arms wielding a sword twice their size.

Motives & Tactics: Act first, aim for the weakest, intimidate

Difficulty: 14 | **Thresholds:** 8/15 | **HP:** 6 | **Stress:** 3
ATK: +2 | **Claymore:** Very Close | 1d12+2 phy

FEATURES

Goaded Strike - Action: Make a standard attack against a target. On a success, **mark a Stress** to *Taunt* the target until their next successful attack. The next time the *Taunted* target attacks, they have disadvantage against targets other than the Weaponmaster.

Adrenaline Burst - Action: Once per scene, **spend a Fear** to clear 2 HP and 2 Stress.

Momentum - Reaction: When the Weaponmaster makes a successful attack against a PC, you gain a Fear.

WILL-O'-THE-WISPS

Tier 1 Horde (8/HP)

Lazily floating orbs of color-shifting werelight.

Motives & Tactics: Dazzle and distract, disorient, lead astray

Difficulty: 9 | **Thresholds:** 5/9 | **HP:** 4 | **Stress:** 2
ATK: -3 | **Flash:** Close | 1d4+2 mag

Experience: Darkness +3

FEATURES

Horde (1d4-1) - Passive: When the Will-o'-the-Wisps have marked half or more of their HP, their standard attack deals **1d4-1** magic damage instead.

Kaleidoscopic - Passive: The Will-o'-the-Wisps pulse and dance in hypnotic, color-changing patterns that entrance any creature who looks upon them. All targets within Very Close range of the Will-o'-the-Wisps are *Vulnerable*.

Fascinating - Action: **Spend a Fear** to have the Will-o'-the-Wisps trace looping light trails through the air, leaving afterimages that beg to be deciphered. Each PC within Far range must succeed on an Instinct Reaction Roll (13) or mark a Stress and move up to Close range toward the Will-o'-the-Wisps.

YOUNG DRYAD

Tier 1 Leader

An imperious tree-person leading their forest's defenses.

Motives & Tactics: Command, nurture, prune the unwelcome

Difficulty: 11 | **Thresholds:** 6/11 | **HP:** 6 | **Stress:** 2
ATK: +0 | **Scythe:** Melee | 1d8+5 phy

Experience: Leadership +3

FEATURES

Voice of the Forest - Action: **Mark a Stress** to spotlight **1d4** allies within range of a target they can attack without moving. On a success, their attacks deal half damage.

Thorny Cage - Action: **Spend a Fear** to form a cage around a target within Very Close range and *Restrained* them until they're freed with a successful Strength Roll. When a creature makes an action roll against the cage, they must mark a Stress.

Momentum - Reaction: When the Dryad makes a successful attack against a PC, you gain a Fear.

YUFO

Tier 1 Social

A large, interdimensional jellyfishlike creature that floats in and out of the timestream.

Motives & Tactics: Exchange information about possible timelines, feed on heightened emotions, watch from the shadows

Difficulty: 14 | **Thresholds:** 6/10 | **HP:** 3 | **Stress:** 5
ATK: -3 | **Tentacle Lash:** Very Close | 1d6+3 phy

Experience: Secrets +3, Floating Oddity +3

FEATURES

Telepathic - Passive: The Yufo can mentally communicate with creatures within Very Far range.

Psychic Strongbox - Passive: The Yufo is immune to abilities and features that would affect or alter its thoughts or emotions.

Glitch Wave - Action: **Spend a Fear** and choose up to three targets within Close range. Each target must succeed on a Instinct Reaction Roll or become desynced from reality and have disadvantage on Instinct Rolls until they use a downtime move to ground their psyches in the now.

Temporal Corrosion - Reaction: When the Yufo succeeds on a standard attack, you can **mark a Stress** to have the Yufo excrete an entropic acid through its skin, giving the target a -2 penalty to their damage thresholds until they use a downtime move to repair their armor.

BRAWNY ZOMBIE

Tier 1 Bruiser

A large corpse, decay-bloated and angry.

Motives & Tactics: Crush, destroy, hail debris, slam

Difficulty: 10 | **Thresholds:** 8/15 | **HP:** 7 | **Stress:** 4
ATK: +2 | **Slam:** Very Close | 1d12+3 phy

Experience: Collateral Damage +2, Throw +4

FEATURES

Slow - Passive: When you spotlight the Zombie and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Zombie and they have a token on their stat block, clear the token and they can act.

Rend Asunder - Action: Make a standard attack with advantage against a target the Zombie has *Restrained*. On a success, the attack deals direct damage.

Rip and Tear - Reaction: When the Zombies makes a successful standard attack, you can **mark a Stress** to temporarily *Restrained* the target and force them to mark 2 Stress.

PATCHWORK ZOMBIE HULK

Tier 1 Solo

A towering gestalt of corpses moving as one, with torso-sized limbs and fists as large as a grown halfling.

Motives & Tactics: Absorb corpses, flail, hunger, terrify

Difficulty: 13 | **Thresholds:** 8/15 | **HP:** 10 | **Stress:** 3
ATK: +4 | **Too Many Arms:** Very Close | 1d20 phy

Experience: Intimidation +2, Tear Things Apart +2

FEATURES

Destructible - Passive: When the Zombie takes Major or greater damage, they mark an additional HP.

Flailing Limbs - Passive: When the Zombie makes a standard attack, they can attack all targets within Very Close range.

Another for the Pile - Action: When the Zombie is within Very Close range of a corpse, they can incorporate it into themselves, clearing a HP and a Stress.

Tormented Screams - Action: Mark a Stress to cause all PCs within Far range to make a Presence Reaction Roll (13). Targets who fail lose a Hope and you gain a Fear for each. Targets who succeed must mark a Stress.

ROTTED ZOMBIE

Tier 1 Minion

A decaying corpse ambling toward their prey.

Motives & Tactics: Eat flesh, hunger, maul, surround

Difficulty: 8 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: -3 | **Bite:** Melee | 2 phy

FEATURES

Minion (3) - Passive: The Zombie is defeated when they take any damage. For every 3 damage a PC deals to the Zombie, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Rotted Zombies within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

SHAMBLING ZOMBIE

Tier 1 Standard

An animated corpse that moves shakily, driven only by hunger.

Motives & Tactics: Devour, hungry, mob enemy, shred flesh

Difficulty: 10 | **Thresholds:** 4/6 | **HP:** 4 | **Stress:** 1
ATK: +0 | **Bite:** Melee | 1d6+1 phy

FEATURES

Too Many to Handle - Passive: When the Zombie is within Melee range of a creature and at least one other Zombie is within Close range, all attacks against that creature have advantage.

Horrifying - Passive: Targets who mark HP from the Zombie's attacks must also mark a Stress.

ZOMBIE PACK

Tier 1 Horde (2/HP)

A group of shambling corpses instinctively moving together.

Motives & Tactics: Consume flesh, hunger, maul

Difficulty: 8 | **Thresholds:** 6/12 | **HP:** 6 | **Stress:** 3
ATK: -1 | **Bite:** Melee | 1d10+2 phy

FEATURES

Horde (1d4+2) - Passive: When the Zombies have marked half or more of their HP, their standard attack deals **1d4+2** physical damage instead.

Overwhelm - Reaction: When the Zombies mark HP from an attack within Melee range, you can **mark a Stress** to make a standard attack against the attacker.

TIER 2 ADVERSARIES (LEVELS 2-4)

ARCHER SQUADRON

Tier 2 Horde (2/HP)

A group of trained archers bearing massive bows.

Motives & Tactics: Stick together, survive, volley fire

Difficulty: 13 | **Thresholds:** 8/16 | **HP:** 4 | **Stress:** 3
ATK: +0 | **Longbow:** Far | 2d6+3 phy

FEATURES

Horde (1d6+3) - Passive: When the Squadron has marked half or more of their HP, their standard attack deals **1d6+3** physical damage instead.

Focused Volley - Action: Spend a Fear to target a point within Far range. Make an attack with advantage against all targets within Close range of that point. Targets the Squadron succeeds against take **1d10+4** physical damage.

Suppressing Fire - Action: Mark a Stress to target a point within Far range. Until the next roll with Fear, a creature who moves within Close range of that point must make an Agility Reaction Roll. On a failure, they take **2d6+3** physical damage. On a success, they take half damage.

MASTER ASSASSIN

Tier 2 Leader

A seasoned killer with a threatening voice and a deadly blade.

Motives & Tactics: Ambush, get out alive, kill, prepare for all scenarios

Difficulty: 15 | **Thresholds:** 12/25 | **HP:** 7 | **Stress:** 5
ATK: +5 | **Serrated Dagger:** Close | 2d10+2 phy

Experience: Command +3, Intrusion +3

FEATURES

Won't See It Coming - Passive: The Assassin deals direct damage while they're Hidden.

Strike as One - Action: Mark a Stress to spotlight a number of other Assassins equal to the Assassin's unmarked Stress.

The Subtle Blade - Reaction: When the Assassin successfully makes a standard attack against a Vulnerable target, you can spend a Fear to deal Severe damage instead of their standard damage.

Momentum - Reaction: When the Assassin makes a successful attack against a PC, you gain a Fear.

APPRENTICE ASSASSIN

Tier 2 Minion

A young trainee eager to prove themselves.

Motives & Tactics: Act reckless, kill, prove their worth, show off

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: -1 | **Thrown Dagger:** Very Close | 4 phy

Experience: Intrusion +2

FEATURES

Minion (6) - Passive: The Assassin is defeated when they take any damage. For every 6 damage a PC deals to the Assassin, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Apprentice Assassins within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 4 physical damage each. Combine this damage.

BANSHEE

Tier 2 Skulk

A corrupted fey spirit that haunts the night in the form of a willowy specter wearing a luminous gossamer gown.

Motives & Tactics: Ambush from inside solid objects, frighten to death, mourn life and beauty lost, scream balefully

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Fingernails:** Melee | 2d6+1 mag

Experience: Vain +3, Wrathful +3

FEATURES

Specter - Passive: The Banshee has resistance to physical damage.

Mark a Stress to move up to Close range through solid objects.

Terrifying - Passive: When the Banshee makes a successful attack, all PCs within Close range lose a Hope, and you gain a Fear.

Scare Tactic - Action: Up to three times per scene, spend a Fear to have the Banshee teleport up to Very Far range and scare a PC within Melee range. The PC marks **1d4** Stress. If this causes them to mark HP, they also lose a Hope.

Wail of Despair - Action: Mark a Stress to have the Banshee unleash a mournful scream of pain and anguish. Each PC within Close range must make a Presence Reaction Roll. Targets who succeed take **1d12+1** magic damage. Targets who fail take double damage and are knocked back to Close range.

ASSASSIN POISONER

Tier 2 Skulk

A cunning scoundrel skilled in both poisons and ambushing.

Motives & Tactics: Anticipate, get paid, kill, taint food and water

Difficulty: 14 | **Thresholds:** 8/16 | **HP:** 4 | **Stress:** 4
ATK: +3 | **Poisoned Throwing Dagger:** Close | 2d8+1 phy

Experience: Intrusion +2

FEATURES

Grindletooth Venom - Passive: Targets who mark HP from the Assassin's attacks are Vulnerable until they clear a HP.

Out of Nowhere - Passive: The Assassin has advantage on attacks if they are Hidden.

Fumigation - Action: Drop a smoke bomb that fills the air within Close range with smoke, Dizzing all targets in this area. Dizzied targets have disadvantage on their next action roll, then clear the condition.

BASILISK

Tier 2 Standard

A six-legged monitor lizard that has the head of a vulture, a spiked backbone, and a petrifying gaze.

Motives & Tactics: Move slow and steady, savor petrified prey, turn everyone to stone, watch and wait

Difficulty: 14 | **Thresholds:** 8/19 | **HP:** 4 | **Stress:** 4

ATK: +1 | **Jaws & Claws:** Melee | 2d6+4 phy

FEATURES

Petrify - Action: Spend a Fear to force a PC within Far range to make an Instinct Reaction Roll. On a success, the target marks a Stress. On a failure, the target becomes *Stiff*. If the target is already *Stiff*, they become *Petrified*. While *Stiff*, the PC must mark a Stress each time they act until they take a rest or the Basilisk is defeated. While *Petrified*, the PC can't act. The *Petrified* condition can be cleared only by applying Basilisk saliva to the target.

CRONCH! - Action: Mark a Stress to have the Basilisk chomp down on a *Petrified* PC within Melee range. The target must make a death move.

BATTLE BOX

Tier 2 Solo

A cube-shaped construct with a different rune on each of their six sides.

Motives & Tactics: Change tactics, trample foes, wait in disguise

Difficulty: 15 | **Thresholds:** 10/20 | **HP:** 8 | **Stress:** 6

ATK: +2 | **Slam:** Melee | 2d6+3 phy

Experience: Camouflage +2

FEATURES

Relentless (2) - Passive: The Box can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Randomized Tactics - Action: Mark a Stress and roll a d6.

The Box uses the corresponding move:

1. **Mana Beam.** The Box fires a searing beam. Make an attack against a target within Far range. On a success, deal **2d10+2** magic damage.
2. **Fire Jets.** The Box shoots into the air, spinning and releasing jets of flame. Make an attack against all targets within Close range. Targets the Box succeeds against take **2d8** physical damage.
3. **Trample.** The Box rockets around erratically. Make an attack against all PCs within Close range. Targets the Box succeeds against take **1d6+5** physical damage and are *Vulnerable* until their next roll with Hope.
4. **Shocking Gas.** The Box sprays out a silver gas sparking with lightning. All targets within Close range must succeed on a Finesse Reaction Roll or mark 3 Stress.
5. **Stunning Clap.** The Box leaps and their sides clap, creating a small sonic boom. All targets within Very Close range must succeed on a Strength Reaction Roll or become *Vulnerable* until the cube is defeated.
6. **Psionic Whine.** The Box releases a cluster of mechanical bees whose buzz rattles mortal minds. All targets within Close range must succeed on a Presence Reaction Roll or take **2d4+9** direct magic damage.

Overcharge - Reaction: Before rolling damage for the Box's attack, you can mark a Stress to add a d6 to the damage roll. Additionally, you gain a Fear.

Death Quake - Reaction: When the Box marks their last HP, the magic powering them ruptures in an explosion of force. All targets within Close range must succeed on an Instinct Reaction Roll or take **2d8+1** magic damage.

BERSERKER ALPHA

Tier 2 Leader

A veteran commander who quaffs magic elixirs to change into a beast and lead their packmates on a hunt.

Motives & Tactics: Embrace the change, howl at the moon, lead the pack, run down enemies

Difficulty: 14 | **Thresholds:** 13/26 | **HP:** 6 | **Stress:** 4

ATK: +3 | **Tooth & Claw:** Melee | 2d10+2 phy

Experience: Hunt +3, Keen Senses +2

FEATURES

Pack Fury - Passive: The Alpha gains a +1 bonus to their attack rolls for each ally within Very Close range of their attack's target.

Bark at the Moon - Action: Once per scene, spend a Fear to have each ally within Close range of the Alpha clear a HP and a Stress.

Berserker Rage - Reaction: The first time in a scene the Alpha marks their last Stress, they gain a +6 bonus to damage rolls.

BERSERKER INITIATE

Tier 2 Standard

A raging warrior who imbibes ritualistic concoctions to enhance their form with aspects of a predatory beast.

Motives & Tactics: Coordinate with packmates, dance around the fire, howl at the moon

Difficulty: 13 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Tooth & Claw:** Melee | 2d10 phy

Experience: Hunt +3

FEATURES

Pack Fury - Passive: The Initiate gains a +1 bonus to their attack rolls for each ally within Very Close range of their attack's target.

Berserker Rage - Reaction: The first time in a scene the Initiate marks their last Stress, they gain a +4 bonus to damage rolls.

CENTAUR WARDEN

Tier 2 Ranged

A half-human, half-horse guardian who patrols the borders of idyllic lands uncorrupted by the touch of civilization.

Motives & Tactics: Live in harmony with nature, protect the wilderness, use mobility and distance to drive off intruders

Difficulty: 14 | **Thresholds:** 10/19 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Recurved Bow:** Far | 2d8+4 phy

Experience: Nature +2, Philosophy +2

FEATURES

Flanking Maneuver - Passive: When the Warden makes a standard attack against a target within Melee range of one or more of the Warden's allies, the Warden gains a +2 bonus to the attack roll.

Eye of the Sage - Action: Mark a Stress to make a standard attack. The Warden has advantage on the attack roll and critically succeeds on a roll of 19–20.

Trample - Action: Spend a Fear to have the Warden gallop up to Far range in a straight line. Each target in their path must make an Agility Reaction Roll. Targets who succeed take **1d6+2** physical damage. Targets who fail take double damage and must mark a Stress.

Quick Volley - Reaction: When the Warden makes a standard attack, you can mark any number of Stress to target an equal number of additional creatures within range.

CHAOS SKULL

Tier 2 Ranged

A floating humanoid skull animated by scintillating magic.

Motives & Tactics: Cackle, consume magic, serve creator

Difficulty: 15 | **Thresholds:** 8/16 | **HP:** 5 | **Stress:** 4

ATK: +2 | **Energy Blast:** Close | 2d8+3 mag

FEATURES

Levitation - Passive: The Skull levitates several feet off the ground and can't be *Restrained*.

Wards - Passive: The Skull is resistant to magic damage.

Magic Burst - Action: **Mark a Stress** to make an attack against all targets within Close range. Targets the Skull succeeds against take **2d6+4** magic damage.

Siphon Magic - Action: **Spend a Fear** to make an attack against a PC with a Spellcast trait within Very Close range. On a success, the target marks **1d4** Stress and the Skull clears that many Stress. Additionally, on a success, the Skull can immediately be spotlighted again.

CHICKEN-FOOT HUT

Tier 2 Bruiser

A tall wooden shack that moves around on giant chicken legs.

Motives & Tactics: Claw, protect master, run and jump, trample

Difficulty: 16 | **Thresholds:** 14/27 | **HP:** 8 | **Stress:** 2

ATK: +2 | **Clawed Feet:** Very Close | 2d10+3 phy

Experience: Forests +2

FEATURES

Fast - Passive: The Hut can move up to Far range when spotlighted.

Double Strike - Action: **Mark a Stress** to make two standard attacks. If both attacks succeed against the same target, combine the damage.

Pin - Reaction: When the Hut makes a successful standard attack, you can **mark a Stress** to temporarily *Restrain* the target. The Hut drags the *Restrained* target when it moves.

CONSCRIPT

Tier 2 Minion

A poorly trained civilian pressed into war.

Motives & Tactics: Follow orders, gang up, survive

Difficulty: 12 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +0 | **Spears:** Very Close | 6 phy

FEATURES

Minion (6) - Passive: The Conscript is defeated when they take any damage. For every 6 damage a PC deals to the Conscript, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Conscripts within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 6 physical damage each. Combine this damage.

COURTESAN

Tier 2 Social

An accomplished manipulator and master of the social arts.

Motives & Tactics: Entice, maneuver, secure patrons

Difficulty: 13 | **Thresholds:** 7/13 | **HP:** 3 | **Stress:** 4

ATK: -3 | **Dagger:** Melee | 1d4+3 phy

Experience: Manipulation +3, Socialite +3

FEATURES

Searing Glance - Reaction: When a PC within Close range makes a Presence Roll, you can **mark a Stress** to cast a gaze toward the aftermath. On the target's failure, they must mark 2 Stress and are *Vulnerable* until the scene ends or they succeed on a social action against the Courtesan. On the target's success, they must mark a Stress.

CULT ADEPT

Tier 2 Support

An experienced mage wielding shadow and fear.

Motives & Tactics: Curry favor, hinder foes, uncover knowledge

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 6

ATK: +2 | **Rune-Covered Rod:** Far | 2d4+3 mag

Experience: Fallen Lore +2, Rituals +2

FEATURES

Enervating Blast - Action: **Spend a Fear** to make a standard attack against a target within range. On a success, the target must mark a Stress.

Shroud of the Fallen - Action: **Mark a Stress** to wrap an ally within Close range in a shroud of *Protection* until the Adept marks their last HP. While *Protected*, the target has resistance to all damage.

Shadow Shackles - Action: **Spend a Fear** and choose a point within Far range. All targets within Close range of that point are *Restrained* in smoky chains until they break free with a successful Strength or Instinct Roll. A target *Restrained* by this feature must spend a Hope to make an action roll.

Fear Is Fuel - Reaction: Twice per scene, when a PC rolls a failure with Fear, clear a Stress.

CULT FANG

Tier 2 Skulk

A professional killer-turned-cultist.

Motives & Tactics: Capture sacrifices, isolate prey, rise in the ranks

Difficulty: 15 | **Thresholds:** 9/17 | **HP:** 4 | **Stress:** 4

ATK: +2 | **Long Knife:** Melee | 2d8+4 phy

FEATURES

Shadow's Embrace - Passive: The Fang can climb and walk on vertical surfaces. **Mark a Stress** to move from one shadow to another within Far range.

Pick Off the Straggler - Action: **Mark a Stress** to cause a target within Melee range to make an Instinct Reaction Roll. On a failure, the target must mark 2 Stress and is teleported with the Fang to a shadow within Far range, making them temporarily *Vulnerable*. On a success, the target must mark a Stress.

CULT INITIATE

Tier 2 Minion

A low-ranking cultist in simple robes, eager to gain power.

Motives & Tactics: Follow orders, gain power, seek forbidden knowledge

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +0 | **Ritual Dagger:** Melee | 5 phy

FEATURES

Minion (6) - Passive: The Initiate is defeated when they take any damage. For every 6 damage a PC deals to the Initiate, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Cult Initiates within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

DEMONIC HOUND PACK

Tier 2 Horde (1/HP)

Unnatural hounds lit from within by hellfire.

Motives & Tactics: Cause fear, consume flesh, please masters

Difficulty: 15 | **Thresholds:** 11/23 | **HP:** 6 | **Stress:** 3
ATK: +0 | **Claws and Fangs:** Melee | 2d8+2 phy

Experience: Scent Tracking +3

FEATURES

Horde (2d4+1) - Passive: When the Pack has marked half or more of their HP, their standard attack deals **2d4+1** physical damage instead.

Dreadhowl - Action: **Mark a Stress** to make all targets within Very Close range lose a Hope. If a target is not able to lose a Hope, they must instead mark 2 Stress.

Momentum - Reaction: When the Pack makes a successful attack against a PC, you gain a Fear.

DIRE PANGOLATI

Tier 2 Bruiser

A carriage-sized pangolin-coati hybrid covered in armor plating. It has a bladed tail it uses to fling razor-sharp scales.

Motives & Tactics: Escape with a meal, slice and dice, wade into danger

Difficulty: 14 | **Thresholds:** 14/28 | **HP:** 7 | **Stress:** 4
ATK: +2 | **Tail Slash:** Very Close | 2d12+3 phy

Experience: Climbing +3, Scent Tracking +3

FEATURES

Armor Eater - Passive: When the Pangolati makes a successful attack against a PC, that PC must mark an additional Armor Slot to reduce the severity of the damage.

Blade Spin - Action: **Spend a Fear** to have the Pangolati quickly spin in a circle. Each target within Very Close range must succeed on an Agility Reaction Roll or take **2d8** physical damage.

Blade Fling - Action: **Mark a Stress** to have the Pangolati flick its tail and fling a razor-edged armor plate. Make an attack against a target within Far range. On a success, the attack deals **2d6+10** physical damage.

Keratin Scales - Reaction: When the Pangolati would mark HP from an attack, you can **mark a Stress** to reduce the number of HP it marks by 1.

DOPPELHOUND

Tier 2 Skull

A vicious magical canid that has glowing eyes and two barbed, whiplike tails. It confuses enemies by conjuring an illusory duplicate of itself.

Motives & Tactics: Ambush prey, kill for sport, play with food, trick and deceive

Difficulty: 14 | **Thresholds:** 9/17 | **HP:** 4 | **Stress:** 5
ATK: +3 | **Barbed Tail Whip:** Very Close | 2d8+2 phy

Experience: Shadows +3

FEATURES

Blink Beast - Passive: When combat begins, place a duplicate within Close range of the Doppelhound. The Doppelhound occupies both its place and its duplicate's. The duplicate can move when the Doppelhound is spotlighted, and the Doppelhound can target enemies with attacks as if it were in its duplicate's place. When the Doppelhound or duplicate is attacked, the attacker rolls a d6. On an even result, they target the Doppelhound. On an odd result, they target the duplicate, and the attack fails. If an attack succeeds against the Doppelhound, the duplicate is dispelled until you **spend a Fear** to conjure it again.

Double Strike - Action: **Mark a Stress** to make two standard attacks. If both attacks succeed against the same target, combine the damage.

DRAGON KNIGHT

Tier 2 Bruiser

A knight clad in dragonplate armor and a helmet in the shape of a dragon's head.

Motives & Tactics: Exploit an opening, get some distance, knock enemies off-balance, strike from above

Difficulty: 15 | **Thresholds:** 15/30 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Lance:** Very Close | 2d12+3 phy

Experience: Jousts +2

FEATURES

High Ground - Passive: The Knight gains advantage on attacks made against targets below them.

Leaping Strike - Action: **Mark a Stress** to have the Knight leap into Melee range of a target within Far range and make a standard attack against them. On a success, the attack deals an extra **1d12** damage, and the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage).

Comeback - Reaction: When the Knight fails a standard attack, you can **spend a Fear** to reroll the attack with advantage.

ELECTRIC EELS

Tier 2 Horde (2/HP)

A swarm of eels that encircle and electrocute.

Motives & Tactics: Avoid larger predators, shock prey, tear apart

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 5 | **Stress:** 3
ATK: +0 | **Shocking Bite:** Melee | 2d6+4 phy

FEATURES

Horde (2d4+1) - Passive: When the Eels have marked half or more of their HP, their standard attack deals **2d4+1** physical damage instead.

Paralyzing Shock - Action: Mark a **Stress** to make a standard attack against all targets within Very Close range. You gain a Fear for each target that marks HP.

ELEPHANT

Tier 2 Bruiser

A huge pachyderm that has large ears and a prehensile trunk.

Motives & Tactics: Eat vegetation, protect the herd, socialize

Difficulty: 15 | **Thresholds:** 14/28 | **HP:** 6 | **Stress:** 3
ATK: +3 | **Feet & Tusks:** Very Close | 2d12 phy

Experience: Huge +2, Never Forgets +2

FEATURES

Trample - Action: Mark a **Stress** to have the Elephant charge up to Far range in a straight line. Each target in its path must succeed on an Agility Reaction Roll or take **2d10+3** physical damage.

Toss - Reaction: When the Elephant makes a successful standard attack, you can **spend a Fear** to have it toss the target to another location within Close range and deal an extra **1d12** damage.

ELITE SOLDIER

Tier 2 Standard

An armored squire or experienced commoner looking to advance.

Motives & Tactics: Gain glory, keep order, make alliances

Difficulty: 15 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3
ATK: +1 | **Spear:** Very Close | 2d8+4 phy

FEATURES

Reinforce - Action: Mark a **Stress** to move into Melee range of an ally and make a standard attack against a target within Very Close range. On a success, deal **2d10+2** physical damage and the ally can clear a Stress.

Vassal's Loyalty - Reaction: When the Soldier is within Very Close range of a knight or other noble who would take damage, you can **mark a Stress** to move into Melee range of them and take the damage instead.

ENTOMBED CAT BEAST

Tier 2 Solo

A large undead humanoid skeleton with a panther's skull for a head.

Motives & Tactics: Rush attack, shred, terrify

Difficulty: 15 | **Thresholds:** 12/23 | **HP:** 7 | **Stress:** 3
ATK: +2 | **Razor Claws:** Very Close | 2d12+2 phy

Experience: Feral +2

FEATURES

Relentless (3) - Passive: The Cat Beast can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Bloody Strike - Passive: A PC who marks 3 or more HP from an attack made by the Cat Beast must mark an additional HP.

Screeching Caterwaul - Action: Mark a **Stress** to force each PC within Far range of the Cat Beast to make a Presence Reaction Roll. Targets who fail become *Rattled* until they roll with Hope. When the Cat Beast makes a successful attack against a *Rattled* PC, roll damage twice and take the better result, then clear the *Rattled* condition from the target.

I Alone - Reaction: When the Cat Beast first appears, you can choose to have them absorb the essence of their allies. Immediately defeat any number of allies on the battlefield, and gain a Fear for each ally defeated this way.

Vicious Reprisal - Reaction: When the Cat Beast takes damage from an attack made by a PC within Very Close range, you can **mark a Stress** to make a standard attack against that PC.

ENTOMBED ELITE GUARD

Tier 2 Standard

An elite undead soldier buried with their empress to defend the tomb from theft and desecration.

Motives & Tactics: Form up, protect the empress, strike as one

Difficulty: 15 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3
ATK: +2 | **Curved Blade:** Melee | 2d10+2 phy

Experience: Soldier +3

FEATURES

Battle Formation - Passive: The Guard gains a +1 bonus to their Difficulty for each ally within Very Close range.

Javelin - Action: Make an attack against a target within Very Far range. On a success, deal **2d6+2** physical damage.

ENTOMBED EMPRESS

Tier 2 Leader

The undead ruler of a forgotten realm. She's been given blasphemous funeral rites to prevent her soul from moving on.

Motives & Tactics: Command inferiors, curse the invaders

Difficulty: 16 | **Thresholds:** 12/24 | **HP:** 6 | **Stress:** 5
ATK: +2 | **Swipe:** Melee | 2d8+2 phy

Experience: Ruler +4, Undead +2

FEATURES

Empty Husk - Passive: The Empress has resistance to physical damage.

Missing Organs - Passive: The Empress's internal organs have been removed and placed into six crystal containers hidden throughout her tomb. Each time the PCs find and destroy one, the Empress marks a HP.

Grasping Chains - Action: Mark a Stress to have the Empress target a creature within Close range and try to telekinetically bind them with her funeral chains. Make an attack against a target within Close range. On a success, the Empress pulls the target into Melee range, deals **2d8** physical damage, and temporarily Restrains them.

Deathless Obedience - Action: Up to three times per scene, you can spend a Fear to spotlight any number of allies within Close range. If any attacks succeed against the same target, combine the damage.

Accursed Caress - Reaction: When the Empress makes a successful standard attack against a PC, you can spend a Fear to activate a Doom Countdown (1d6+1) for that PC. It ticks down when a PC rolls with Fear. When it triggers, the PC marks all HP and makes a death move. If the Empress is defeated or the PCs take a rest, all Doom Countdowns end.

Final Transformation (Phase Change) - Reaction: When the Empress marks her last HP, replace her with the Entombed Cat Beast and immediately spotlight them.

ENTOMBED NECROPRIEST

Tier 2 Support

A necromancer charged with preserving the empress's life beyond death.

Motives & Tactics: Boost allies, conquer time, hold down enemies, serve the empress, wield death as a weapon

Difficulty: 13 | **Thresholds:** 8/16 | **HP:** 3 | **Stress:** 7
ATK: +2 | **Death Bolt:** Far | 2d6+2 mag

Experience: Dark Magic +4, Protect +2

FEATURES

Invigorate - Action: Mark a Stress to choose up to three allies within Far range. Each one gains advantage on their next attack roll.

Last Grasp - Action: Spend a Fear to choose a PC within Far range. Skeletal hands burst out of the ground at the PC's feet and Restrain them until the PC breaks free with a successful Strength Roll. When a target Restrained in this way spends Hope, you gain a Fear.

Chill Touch - Action: Mark a Stress to make a standard attack against a target within Melee range. On a success, the target takes standard damage and must mark **1d4** Stress. If the target marks their last Stress from this attack, you gain a Fear.

ENTOMBED SKIN BEETLES

Tier 2 Horde (5/HP)

Flesh-eating beetles that burrow beneath the skin.

Motives & Tactics: Carpet the ground, consume the living, crawl under clothing

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 5 | **Stress:** 3
ATK: +0 | **Pincers:** Melee | 2d8+2 phy

Experience: Tombs +3

FEATURES

Horde (2d4+1) - Passive: When the Beetles have marked half or more of their HP, their standard attack deals **2d4+1** physical damage instead.

Momentum - Passive: When the Beetles make a successful attack against a PC, you gain a Fear.

Omophagous - Action: Mark a HP to have 5 Beetles burrow under the skin of a PC within Melee range, forcing them to mark a Stress and Infecting them. While *Infecting*, the target takes 6 direct physical damage every time they roll with Fear. This condition is cleared when the PC clears a HP or a Stress.

ENTOMBED STONEMASON

Tier 2 Minion

An unfortunate undead laborer chosen by lottery to wall up their empress's tomb from the inside.

Motives & Tactics: Never stop working, sacrifice yourself for the empress

Difficulty: 12 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: -1 | **Hammer and Chisel:** Melee | 5 phy

Experience: Builder +2

FEATURES

Minion (5) - Passive: The Stonemason is defeated when they take any damage. For every 5 damage a PC deals to the Stonemason, the PC defeats an additional Minion within range their attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Entombed Stonemasons within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

The Work Never Ends - Reaction: When the Stonemason is defeated by an attack that deals physical damage, you can spend a Fear to clear the Stonemason's HP and Stress.

FAILED EXPERIMENT

Tier 2 Standard

A magical necromantic experiment gone wrong, leaving them warped and ungainly.

Motives & Tactics: Devour, hunt, track

Difficulty: 13 | **Thresholds:** 12/23 | **HP:** 3 | **Stress:** 3
ATK: +1 | **Bite and Claw:** Melee | 2d6+5 phy

Experience: Copycat +3

FEATURES

Warped Fortitude - Passive: The Experiment is resistant to physical damage.

Overwhelm - Passive: When a target the Experiment attacks has other adversaries within Very Close range, the Experiment deals double damage.

Lurching Lunge - Action: Mark a Stress to spotlight the Experiment as an additional GM move instead of spending Fear.

FLOCK OF FEATHER FIENDS

Tier 2 Horde (3/HP)

A flock of undead crow corpses, eyes aglow with necroplasmic light.

Motives & Tactics: Caw incessantly, claw faces, flutter through the air, peck eyes

Difficulty: 14 | **Thresholds:** 10/20 | **HP:** 5 | **Stress:** 3
ATK: +0 | **Peck and Claw:** Melee | 2d6+2 mag

Experience: Fly +2, Swarm +2

FEATURES

Horde (1d6+1) - Passive: When the Flock has marked half or more of its HP, its standard attack deals **1d6+1** magic damage instead.

Maddening Cacophony - Action: Mark a Stress to force each PC within Very Close range to make an Instinct Reaction Roll. Targets who fail must spend a Hope or become *Vulnerable* until they deal damage to the Flock or the Flock is defeated.

FOWLBEAR

Tier 2 Bruiser

A grizzly bear with a feathery hide and the head of a giant goose.

Motives & Tactics: Drive prey into an ambush, fight to the death, hunt in pairs

Difficulty: 15 | **Thresholds:** 14/28 | **HP:** 7 | **Stress:** 4
ATK: +3 | **Goose Teeth & Bear Claws:** Very Close | 2d12+2 phy

Experience: Keen Senses +3, Ponds +3

FEATURES

Relentless (2) - Passive: The Fowlbear can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight it.

Double Strike - Action: Mark a Stress to make two standard attacks. If both attacks succeed against the same target, combine the damage.

Dread Honk - Action: Spend a Fear to have the Fowlbear unleash a terrifying, ear-splitting goose honk. Each PC within Close range must make a Presence Reaction Roll. Targets who fail must mark a Stress, move away from the Fowlbear to Far range, and become *Vulnerable* until the Fowlbear deals damage to them. Targets who succeed must mark a Stress or move away from the Fowlbear to Far range.

FUNGISPUNJ SPORELING

Tier 2 Minion

A halfling-sized mushroom creature that defends itself from attackers with tiny puffs of neurotoxic spores.

Motives & Tactics: Avoid violence, spray attackers

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: -1 | **Neuro Spore:** Very Close | 4 mag

Experience: Darkness +3

FEATURES

Minion (6) - Passive: The Sporeling is defeated when it takes any damage. For every 6 damage a PC deals to the Sporeling, the PC defeats an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Fungispunj Sporelings within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 4 magic damage each. Combine this damage.

Form Up - Action: Spend a Fear to combine three Sporelings within a Close area and replace them with a Fungispunj Sporophore.

FUNGISPUNJ SPOROPHORE

Tier 2 Leader

A giant mushroom creature that can command the dead.

Motives & Tactics: Awaken the fallen, defend the colony, spread spores

Difficulty: 16 | **Thresholds:** 12/24 | **HP:** 6 | **Stress:** 5
ATK: +2 | **Spongy Fist:** Very Close | 2d8+4 phy

Experience: Commander +5, Guardian +4

FEATURES

Neurotoxic Spore Cloud - Action: Mark a Stress to have the Sporophore spray a cloud of spores on all targets within Close range. Each PC must succeed on a Agility Reaction Roll or become *Poisoned* until they spend a Hope to clear the condition. While *Poisoned*, a target must roll a **d6** before they make an action roll. On a result of 4 or lower, they must mark a Stress.

Reanimator - Action: Spend a Fear to have the Sporophore spray a corpse within Very Close range with a cloud of psychic spores. The corpse clears all HP and Stress, then reanimates under the psychic control of the Sporophore. When the Sporophore is spotlighted, you can also spotlight all corpses it controls.

Colony - Action: Mark any number of Stress to have the Sporophore summon an equal number of Fungispunj Sporelings within Close range.

Mind Meld - Reaction: All Fungispunj can telepathically communicate with one another. When the Sporophore would be forced to mark Stress from an attack, it can cause Fungispunj allies in the scene to mark that Stress in its place, distributed among allies as it chooses.

GARGOYLE

Tier 2 Bruiser

A magically animated statue resembling a terrifying beast or demon.

Motives & Tactics: Hide in plain sight, overwatch, swoop down

Difficulty: 13 | **Thresholds:** 14/28 | **HP:** 8 | **Stress:** 2

ATK: +2 | **Stone Claws:** Melee | 2d10+3 phy

Experience: Camouflage +4, Ruins +3

FEATURES

Unliving - Passive: The Gargoyle has resistance to magic damage.

Swooping Strike - Action: Choose a point within Far range. The Gargoyle moves to that point and makes a standard attack against one target along its path.

Petrifying Slash - Reaction: When the Gargoyle deals damage, the target must succeed on a Strength Reaction Roll or become *Vulnerable*. If the target is already *Vulnerable*, they become *Restrained*. If the target is already *Vulnerable* and *Restrained*, they must make a death move. The PC can spend a Hope per condition to clear it.

GIANT BEASTMASTER

Tier 2 Leader

A leather-clad warrior bearing a whip and massive bow.

Motives & Tactics: Command, make a living, maneuver, pin down, protect companion animals

Difficulty: 16 | **Thresholds:** 12/24 | **HP:** 6 | **Stress:** 5

ATK: +2 | **Longbow:** Far | 2d8+4 phy

Experience: Animal Handling +3

FEATURES

Two as One - Passive: When the Beastmaster is spotlighted, you can also spotlight a Tier 1 animal adversary currently under their control.

Pinning Strike - Action: Make a standard attack against a target. On a success, you can **mark a Stress** to pin them to a nearby surface. The pinned target is *Restrained* until they break free with a successful Finesse or Strength Roll.

Deadly Companion - Action: Twice per scene, summon a Bear, Dire Wolf, or similar Tier 1 animal adversary under the Beastmaster's control. The adversary appears at Close range and is immediately spotlighted.

GIANT BRAWLER

Tier 2 Bruiser

An especially muscular giant wielding a warhammer larger than a human.

Motives & Tactics: Make a living, overwhelm, slam, topple

Difficulty: 15 | **Thresholds:** 14/28 | **HP:** 7 | **Stress:** 4

ATK: +2 | **Warhammer:** Very Close | 2d12+3 phy

Experience: Intrusion +2

FEATURES

Battering Ram - Action: **Mark a Stress** to have the Brawler charge at an inanimate object within Close range they could feasibly smash (such as a wall, cart, or market stand) and destroy it. All targets within Very Close range of the object must succeed on an Agility Reaction Roll or take **2d4+3** physical damage from the shrapnel.

Bloody Reprisal - Reaction: When the Brawler marks 2 or more HP from an attack within Very Close range, you can make a standard attack against the attacker. On a success, the Brawler deals **2d6+15** physical damage instead of their standard damage.

Momentum - Reaction: When the Brawler makes a successful attack against a PC, you gain a Fear.

GIANT EAGLE

Tier 2 Skulk

A giant bird of prey with blood-stained talons.

Motives & Tactics: Hunt prey, stay mobile, strike decisively

Difficulty: 14 | **Thresholds:** 8/19 | **HP:** 4 | **Stress:** 4

ATK: +1 | **Claws and Beak:** Very Close | 2d6+3 phy

FEATURES

Flight - Passive: While flying, the Eagle gains a +3 bonus to their Difficulty.

Deadly Dive - Action: **Mark a Stress** to attack a target within Far range. On a success, deal **2d10+2** physical damage and knock the target over, making them *Vulnerable* until they next act.

Take Off - Action: Make an attack against a target within Very Close range. On a success, deal **2d4+3** physical damage and the target must succeed on an Agility Reaction Roll or become temporarily *Restrained* within the Eagle's massive talons. If the target is *Restrained*, the Eagle immediately lifts into the air to Very Far range above the battlefield while holding them.

Deadly Drop - Action: While flying, the Eagle can drop a *Restrained* target they are holding. When dropped, the target is no longer *Restrained* but starts falling. If their fall isn't prevented during the PCs' next action, the target takes **2d20** physical damage when they land.

GIANT OCTOPUS

Tier 2 Solo

A monstrous, aquatic mollusk that has eight sucker-bearing arms and a hard, beaklike jaw.

Motives & Tactics: Crush and bite, grapple, harry sailing vessels, hunt prey

Difficulty: 14 | **Thresholds:** 13/26 | **HP:** 10 | **Stress:** 5
ATK: +3 | **Arm Whip:** Close | 2d10 phy

Experience: Intelligent +3

FEATURES

Relentless (3) - Passive: The Octopus can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Armed and Dangerous - Passive: When the Octopus first appears, place a **d8** on this stat block with the 8 value facing up. When the Octopus makes a successful standard attack against a PC, you can add the die's value to the damage dealt. After you add its value to a roll, decrease the die's value by 1.

Grapple - Action: When the Octopus succeeds on a standard attack, you can **spend a Fear** to have the Octopus *Grapple* the target. While *Grappled*, the target is *Restrained* and *Vulnerable* until they break free with a successful Strength or Finesse Roll.

Crush - Action: **Mark a Stress** to deal **3d8** direct physical damage to a target *Grappled* by the Octopus.

GIANT RECRUIT

Tier 2 Minion

A giant fighter wearing borrowed armor.

Motives & Tactics: Batter, make a living, overwhelm, terrify

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 2
ATK: +1 | **Warhammer:** Very Close | 5 phy

FEATURES

Minion (7) - Passive: The Recruit is defeated when they take any damage. For every 7 damage a PC deals to the Recruit, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Giant Recruits within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

GOBSTALKER

Tier 2 Solo

A fleshy, floating ball of teeth that has numerous eyes and a bundle of questing mouth tentacles that shoot magic beams.

Motives & Tactics: Ambush rivals, seek riches, shoot beams

Difficulty: 15 | **Thresholds:** 10/20 | **HP:** 8 | **Stress:** 6
ATK: +2 | **Mouth Tentacles:** Very Close | 2d6+3 phy

Experience: Magic +3

FEATURES

Relentless (3) - Passive: The Gobstalker can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Anti-Mystica-Halitus - Passive: The Gobstalker's rancid breath creates an invisible, magic-negating miasma. An attack, an ability, or a spell that deals magic damage or creates a magic effect fails automatically if used within Close range of the Gobstalker.

Tentacle Rays - Action: **Mark a Stress** to attack a target within Far range. On a success, roll a **d8** for a random beam attack or **spend a Fear** to choose instead:

1. **Beguile.** The Gobstalker *Beguiles* the target. While *Beguiled*, the target sees the Gobstalker as a friend and can't attack it. Additionally, when a PC rolls with Fear, a *Beguiled* PC must mark a Stress or attack a target chosen by the Gobstalker. A *Beguiled* PC must succeed on an Instinct Roll (16) to clear the condition.
2. **Corrode.** The target takes **2d8** magic damage and must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't, double the damage.
3. **Doom.** The target must mark all HP, but they can spend any number of Hope to reduce the number of HP marked this way by an equal amount.
4. **Hypnosis.** The target falls into a *Deep Trance* and can't act except to try to wake up. This condition lasts until the target takes damage or wakes up with a successful Presence Roll (16).
5. **Paralyze.** The target freezes in place, becoming *Vulnerable* and *Restrained* until they mark 2 Stress.
6. **Sear.** The target takes **2d8** direct magic damage.
7. **Scare.** The target is *Scared*. While *Scared*, the target can't take actions other than fleeing the battle or trying to shake off their terror. Additionally, the target must mark a Stress whenever you spend a Fear. The target can clear the condition with a successful Presence Roll (16).
8. **Slow.** The target becomes *Vulnerable* and must mark a Stress to move until they spend 2 Hope.

Leech Lick - Reaction: On a successful standard attack, you can **spend a Fear** to clear a number of Stress equal to the number of HP the target marked.

GORGON

Tier 2 Solo

A snake-headed, scaled humanoid with a gilded bow, enraged that their peace has been disturbed.

Motives & Tactics: Corner, hit-and-run, petrify, seek vengeance

Difficulty: 15 | **Thresholds:** 13/25 | **HP:** 9 | **Stress:** 3
ATK: +4 | **Sunspear Shortbow:** Far | 2d20+3 mag

Experience: Stealth +3

FEATURES

Relentless (2) - Passive: The Gorgon can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Sunspear Arrows - Passive: When the Gorgon makes a successful standard attack, the target *Glow*s until the end of the scene and can't become *Hidden*. Attack rolls made against a *Glowing* target have advantage.

Crown of Serpents - Action: Make an attack roll against a target within Melee range using the Gorgon's protective snakes. On a success, **mark a Stress** to deal **2d10+4** physical damage and the target must mark a Stress.

Petrifying Gaze - Reaction: When the Gorgon takes damage from an attack within Close range, you can **spend a Fear** to force the attacker to make an Instinct Reaction Roll. On a failure, they begin to turn to stone, marking a HP and starting a Petrification Countdown (4). This countdown ticks down when the Gorgon is attacked. When it triggers, the target must make a death move. If the Gorgon is defeated, all petrification countdowns end.

Momentum - Reaction: When the Gorgon makes a successful attack against a PC, you gain a Fear.

GUAHALAN ALEBRUJO

Tier 2 Solo

A huge, colorful, chimeric beast formed from many animals.

Motives & Tactics: Destroy, give no quarter, ravage

Difficulty: 14 | **Thresholds:** 13/26 | **HP:** 6 | **Stress:** 5
ATK: +3 | **Tooth & Claw:** Very Close | 2d10+4 mag

Experience: Brutal +2, Quick +2

FEATURES

The Beast Unleashed - Passive: The Alebrujo gains a bonus to damage rolls equal to the number of Fear you have.

Guahalan Sacrifice - Action: **Spend a Fear** to have the Alebrujo devour a Minion within Very Close range, then clear a HP or a Stress.

Howl of the Guahala - Action: **Mark a Stress** to have the Alebrujo emit a howl. Each PC within Far range must succeed on a Presence Reaction Roll or become temporarily *Panicked*. While *Panicked*, a PC must mark a Stress when they take the spotlight.

Rip & Tear - Action: **Spend a Fear** to make a standard attack with advantage. On a success, you can **mark a Stress** to make another standard attack against an additional target within range. You can continue marking Stress to make additional attacks until the Alebrujo fails an attack roll.

Brutal Spectacle - Reaction: When the Alebrujo deals Severe damage, you can **spend a Fear** to force all targets within Close range to mark a Stress.

GUAHALAN FANG LORD

Tier 2 Leader

A shapeshifting warlord who leads a group of warriors into battle.

Motives & Tactics: Bolster allies, lead the pack, rally the troops

Difficulty: 16 | **Thresholds:** 12/24 | **HP:** 6 | **Stress:** 5
ATK: +2 | **Spear:** Very Close | 2d8+4 phy

Experience: Ancient Knowledge +2, Hunter +2

FEATURES

Pack Alpha - Passive: *Pool.* When the Fang Lord makes a successful attack, add a token to the Guahalan Pool. When a Guahalan ally within Close range makes an attack, you can **spend a token** from the Guahalan Pool to give them advantage on the roll.

Unleash the Beast - Action: **Spend a Fear** to have the Fang Lord adopt a bestial form. While in this form, they gain a bonus to attack and damage rolls equal to the number of Stress they have marked. Additionally, they can move up to Far range instead of Close range before taking an action.

Call of the Guahala - Action: **Spend 2 Fear** to spotlight all Guahalan Shifters within Close range. Each one makes a standard attack against a target within range. If any attacks succeed against the same target, combine their damage.

Feral Form (Phase Change) - Reaction: When the Fang Lord marks their last HP, replace them with the Guahalan Alebrujo and immediately spotlight them.

GUAHALAN SHIFTER

Tier 2 Standard

A shapeshifting masked warrior who has animalistic features.

Motives & Tactics: Escape, profit, throw smoke

Difficulty: 15 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3
ATK: +1 | **Warclub:** Melee | 2d8+4 phy

Experience: Hunter +2, Trapper +2

FEATURES

Unleash the Beast - Action: **Spend a Fear** to have the Shifter adopt a more bestial form. While in this form, they gain a bonus to attack and damage rolls equal to the number of Stress they have marked. Additionally, they can move up to Far range instead of Close range before taking an action.

Pack Attack - Action: **Mark a Stress** to make a standard attack. On a success, the attack gains a bonus to damage equal to the number of other Shifters within Very Close range of the target.

GUAHALAN SPIRIT BEAST

Tier 2 Minion

A brightly colored spirit in the shape of an animal.

Motives & Tactics: Protect, sacrifice, surround

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 2
ATK: +1 | **Bite & Claw:** Melee | 5 mag

FEATURES

Minion (5) - Passive: The Spirit Beast is defeated when it takes any damage. For every 5 damage a PC deals to the Spirit Beast, the PC defeats an additional Minion within range the attack would succeed against.

Ethereal Form - Passive: The Spirit Beast has resistance to physical damage.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Guahalan Spirit Beasts within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 magic damage each. Combine this damage.

Beast Bomb - Reaction: When the Spirit Beast is defeated, it explodes in white flame and deals 5 magic damage to creatures within Melee range.

GUAHALAN SPIRIT SINGER

Tier 2 Support

A shapeshifting summoner who has animalistic features.

Motives & Tactics: Abjure, bolster, summon

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 6
ATK: +2 | **Spirit Flame:** Close | 2d6+4 mag

Experience: Ritual +3, Ancient History +2

FEATURES

Unleash the Beast - Action: Spend a Fear to have the Spirit Singer adopt a more bestial form. While in this form, they gain a bonus to attack and damage rolls equal to the number of Stress they have marked. Additionally, they can move up to Far range instead of Close range before taking an action.

Beast-Caller - Action: Spend a Fear to have the Spirit Singer summon 2d4 Guahalan Spirit Beasts within Very Close range and immediately spotlight one.

Rage of Spirits - Action: Mark a Stress to spotlight any number of Guahalan Spirit Beasts within Very Close range and have each one move into Melee range with the nearest PC and make a standard attack. If any attacks succeed against the same target, combine their damage.

Spiritual Sacrifice - Reaction: When the Spirit Singer would take damage while within Very Close range of a Guahalan Spirit Beast, you can spend a Fear to sacrifice the Spirit Beast and negate the damage.

HILL TITAN

Tier 2 Solo

A goliath clad in animal skins and surrounded by a swarm of insects.

Motives & Tactics: Eat, make a mess, patrol stomping grounds

Difficulty: 14 | **Thresholds:** 13/26 | **HP:** 10 | **Stress:** 5
ATK: +3 | **Tree Stump:** Very Close | 2d10+4 phy

Experience: Survival +3, Vengeful +3

FEATURES

Relentless (3) - Passive: The Titan can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Momentum - Passive: When the Titan makes a successful attack against a PC, you gain a Fear.

Gullible - Passive: PCs have advantage on action rolls to trick or emotionally manipulate the Titan.

Bug Swarm - Passive: PCs are Vulnerable while within Very Close range.

Mighty Swing - Action: Spend a Fear to make a standard attack against all targets within Very Close range.

HIVE WALKER

Tier 2 Standard

A corpse filled with and puppeted by a colony of carrion-eating bees.

Motives & Tactics: Encase prey in honey, protect the hive

Difficulty: 12 | **Thresholds:** 11/24 | **HP:** 3 | **Stress:** 3
ATK: +1 | **Rotting Fist:** Melee | 2d6+3 phy

Experience: Meat Eater +2

FEATURES

Blood Honey - Action: The Walker disgorges thick crimson honey at all targets between it and a point within Close range. Each target in that line must succeed on an Agility Reaction Roll or take 2d8 magic damage and become temporarily Restrained as the honey hardens on them.

Bee-Ruption - Reaction: When the Walker marks HP, vengeful bees erupt from its body to protect it. Each target within Very Close range must succeed on an Instinct Reaction Roll or take 1d8 direct physical damage for each HP the Hive Walker has marked. Restrained targets automatically fail the reaction roll.

JACK-O'-LANTERN

Tier 2 Minion

A floating pumpkin or other gourd that has a face carved into it. The soul trapped within it emits an eerie glow.

Motives & Tactics: Bite, float, laugh, tell spooky stories

Difficulty: 14 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +2 | **Chomp:** Melee | 6 phy

FEATURES

Minion (4) - Passive: The Jack-o'-Lantern is defeated when it takes any damage. For every 4 damage a PC deals to the Jack-o'-Lantern, the PC defeats an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Jack-o'-Lanterns within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 6 physical damage each. Combine this damage.

Spine-Chilling Cackle - Reaction: When a PC within Very Close range rolls with Fear, you can mark a Stress to gain an additional Fear.

JUVENILE FLICKERFLY

Tier 2 Solo

A horse-sized insect with iridescent scales and crystalline wings moving faster than the eye can see.

Motives & Tactics: Collect shiny things, hunt, swoop

Difficulty: 14 | **Thresholds:** 13/26 | **HP:** 10 | **Stress:** 5
ATK: +3 | **Wing Slash:** Very Close | 2d10+4 phy

FEATURES

Relentless (3) - Passive: The Flickerfly can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Peerless Accuracy - Passive: Before the Flickerfly makes an attack, roll a **d6**. On a result of 4 or higher, the target's Evasion is halved against this attack.

Mind Dance - Action: Mark a **Stress** to create a magically dazzling display that grapples the minds of nearby foes. All targets within Close range must make an Instinct Reaction Roll. For each target who failed, you gain a Fear and the Flickerfly learns one of the target's fears.

Hallucinatory Breath - Reaction: Countdown (Loop 1d6). When the Flickerfly takes damage for the first time, activate the countdown. When it triggers, the Flickerfly breathes hallucinatory gas on all targets in front of them up to Far range. Targets must succeed on an Instinct Reaction Roll or be tormented by fearful hallucinations. Targets whose fears are known to the Flickerfly have disadvantage on this roll. Targets who fail must mark a Stress and lose a Hope.

KNIGHT OF THE REALM

Tier 2 Leader

A decorated soldier with heavy armor and a powerful steed.

Motives & Tactics: Run down, seek glory, show dominance

Difficulty: 15 | **Thresholds:** 13/26 | **HP:** 6 | **Stress:** 4
ATK: +4 | **Longsword:** Melee | 2d10+4 phy

Experience: Ancient Knowledge +3, High Society +2, Tactics +2

FEATURES

Chevalier - Passive: While the Knight is on a mount, they gain a +2 bonus to their Difficulty. When they take Severe damage, they're knocked from their mount and lose this benefit until they're next spotlighted.

Heavily Armored - Passive: When the Knight takes physical damage, reduce it by 3.

Cavalry Charge - Action: If the Knight is mounted, move up to Far range and make a standard attack against a target. On a success, deal **2d8+4** physical damage and the target must mark a Stress.

For the Realm! - Action: Mark a **Stress** to spotlight **1d4+1** allies. Attacks they make while spotlighted in this way deal half damage.

LANDSHARK

Tier 2 Bruiser

A quadrupedal shark that swims through the ground.

Motives & Tactics: Burrow, burst out of the ground, circle prey

Difficulty: 14 | **Thresholds:** 14/25 | **HP:** 7 | **Stress:** 3
ATK: +2 | **Toothy Maw:** Very Close | 2d10+2 phy

Experience: Subterranean +3, Bloodthirsty +2

FEATURES

Burrowing - Passive: The Landshark can move through the ground as easily as over it. When the Landshark moves, it can choose to burrow or surface. While underground, the Landshark has resistance to all damage but can't attack.

Thick-Skinned - Passive: When the Landshark would be forced to mark any number of HP, you can mark an equal number of Stress instead.

Rending Chomp - Reaction: When the Landshark makes a successful attack against a PC within Melee range, you can spend a Fear to force the target to mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage).

LANDSHARK BEHEMOTH

Tier 2 Solo

A landshark that's lived long enough to become a large burrowing monstrosity with steely hide and razor-sharp teeth.

Motives & Tactics: Bite, burrow, burst out of the ground

Difficulty: 15 | **Thresholds:** 15/28 | **HP:** 10 | **Stress:** 4
ATK: +2 | **Toothy Maw:** Very Close | 2d12+6 phy

Experience: Subterranean +4, Bloodthirsty +3

FEATURES

Relentless (3) - Passive: The Behemoth can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Deep Diver - Passive: The Behemoth can move through the ground as easily as over it. When the Behemoth moves, it can choose to burrow or surface. While underground, the Behemoth is immune to damage but can't attack.

Steel-Skinned - Passive: All damage dealt to the Behemoth is reduced by one threshold.

Forceful Eruption - Action: The Behemoth erupts from the ground, forcing each PC within Very Close range to succeed on an Agility Reaction Roll or be knocked over, becoming *Vulnerable* until they make an action roll. For each PC made *Vulnerable* in this way, you gain a Fear.

MASKED THIEF

Tier 2 Skulk

A cunning thief with acrobatic skill and a flair for the dramatic.

Motives & Tactics: Evade, hide, pilfer, profit

Difficulty: 14 | **Thresholds:** 8/17 | **HP:** 4 | **Stress:** 5

ATK: +3 | **Backsword:** Melee | 2d8+3 phy

Experience: Acrobatics +3

FEATURES

Quick Hands - Action: Make an attack against a target within Melee range. On a success, deal **1d8+2** physical damage and the Thief steals one item or consumable from the target's inventory.

Escape Plan - Action: **Mark a Stress** to reveal a snare trap set anywhere on the battlefield by the Thief. All targets within Very Close range of the trap must succeed on an Agility Reaction Roll (13) or be pulled off their feet and suspended upside down. A target is *Restrained* and *Vulnerable* until they break free, ending both conditions, with a successful Finesse or Strength Roll (13).

MERCHANT BARON

Tier 2 Social

An accomplished merchant with a large operation under their command.

Motives & Tactics: Abuse power, gather resources, mobilize minions

Difficulty: 15 | **Thresholds:** 9/19 | **HP:** 5 | **Stress:** 3

ATK: -2 | **Rapier:** Melee | 1d6+2 phy

Experience: Nobility +2, Trade +2

FEATURES

Everyone Has a Price - Action: **Spend a Fear** to offer a target a dangerous bargain for something they want or need. If used on a PC, they must make a Presence Reaction Roll (17). On a failure, they must mark 2 Stress or take the deal.

The Best Muscle Money Can Buy - Action: Once per scene, **mark a Stress** to summon **1d4+1** Tier 1 adversaries, who appear at Far range, to enforce the Baron's will.

MINOTAUR WRECKER

Tier 2 Bruiser

A massive bull-headed firbolg with a quick temper.

Motives & Tactics: Consume, gore, navigate, overpower, pursue

Difficulty: 16 | **Thresholds:** 14/27 | **HP:** 7 | **Stress:** 5

ATK: +2 | **Battleaxe:** Very Close | 2d8+5 phy

Experience: Navigation +2

FEATURES

Ramp Up - Passive: You must **spend a Fear** to spotlight the Minotaur. While spotlighted, they can make their standard attack against all targets within range.

Charging Bull - Action: **Mark a Stress** to charge through a group within Close range and make an attack against all targets in the Minotaur's path. Targets the Minotaur succeeds against take **2d6+8** physical damage and are knocked back to Very Far range. If a target is knocked into a solid object or another creature, they take an extra **1d6** damage (combine the damage).

Gore - Action: Make an attack against a target within Very Close range, moving the Minotaur into Melee range of them. On a success, deal **2d8** direct physical damage.

MORTAL HUNTER

Tier 2 Leader

An undead figure wearing a heavy leather coat, with searching eyes and a casually cruel demeanor.

Motives & Tactics: Devour, hunt, track

Difficulty: 16 | **Thresholds:** 15/27 | **HP:** 6 | **Stress:** 4

ATK: +5 | **Tear at Flesh:** Very Close | 2d12+1 phy

Experience: Bloodhound +3

FEATURES

Terrifying - Passive: When the Hunter makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Deathlock - Action: **Spend a Fear** to curse a target within Very Close range with a necrotic *Deathlock* until the end of the scene. Attacks made by the Hunter against a *Deathlocked* target deal direct damage. The Hunter can only maintain one *Deathlock* at a time.

Inevitable Death - Action: **Mark a Stress** to spotlight **1d4** allies. Attacks they make while spotlighted in this way deal half damage.

Rampage - Reaction: *Countdown* (Loop 1d6). When the Hunter is in the spotlight for the first time, activate the countdown. When it triggers, move the Hunter in a straight line to a point within Far range and make an attack against all targets in their path. Targets the Hunter succeeds against take **2d8+2** physical damage.

RAVENOUS MOCKERY

Tier 2 Standard

A shapeshifting predator that assumes the appearance of inanimate objects to lure unwary prey into its threat range.

Motives & Tactics: Ambush, lie in wait, swallow without chewing, take on an unassuming shape

Difficulty: 14 | **Thresholds:** 8/19 | **HP:** 4 | **Stress:** 4

ATK: +1 | **Gnashing Teeth:** Melee | 2d6+4 phy

Experience: Mimicry +5, Hungry +3

FEATURES

Tongue Attack - Action: **Mark a Stress** to attack a creature within Close range. On a success, the target is pulled into Melee range with the Mockery and *Restrained* until they escape with a successful Strength Roll, and you can **spend a Fear** to activate the Mockery's Devour feature against the target.

Devour - Action: Attack a target within Melee range. On a success, the Mockery *Swallows* the target. While *Swallowed*, the target is *Restrained* and marks a HP when the Mockery is spotlighted. The Mockery disgorges all *Swallowed* creatures when it takes Major or Severe damage.

Never Just One - Action: **Spend a Fear** to reveal that another object on the battlefield has been a Ravenous Mockery the whole time, then immediately spotlight it.

ROYAL ADVISOR

Tier 2 Social

A high-ranking courtier with the ear of the local nobility.

Motives & Tactics: Curry favor, manufacture evidence, scheme

Difficulty: 14 | **Thresholds:** 8/15 | **HP:** 3 | **Stress:** 3

ATK: -3 | **Wand:** Far | 1d4+3 phy

Experience: Administration +3, Courtier +3

FEATURES

Devastating Retort - Passive: A PC who rolls less than 17 on an action roll targeting the Advisor must mark a Stress.

Bend Ears - Action: Mark a Stress to influence an NPC within Melee range with whispered words. That target's opinion on one matter shifts toward the Advisor's preference unless it is in direct opposition to the target's motives.

Scapegoat - Action: Spend a Fear to convince a crowd or notable individual that one person or group is responsible for some problem facing the target. The target becomes hostile to the scapegoat until convinced of their innocence with a successful Presence Roll (17).

RUST EATER

Tier 2 Standard

A pony-sized cockroach coated in a corrosive chitin that turns metal into rust.

Motives & Tactics: Avoid detection, eat rust, sniff out metal

Difficulty: 12 | **Thresholds:** 10/18 | **HP:** 5 | **Stress:** 2

ATK: +1 | **Bite:** Melee | 2d6+4 phy

Experience: Snuffle +3

FEATURES

Stifling Pheromones - Passive: A PC who makes an action roll within Very Close range of the Rust Eater must succeed on an Instinct Reaction Roll or mark a Stress.

Rust Touch - Passive: The Rust Eater's carapace is coated in a corrosive acid that pits and rusts metal. When a PC within Melee range of the Rust Eater succeeds on an attack against it with a metal weapon, reduce the weapon's damage die by one step (for example, d8 to d6 or d6 to d4). If a weapon's damage die is reduced below a d4, the weapon crumbles into rust. The Rust Eater then devours the rust pile and clears a HP.

SCARECROW

Tier 2 Standard

A bundle of straw bound into a humanoid shape, clothed in rags, and animated by a trapped soul.

Motives & Tactics: Pull yourself together, scratch and claw

Difficulty: 15 | **Thresholds:** 7/15 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Sickle:** Melee | 2d6+1 phy

Experience: Birds +2, Fields +2

FEATURES

Made of Straw - Passive: The Scarecrow has resistance to physical damage but takes double damage from fire.

Terror Vision - Action: Spend a Fear to have the Scarecrow lock eyes with a PC within Very Close range, dealing 2d8 magic damage and making them Vulnerable until they roll with Hope.

SECRET-KEEPER

Tier 2 Leader

A clandestine leader with a direct channel to the Fallen Gods.

Motives & Tactics: Amass great power, plot, take command

Difficulty: 16 | **Thresholds:** 13/26 | **HP:** 7 | **Stress:** 4

ATK: +3 | **Sigil-laden Staff:** Far | 2d12 mag

Experience: Coercion +2, Fallen Lore +2

FEATURES

Seize Your Moment - Action: Spend 2 Fear to spotlight 1d4 allies.

Attacks they make while spotlighted in this way deal half damage.

Our Master's Will - Reaction: When you spotlight an ally within Far range, mark a Stress to gain a Fear.

Summoning Ritual - Reaction: Countdown (6). When the Secret-Keeper is in the spotlight for the first time, activate the countdown. When they mark HP, tick down this countdown by the number of HP marked. When it triggers, summon a Minor Demon who appears at Close range.

Fallen Hounds - Reaction: Once per scene, when the Secret-Keeper marks 2 or more HP, you can mark a Stress to summon a Demonic Hound Pack, which appears at Close range and is immediately spotlighted.

SHARK

Tier 2 Bruiser

A large aquatic predator, always on the move.

Motives & Tactics: Find the blood, isolate prey, target the weak

Difficulty: 14 | **Thresholds:** 14/28 | **HP:** 7 | **Stress:** 3

ATK: +2 | **Toothy Maw:** Very Close | 2d12+1 phy

Experience: Sense of Smell +3

FEATURES

Terrifying - Passive: When the Shark makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Rending Bite - Passive: When the Shark makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Blood in the Water - Reaction: When a creature within Close range of the Shark marks HP from another creature's attack, you can mark a Stress to immediately spotlight the Shark, moving them into Melee range of the target and making a standard attack.

SIREN

Tier 2 Skulk

A half-fish person with shimmering scales and an irresistible voice.

Motives & Tactics: Consume, lure prey, subdue with song

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Distended Jaw Bite:** Melee | 2d6+3 phy

Experience: Song Repertoire +3

FEATURES

Captive Audience - Passive: If the Siren makes a standard attack against a target *Entranced* by their song, the attack deals **2d10+1** damage instead of their standard damage.

Enchanting Song - Action: Spend a Fear to sing a song that affects all targets within Close range. Targets must succeed on an Instinct Reaction Roll or become *Entranced* until they mark 2 Stress. Other Sirens within Close range of the target can **mark a Stress** to each add a +1 bonus to the Difficulty of the reaction roll. While *Entranced*, a target can't act and is *Vulnerable*.

SPECTRAL ARCHER

Tier 2 Ranged

A ghostly fighter with an ethereal bow, unable to move on while their charge is vulnerable.

Motives & Tactics: Move through solid objects, stay out of the fray, rehash old battles

Difficulty: 13 | **Thresholds:** 6/14 | **HP:** 3 | **Stress:** 3

ATK: +3 | **Longbow:** Far | 2d10+2 phy

Experience: Ancient Knowledge +2

FEATURES

Ghost - Passive: The Archer has resistance to physical damage.

Mark a Stress to move up to Close range through solid objects.

Pick Your Target - Action: Spend a Fear to make an attack within Far range against a PC who is within Very Close range of at least two other PCs. On a success, the target takes **2d8+12** physical damage.

SPECTRAL CAPTAIN

Tier 2 Leader

A ghostly commander leading their troops beyond death.

Motives & Tactics: Move through solid objects, rally troops, rehash old battles

Difficulty: 16 | **Thresholds:** 13/26 | **HP:** 6 | **Stress:** 4

ATK: +3 | **Longbow:** Far | 2d10+3 phy

Experience: Ancient Knowledge +3

FEATURES

Ghost - Passive: The Captain has resistance to physical damage.

Mark a Stress to move up to Close range through solid objects.

Unending Battle - Action: Spend 2 Fear to return up to **1d4+1** defeated Spectral allies to the battle at the points where they first appeared (with no marked HP or Stress).

Hold Fast - Reaction: When the Captain's Spectral allies are forced to make a reaction roll, you can **mark a Stress** to give those allies a +2 bonus to the roll.

Momentum - Reaction: When the Captain makes a successful attack against a PC, you gain a Fear.

SPECTRAL GUARDIAN

Tier 2 Standard

A ghostly fighter with spears and swords, anchored by duty.

Motives & Tactics: Move through solid objects, protect treasure, rehash old battles

Difficulty: 15 | **Thresholds:** 7/15 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Spear:** Very Close | 2d8+1 phy

Experience: Ancient Knowledge +2

FEATURES

Ghost - Passive: The Guardian has resistance to physical damage.

Mark a Stress to move up to Close range through solid objects.

Grave Blade - Action: Spend a Fear to make an attack against a target within Very Close range. On a success, deal **2d10+6** physical damage and the target must mark a Stress.

SPRITE

Tier 2 Minion

A tiny winged warrior that attacks trespassers with poison-tipped arrows.

Motives & Tactics: Avoid detection, let the poison do its work, protect the wilderness

Difficulty: 13 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +0 | **Needle-Sharp Arrows:** Close | 5 phy

Experience: Stealth +2, Vengeance +2

FEATURES

Minion (5) - Passive: The Sprite is defeated when they take any damage. For every 5 damage a PC deals to the Sprite, the PC defeats an additional Minion within range the attack would succeed against.

Art of Invisibility - Action: Spend a Fear to make the Sprite *Hidden* until they attack.

Dream Petal Poison - Action: When the Sprite succeeds on a standard attack, you can **spend a Fear** to make the target *Sleepy* until the target takes damage. While *Sleepy*, the target must make a Presence Reaction Roll before they make an action roll. On a failure, they must mark 2 Stress or fall asleep until they take damage.

SPY

Tier 2 Social

A skilled espionage agent with a knack for being in the right place to overhear secrets.

Motives & Tactics: Cut and run, disguise appearance, eavesdrop

Difficulty: 15 | **Thresholds:** 8/17 | **HP:** 4 | **Stress:** 3

ATK: -2 | **Dagger:** Melee | 2d6+3 phy

Experience: Espionage +3

FEATURES

Gathering Secrets - Action: Spend a Fear to describe how the Spy knows a secret about a PC in the scene.

Fly on the Wall - Reaction: When a PC or group is discussing something sensitive, you can **mark a Stress** to reveal that the Spy is present in the scene, observing them. If the Spy escapes the scene to report their findings, you gain **1d4** Fear.

STONE TITAN

Tier 2 Solo

A gray-skinned goliath who lives underground and specializes in crafting powerful items inlaid with magical runes.

Motives & Tactics: Blend into the rocks, craft and contemplate, pursue prophecy and solitude

Difficulty: 17 | **Thresholds:** 17/32 | **HP:** 5 | **Stress:** 5

ATK: +3 | **Stone Hammer:** Very Close | 3d6+8 phy

Experience: Crafting +3, Runes +3

FEATURES

Relentless (3) - Passive: The Titan can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Skillful Strike - Passive: Before the Titan makes an attack, you can **mark a Stress** and roll a **d6**. On a result of 3 or higher, the target's Evasion is halved against this attack.

Sunlight Sickness - Passive: When the Titan first appears above ground, roll a **d4**. Mark a number of Stress equal to the result. The Titan gains a bonus to their attack and damage rolls equal to the number of Stress marked.

Hammer Smash - Action: When a PC marks HP from the Titan's standard attack, you can **spend a Fear** to force the target to mark an Armor Slot without gaining its benefits (they can still use armor to reduce the damage).

STONEWRAITH

Tier 2 Skulk

A prowling hunter, like a slinking mountain lion, with a slate-gray stone body.

Motives & Tactics: Defend territory, isolate prey, stalk

Difficulty: 13 | **Thresholds:** 11/22 | **HP:** 6 | **Stress:** 3

ATK: +3 | **Bite and Claws:** Melee | 2d8+6 phy

Experience: Stonesense +3

FEATURES

Stonestrider - Passive: The Stonewraith can move through stone and earth as easily as air. While within stone or earth, they are *Hidden* and immune to all damage.

Rocky Ambush - Action: While *Hidden*, **mark a Stress** to leap into Melee range with a target within Very Close range. The target must succeed on an Agility or Instinct Reaction Roll (15) or take **2d8** physical damage and become temporarily *Restrained*.

Avalanche Roar - Action: **Spend a Fear** to roar while within a cave and cause a cave-in. All targets within Close range must succeed on an Agility Reaction Roll (14) or take **2d10** physical damage. The rubble can be cleared with a Progress Countdown (8).

Momentum - Reaction: When the Stonewraith makes a successful attack against a PC, you gain a Fear.

TRICERATOPS

Tier 2 Bruiser

A large dinosaur that has an armored frill and three horns.

Motives & Tactics: Eat ferns, move in herds for protection, patrol the watering hole

Difficulty: 15 | **Thresholds:** 14/28 | **HP:** 7 | **Stress:** 5

ATK: +2 | **Horns:** Very Close | 2d10+4 phy

Experience: Defender +3

FEATURES

Leathery Hide - Passive: When the Triceratops would be forced to mark HP, you can **mark any number of Stress** instead of an equal number of HP.

Tail Swipe - Action: **Mark a Stress** to choose up to three targets within Very Close range. Each target must make an Agility Reaction Roll. Targets who fail take **5d6** physical damage. Targets who succeed take half damage.

Bull Rush - Action: **Mark a Stress** to choose a target within Close range. The Triceratops moves into Melee range with the target and makes an attack. On a success, deal **3d10** direct physical damage.

TYRANNOSAURUS

Tier 2 Bruiser

A huge carnivorous dinosaur that walks on two legs.

Motives & Tactics: Break through the treeline, eat, stomp around

Difficulty: 15 | **Thresholds:** 14/28 | **HP:** 7 | **Stress:** 5

ATK: +2 | **Mighty Jaws:** Very Close | 2d10+4 phy

Experience: Predator +3

FEATURES

Earth-Shaking Roar - Action: **Spend a Fear** to force each PC within Close range to make a Presence Reaction Roll. On a failure, they must choose to lose a Hope or mark **1d4** Stress.

Stomp - Action: **Mark a Stress** to attack a target within Melee range. On a success, the target takes **3d12** direct physical damage.

Crushing Bite - Reaction: When the Tyrannosaurus makes a successful standard attack, you can **spend a Fear** to force the target to mark an additional HP.

URCO

Tier 2 Standard

A black-furred hound from beyond the veil of death that portends death and feeds on fear.

Motives & Tactics: Feed, frighten, hunt

Difficulty: 15 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 3

ATK: +1 | **Black Fang:** Melee | 2d8+4 mag

Experience: Omens +3, Stealth +3

FEATURES

Fearmonger - Passive: When a PC within Very Close range fails with Hope, you gain a Fear.

Terror-Fueled - Passive: The Urco gains a bonus to attack and damage rolls equal to the number of Fear you have.

Fear Eater - Action: Spend any number of Fear to clear the same number of Stress. If the Urco has no marked Stress, you can spend any number of Fear to clear the same number of HP.

Baleful Gaze - Reaction: When the Urco takes damage from an attack, you can spend a Fear to cause the attacker's damage thresholds to gain a -1 penalty until the end of the scene. This effect can stack.

VALDENHAX

Tier 2 Leader

A malevolent forest hag who has long, mossy hair and flies through the air with an oversized mortar and pestle.

Motives & Tactics: Collect souls, fly, vex trespassers

Difficulty: 16 | **Thresholds:** 12/24 | **HP:** 6 | **Stress:** 4

ATK: +2 | **Giant Stone Pestle:** Melee | 2d8+2 phy

Experience: Witchcraft +3

FEATURES

To Me, My Pretties - Action: Once per scene, summon 2d4 Tier 2 Hordes, which appear at Far range. You gain a Fear for each Horde summoned in this way.

Shadow Strangler - Action: Mark a Stress to attack a target within Far range. On a success, the shadow of the Valdenhax's hand stretches across the ground until it grasps the target's shadow and drains their essence. The target marks 1d4 Stress, and you gain an equal number of Fear.

Corpse Whisperer - Action: Spend a Fear to have the Valdenhax call out to the lingering spirit of a fallen ally within Close range. Roll a d6. On an even result, the Valdenhax resurrects the ally with half its HP cleared. On an odd result, the Valdenhax absorbs the dregs of its life force and clears a Stress.

Vexing Word - Reaction: After a PC makes a roll, you can mark a Stress to force them to reroll it. This feature can't be used if the PC critically succeeds.

WAR WIZARD

Tier 2 Ranged

A battle-hardened mage trained in destructive magic.

Motives & Tactics: Develop new spells, seek power, shatter formations

Difficulty: 16 | **Thresholds:** 11/23 | **HP:** 5 | **Stress:** 6

ATK: +4 | **Staff:** Far | 2d10+4 mag

Experience: Magical Knowledge +2, Strategize +2

FEATURES

Battle Teleport - Passive: Before or after making a standard attack, you can mark a Stress to teleport to a location within Far range.

Refresh Warding Sphere - Action: Mark a Stress to refresh the Wizard's "Warding Sphere" reaction.

Eruption - Action: Spend a Fear and choose a point within Far range. A Very Close area around that point erupts into impassable terrain. All targets within that area must make an Agility Reaction Roll (14). Targets who fail take 2d10 physical damage and are thrown out of the area. Targets who succeed take half damage and aren't moved.

Arcane Artillery - Action: Spend a Fear to unleash a precise hail of magical blasts. All targets in the scene must make an Agility Reaction Roll. Targets who fail take 2d12 magic damage. Targets who succeed take half damage.

Warding Sphere - Reaction: When the Wizard takes damage from an attack within Close range, deal 2d6 magic damage to the attacker. This reaction can't be used again until the Wizard refreshes it with their "Refresh Warding Sphere" action.

TIER 3 ADVERSARIES (LEVELS 5-7)

ADULT FLICKERFLY

Tier 3 Solo

A winged insect the size of a large house with iridescent scales and wings that move too fast to track.

Motives & Tactics: Collect shiny things, hunt, nest, swoop

Difficulty: 17 | **Thresholds:** 20/35 | **HP:** 12 | **Stress:** 6
ATK: +3 | **Wing Slash:** Very Close | 3d20 phy

FEATURES

Relentless (4) - Passive: The Flickerfly can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.

Never Misses - Passive: When the Flickerfly makes an attack, the target's Evasion is halved against the attack.

Deadly Flight - Passive: While flying, the Flickerfly can move up to Far range instead of Close range before taking an action.

Whirlwind - Action: Spend a Fear to whirl, making an attack against all targets within Very Close range. Targets the Flickerfly succeeds against take **3d8** direct physical damage.

Mind Dance - Action: Mark a Stress to create a magically dazzling display that grapples the minds of nearby foes. All targets within Close range must make an Instinct Reaction Roll. For each target who failed, you gain a Fear and the Flickerfly learns one of the target's fears.

Hallucinatory Breath - Reaction: Countdown (Loop 1d6).

When the Flickerfly takes damage for the first time, activate the countdown. When it triggers, the Flickerfly breathes hallucinatory gas on all targets in front of them up to Far range. Targets must make an Instinct Reaction Roll or be tormented by fearful hallucinations. Targets whose fears are known to the Flickerfly have disadvantage on this roll. Targets who fail lose 2 Hope and take **3d8+3** direct magic damage.

Uncanny Reflexes - Reaction: When the Flickerfly takes damage from an attack within Close range, you can mark a Stress to take half damage.

ARCHMAGE

Tier 3 Solo

A seeker of secret knowledge hidden away in a tome-filled tower.

Motives & Tactics: Corrupt, destroy, overwhelm with evil power

Difficulty: 18 | **Thresholds:** 24/45 | **HP:** 5 | **Stress:** 8
ATK: +5 | **Archmage's Greatstaff:** Far | 3d10 mag

Experience: Esoterica +4

FEATURES

Relentless (3) - Passive: The Archmage can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Orbiting Aegis - Passive: When the Archmage appears, they conjure six discs of magical energy that orbit around them. Place a **d6** Aegis Die on this stat block with the 6 value facing up. When a PC makes a successful attack against the Archmage, roll a **d6**. If the result is equal to or less than the value of the Aegis Die, tick the Aegis Die down and ignore the damage. A PC can make a Knowledge Roll to tick down the Aegis Die by 1 on a success or by 2 on a success with Hope.

Force Salvo - Action: Spend any number of Fear and roll that many **d4s**. The Archmage unleashes a number of magical homing force bolts equal to the total result. For each bolt, a creature within Far range marks a HP. The same creature can be targeted by up to three force bolts.

Fireball - Action: Mark any number of Stress to target the same number of PCs within Far range. Each target must succeed on an Agility Reaction Roll or take **4d10** magic damage.

Counterspell - Reaction: When a PC succeeds on a Spellcast Roll, you can spend a Fear to have the Archmage make a reaction roll with a Difficulty equal to the Spellcast Roll's result. On a success, the PC's Spellcast Roll fails instead, and you place a token on this stat block. Using this feature again costs additional Fear equal to the number of tokens on this stat block. You can't Counterspell a critical success.

CATRIN

Tier 3 Social

A lavishly adorned skeleton that has an endless appetite for gold.

Motives & Tactics: Dominate the conversation, seek attention, steal everything

Difficulty: 17 | **Thresholds:** 20/32 | **HP:** 5 | **Stress:** 6
ATK: +3 | **Spirit Flame:** Far | 3d8+5 mag

Experience: Opulence +2, Storyteller +2

FEATURES

Attracted to Wealth - Passive: PCs carrying at least a bag of gold gain advantage on Presence Rolls made to influence the Catrin.

The Weight of Opulence - Action: Spend a Fear to turn the Catrin's gaze toward the PC carrying the most gold. The target must succeed on an Instinct Reaction Roll or lose a Hope for each bag of gold they're carrying. If the PC loses their last Hope or has no Hope to lose, they mark Stress instead.

Expensive Failure - Reaction: When a PC within Melee range fails an action roll, you can mark a Stress to have the Catrin brazenly steal a handful of gold from them.

CHIMERA

Tier 3 Bruiser

A giant fire-breathing monster that has a lion's head, a goat's body, and a serpent's tail.

Motives & Tactics: Play with food, prowl territory, slay cattle

Difficulty: 17 | **Thresholds:** 22/40 | **HP:** 9 | **Stress:** 5

ATK: +5 | **Claws:** Melee | 3d12 phy

Experience: Predator +3

FEATURES

Rending Jaws - Passive: When the Chimera makes a successful attack against a PC, the target must mark 2 Armor Slots to reduce the severity by one threshold.

Double Claw - Action: Mark a Stress to make two standard attacks. If both attacks succeed against the same target, combine the damage.

Breath of Fire - Action: Spend a Fear to target up to three PCs in front of the Chimera within Close range. Each target must make an Agility Reaction Roll (20). Targets who fail take **3d12** magic damage. Targets who succeed must choose to mark either an Armor Slot or a Stress.

Serpent Strike - Reaction: When a PC within Close range targets the Chimera with an attack, you can mark a Stress to attack the PC first. On a success, deal **4d4+10** physical damage and *Poison* them until their next rest or they succeed on a Knowledge Roll (20). While *Poisoned*, the target must roll a **d6** before they make an action roll. On a result of 3 or lower, they must mark a Stress.

CRIMSON LEPUS

Tier 3 Solo

A red-eyed rabbit that thinks only of murder.

Motives & Tactics: Be cute, go for the throat, hop around

Difficulty: 18 | **Thresholds:** 20/35 | **HP:** 10 | **Stress:** 6

ATK: +3 | **Leaping Bite:** Very Close | 3d20 phy

Experience: Vicious +4

FEATURES

Relentless (3) - Passive: The Lepus can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

"Awww..." - Passive: When the Lepus first appears, it is *Too Cute*. To attack a *Too Cute* creature, a PC must succeed on an Instinct Reaction Roll (20). Clear the *Too Cute* condition if a PC deals damage to the Lepus or if the Lepus attacks a PC.

Terrifying - Passive: When the Lepus makes a successful attack, all PCs within Close range lose a Hope, and you gain a Fear.

Leaping Jugular Strike - Action: Spend a Fear to have the Lepus leap into Melee range of a target within Far range and make an attack against them. On a success, deal **3d20** direct physical damage. If the target marks HP from this attack, they become *Vulnerable* until they clear a HP.

Evasive - Reaction: When the Lepus would take damage, roll a **d6**. On a 4 or higher, halve the damage. If the damage was already halved, the Lepus takes no damage.

"Run Away!" - Reaction: When a PC with no Hope takes the spotlight within Very Far range of the Lepus, the PC must succeed on a Presence Reaction Roll or use their action to flee the battlefield until they spend a Hope to return.

CRYPTIMOTH

Tier 3 Skulk

A large red-eyed moth creature that walks upright and portends mysterious or evil events.

Motives & Tactics: Echolocate, fly silently, melt into the shadows

Difficulty: 14 | **Thresholds:** 16/30 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Claws:** Melee | 3d8+5 phy

Experience: Dark Omens +3

FEATURES

Terrifying - Passive: When the Cryptimoth makes a successful attack, all PCs within Close range lose a Hope, and you gain a Fear.

Psychic Screech - Action: Spend 2 Fear to have the Cryptimoth unleash a burst of psychic energy that causes each PC within Far range to suffer visions of their horrifying fate. Each target must make an Instinct Reaction Roll (16). Targets who fail take **3d8** direct magic damage and become *Vulnerable* until their next rest. Targets who succeed must mark a Stress or take half damage.

Shadow Swarm - Action: Spend a Fear to have the Cryptimoth conjure a swarm of mothlike shadow creatures within Far range. The swarm fills a Close range area and blocks line of sight. Creatures that aren't Cryptimoths are *Vulnerable* while inside that area and must mark a Stress to move through it. A PC can dispel the swarm with a successful Spellcast Roll (12).

Paranoia Glare - Action: Spend a Fear to have the Cryptimoth gaze into the eyes of a PC within Close range and make them *Paranoid*. While *Paranoid*, the PC is suspicious of other PCs and can't Help an Ally or take part in Tag Team Rolls. To clear this condition, the PC must succeed on an Instinct Roll (16) or participate in the Prepare downtime move with one or more members of their party during a rest.

CURSED MERFOLK

Tier 3 Standard

A half-fish, half-human creature psychically bound to serve the Deep Dwellers.

Motives & Tactics: Separate enemies, strike from the shadows, use aquatic environment to advantage

Difficulty: 16 | **Thresholds:** 18/35 | **HP:** 5 | **Stress:** 4

ATK: +3 | **Chained Trident:** Far | 3d6 phy

Experience: Aquatic +3

FEATURES

Fish-Tailed - Passive: The Merfolk is *Vulnerable* out of the water.

Gang Up - Passive: The Merfolk gains a +2 bonus to attack rolls against targets within Melee range of one or more allies.

"Get Over Here!" - Reaction: When the Merfolk makes a successful standard attack against a target beyond Melee range, you can mark a Stress to pull them into Melee range. If you do, you can spend a Fear to make a standard attack with advantage against the target.

DEEP DWELLER

Tier 3 Leader

A huge psychic lamprey that has pitch-black eyes and toxic tentacles.

Motives & Tactics: Abuse power, seek worship, stalk sunken ruins

Difficulty: 17 | **Thresholds:** 22/42 | **HP:** 6 | **Stress:** 6

ATK: +5 | **Teeth & Tentacles:** Close | 3d10+4 phy

Experience: Ancient Mysteries +2, Dark Water +2

FEATURES

Psychic Blast - Action: Spend a Fear to choose up to three targets within Close range and force them to make an Instinct or Knowledge Reaction Roll. Targets who succeed mark a Stress. Targets who fail take **3d10+4** direct magic damage and are *Vulnerable* until spotlighted.

Brain Drain - Action: Mark a Stress to choose a *Vulnerable* PC within Very Close range. The target marks **1d4** Stress, and the Deep Dweller clears an equal number of HP.

Call of the Deep - Action: Spend 2 Fear to summon **1d4** Cursed Merfolk, who appear at Far range and immediately take the spotlight.

Mucosal Contamination - Action: Make an attack roll against a PC within Very Close range. On a success, the Deep Dweller uses its tentacles to immobilize the target, sliming them with toxic sludge. The target is *Restrained* until they break free or slip out with a successful Strength or Finesse Roll. Each time the Deep Dweller is spotlighted, all PCs *Restrained* in this way take **3d8** direct physical damage. The Deep Dweller releases all creatures *Restrained* by it when it's defeated or takes Severe damage.

DEMON OF AVARICE

Tier 3 Support

A regal cloaked monstrosity with circular horns adorned with treasure.

Motives & Tactics: Consume, fuel greed, sow dissent

Difficulty: 17 | **Thresholds:** 15/29 | **HP:** 6 | **Stress:** 5

ATK: +2 | **Hungry Maw:** Melee | 3d6+5 mag

Experience: Manipulation +3

FEATURES

Money Talks - Passive: Attacks against the Demon are made with disadvantage unless the attacker spends a handful of gold. This Demon starts with a number of handfuls equal to the number of PCs. When a target marks HP from the Demon's standard attack, they can spend a handful of gold instead of marking HP (1 handful per HP). Add a handful of gold to the Demon for each handful of gold spent by PCs on this feature.

Numbers Must Go Up - Passive: Add a bonus to the Demon's attack rolls equal to the number of handfuls of gold they have.

Money Is Time - Action: Spend 3 handfuls of gold (or a Fear) to spotlight **1d4+1** allies.

DEMON OF DESPAIR

Tier 3 Skulk

A cloaked demon-creature with long limbs, seeping shadows.

Motives & Tactics: Make fear contagious, stick to the shadows, undermine resolve

Difficulty: 17 | **Thresholds:** 18/35 | **HP:** 6 | **Stress:** 5

ATK: +3 | **Miasma Bolt:** Far | 3d6+1 mag

Experience: Manipulation +3

FEATURES

Depths of Despair - Passive: The Demon deals double damage to PCs with 0 Hope.

Your Struggle Is Pointless - Action: Spend a Fear to weigh down the spirits of all PCs within Far range. All targets affected replace their Hope Die with a **d8** until they roll a success with Hope or their next rest.

Your Friends Will Fail You - Reaction: When a PC fails with Fear, you can mark a Stress to cause all other PCs within Close range to lose a Hope.

Momentum - Reaction: When the Demon makes a successful attack against a PC, you gain a Fear.

DEMON OF HUBRIS

Tier 3 Leader

A perfectly beautiful and infinitely cruel demon with a gleaming spear and elegant robes.

Motives & Tactics: Condescend, declare premature victory, prove superiority

Difficulty: 18 | **Thresholds:** 18/36 | **HP:** 7 | **Stress:** 5

ATK: +4 | **Perfect Spear:** Very Close | 3d10 phy

Experience: Manipulation +2

FEATURES

Terrifying - Passive: When the Demon makes a successful attack, all PCs within Far range must lose a Hope and you gain a Fear.

Double or Nothing - Passive: When a PC within Far range fails a roll, they can choose to reroll their Fear Die and take the new result. If they still fail, they mark 2 Stress and the Demon clears a Stress.

Unparalleled Skill - Action: Mark a Stress to deal the Demon's standard attack damage to a target within Close range.

The Root of Villainy - Action: Spend a Fear to spotlight two other Demons within Far range.

You Pale in Comparison - Reaction: When a PC fails a roll within Close range of the Demon, they must mark a Stress.

DEMON OF JEALOUSY

Tier 3 Ranged

A fickle creature of spindly limbs and insatiable desires.

Motives & Tactics: Join in on others' success, take what belongs to others, hold grudges

Difficulty: 17 | **Thresholds:** 17/30 | **HP:** 6 | **Stress:** 6

ATK: +4 | **Psychic Assault:** Far | 3d8+3 mag

Experience: Manipulation +3

FEATURES

Unprotected Mind - Passive: The Demon's standard attack deals direct damage.

My Turn - Reaction: When the Demon marks HP from an attack, spend a number of Fear equal to the HP marked by the Demon to cause the attacker to mark the same number of HP.

Rivalry - Reaction: When a creature within Close range takes damage from a different adversary, you can mark a Stress to add a d4 to the damage roll.

What's Yours Is Mine - Reaction: When a PC takes Severe damage within Very Close range of the Demon, you can spend a Fear to cause the target to make a Finesse Reaction Roll. On a failure, the Demon seizes one item or consumable of their choice from the target's inventory.

DEMON OF WRATH

Tier 3 Bruiser

A hulking demon with boulder-sized fists, driven by endless rage.

Motives & Tactics: Fuel anger, impress rivals, wreak havoc

Difficulty: 17 | **Thresholds:** 22/40 | **HP:** 7 | **Stress:** 5

ATK: +3 | **Fists:** Very Close | 3d8+1 mag

Experience: Intimidation +2

FEATURES

Anger Unrelenting - Passive: The Demon's attacks deal direct damage.

Battle Lust - Action: Spend a Fear to boil the blood of all PCs within Far range. They use a d20 as their Fear Die until the end of the scene.

Retaliation - Reaction: When the Demon takes damage from an attack within Close range, you can mark a Stress to make a standard attack against the attacker.

Blood and Souls - Reaction: Countdown (Loop 6). Activate the first time an attack is made within sight of the Demon. It ticks down when a PC takes a violent action. When it triggers, summon 1d4 Minor Demons, who appear at Close range.

DIRE BAT

Tier 3 Skulk

A wide-winged pet endlessly loyal to their vampire owner.

Motives & Tactics: Dive-bomb, hide, protect leader

Difficulty: 14 | **Thresholds:** 16/30 | **HP:** 5 | **Stress:** 3

ATK: +2 | **Claws and Teeth:** Melee | 2d6+7 phy

Experience: Bloodthirsty +3

FEATURES

Flying - Passive: While flying, the Bat gains a +3 bonus to their Difficulty.

Screech - Action: Mark a Stress to send a high-pitch screech out toward all targets in front of the Bat within Far range. Those targets must mark 1d4 Stress.

Guardian - Reaction: When an allied Vampire marks HP, you can mark a Stress to fly into Melee range of the attacker and make an attack with advantage against them. On a success, deal 2d6+2 physical damage.

DRAKE

Tier 3 Skulk

A clawed quadruped that has a scaled, serpentine body and a willingness to serve its cousins, the dragons.

Motives & Tactics: Coil and crush, protect master, slither around lairs and ruins, strike first

Difficulty: 14 | **Thresholds:** 16/30 | **HP:** 5 | **Stress:** 3

ATK: +4 | **Claws & Teeth:** Melee | 3d8+5 phy

Experience: Vicious +3

FEATURES

Relentless (2) - Passive: The Drake can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight it.

Guard Dog - Reaction: When a PC would deal damage to a creature within Close range, you can mark a Stress to have the Drake move to intercept the attack and take the damage instead. If the attacker is within Melee range of the Drake's new position, you can immediately spotlight the Drake without spending Fear.

DRYAD

Tier 3 Leader

A nature spirit in the form of a humanoid tree.

Motives & Tactics: Command, cultivate, drive out, preserve the forest

Difficulty: 16 | **Thresholds:** 24/38 | **HP:** 8 | **Stress:** 5

ATK: +4 | **Deadfall Shortbow:** Far | 3d10+1 phy

Experience: Forest Knowledge +4

FEATURES

Bramble Patch - Action: Mark a Stress to target a point within Far range. Create a patch of thorns that covers an area within Close range of that point. All targets within that area take 2d6+2 physical damage when they act. A target must succeed on a Finesse Roll or deal more than 20 damage to the Dryad with an attack to leave the area.

Grow Saplings - Action: Spend a Fear to grow three Treant Sapling Minions, who appear at Close range and immediately take the spotlight.

We Are All One - Reaction: When an ally dies within Close range, you can spend a Fear to clear 2 HP and 2 Stress as the fallen ally's life force is returned to the forest.

DULLAHAN

Tier 3 Bruiser

A horse-mounted specter holding their own severed head in one hand and wielding a whip fashioned from a human spine in the other.

Motives & Tactics: Doom with a glance, gallop across water, kick with heavy hooves

Difficulty: 17 | **Thresholds:** 22/40 | **HP:** 7 | **Stress:** 4

ATK: +3 | **Spine Whip:** Very Close | 3d10+1 mag

Experience: Nocturnal +3

FEATURES

Specter - Passive: The Dullahan has resistance to physical damage.

Mark a Stress to move up to Close range through solid objects.

Spectral Mount - Passive: While atop their steed, the Dullahan can move up to Far range instead of Close range before taking an action. If the Dullahan is unhorsed, their mount disappears until you **mark a Stress** to summon it again. The Dullahan is *Vulnerable* while not on their horse.

Bone Whip Strike - Action: **Mark a Stress** to make an attack against a target within Melee range. On a success, the target takes **4d4+10** direct physical damage and is *Vulnerable* until they clear a HP.

Death Glare - Action: **Spend a Fear** to choose a PC within Far range. The target must make a Presence Reaction Roll (19). On a success, they mark a Stress. On a failure, they mark a HP and activate a Doom Countdown (4). It ticks down when the Dullahan is spotlighted. When it triggers, the target makes a death move. If the Dullahan is defeated or the PCs take a rest, all Doom Countdowns end.

FELLMOUNTED SHADOW KING

Tier 3 Support

The shade of a forgotten ruler, cursed to patrol the skies atop a winged eel in the service of an even greater evil.

Motives & Tactics: Find magic items, inspire fear, patrol skies

Difficulty: 15 | **Thresholds:** 24/38 | **HP:** 8 | **Stress:** 5

ATK: +4 | **Cursed Lance:** Close | 3d10+6 mag

Experience: Seeker +3

FEATURES

Fellmount - Passive: While the Shadow King is on his mount, he gains a +2 bonus to his Difficulty. When the Shadow King takes Severe damage, he's knocked from his mount. If the Shadow King is unmounted, his mount disappears until you **mark a Stress** to summon it again.

Light and Shadow - Passive: The Shadow King has advantage on attack rolls while in shadow or darkness and disadvantage on attack rolls while in bright light.

Relic Hunter - Passive: The Shadow King has advantage on attack rolls against PCs who have magic weapons or armor equipped.

Hellsong - Action: **Spend 2 Fear** to have the Shadow King's mount unleash a spine-chilling screech that echoes over the battlefield. Each PC within Far range must make a Presence Reaction Roll (18). Targets who succeed must mark a Stress. Targets who fail must mark a Stress and lose a Hope. If a PC can't lose a Hope, you gain 2 Fear.

Air Support - Reaction: Three times per scene, you can **spend a Fear** to have an ally within Far range reroll a failed attack with advantage.

ELEMENTAL SPARK

Tier 3 Minion

A blazing mote of elemental fire.

Motives & Tactics: Blast, consume, gain mass

Difficulty: 15 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +0 | **Bursts of Fire:** Close | 5 mag

FEATURES

Minion (9) - Passive: The Elemental is defeated when they take any damage. For every 9 damage a PC deals to the Elemental, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Elemental Sparks within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

FIRE TITAN

Tier 3 Solo

An armor-clad goliath who has ash-gray skin and fiery hair and wields a masterwork greatsword crafted in their own smithy.

Motives & Tactics: Act valorously, make war, think tactically

Difficulty: 18 | **Thresholds:** 19/35 | **HP:** 10 | **Stress:** 5

ATK: +3 | **Greatsword:** Close | 3d12+4 phy

Experience: Smithing +5, Tactics +3

FEATURES

Relentless (3) - Passive: The Titan can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Masterwork Armor - Passive: *Countdown* (3). When the Titan first appears, activate the countdown. It ticks down when the Titan takes Major or Severe damage. Until the countdown triggers, reduce incoming damage by **1d12**. When it triggers, the Titan gains a +1 bonus to their Difficulty and attack rolls.

Momentum - Passive: When the Titan makes a successful attack against a PC, you gain a Fear.

Hurl Rock - Action: **Mark a Stress** to choose a point within Far range, then make an attack against all targets between the Titan and that point. Targets the Titan succeeds against take **3d12** physical damage.

Skull Splitter - Action: **Mark a Stress** to place a token on this stat block. The next time the Titan is spotlighted, you must **spend the token** from this stat block and make an attack against a PC within Close range. On a success, deal **3d20+5** direct physical damage. On a failure, the target marks a Stress.

Blazing Heart - Reaction: When the Titan marks half or more of their HP, you can **spend a Fear** and **mark any number of Stress** to clear a number of HP equal to the number of Stress marked.

FROST TITAN

Tier 3 Bruiser

A blue-skinned goliath who has rimed hair and wears trophies of past battles.

Motives & Tactics: Claim trophies, raid and pillage, test mettle

Difficulty: 17 | **Thresholds:** 22/40 | **HP:** 10 | **Stress:** 4

ATK: +7 | **Dual Axes:** Very Close | 3d10+2 phy

Experience: Cold +3, War +3

FEATURES

Relentless (2) - Passive: The Titan can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

War Horn - Action: Mark a Stress to force each PC within Far range to succeed on a Presence Reaction Roll or mark a Stress and become *Vulnerable* until after the next attack against them.

Bull Rush - Action: Mark a Stress to move up to Close range and make an attack roll against a target within Melee range. On a success, deal **4d10+2** physical damage and knock the target back to Close range.

Cleaving Strike - Reaction: When a PC marks HP from the Titan's standard attack, you can mark a Stress to force another PC within Very Close range who the attack would have succeeded against to mark the same number of HP.

Trophy Hunter - Reaction: When the Titan defeats a PC, the Titan takes the PC's most valuable possession as a trophy.

GARGANTUAN SEA TURTLE

Tier 3 Solo

A monstrous sea turtle that has an adamantine shell and beak.

Motives & Tactics: Acquire riches, capsize trading vessels, lie in wait, use the waves as cover

Difficulty: 18 | **Thresholds:** 21/41 | **HP:** 10 | **Stress:** 6

ATK: +7 | **Crushing Jaws:** Very Close | 3d12+7 phy

Experience: Open Sea +5

FEATURES

Relentless (3) - Passive: The Turtle can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Piercing Bite - Passive: When the Turtle makes a successful standard attack against a PC, the PC must either mark an Armor Slot without receiving its benefit or take double damage.

Tail Bash - Action: Mark a Stress to make a standard attack against all PCs behind the Turtle within Very Close range. On a success, a target takes an extra **1d12** physical damage and is pushed away from the Turtle to Close range.

Gigaton Splash - Action: Spend a Fear to have the Turtle use its weight to unleash an unstoppable wall of water that targets all creatures within Far range. Each PC must make a Strength Reaction Roll to navigate the tide. Targets who fail are pushed away from the Turtle to Close range, take **4d8** physical damage, and become temporarily *Vulnerable*. Targets who succeed must mark a Stress. For each target who failed, you gain a Fear.

Steam Breath - Action: Spend 2 Fear to have the Turtle release a blast of superheated steam targeting all PCs in front of it within Close range. Each target must make an Agility Reaction Roll. Targets who fail take **4d8** magic damage and become temporarily *Vulnerable*. Targets who succeed must choose to either mark a Stress or take half damage.

GREATER EARTH ELEMENTAL

Tier 3 Bruiser

A living landslide of boulders and dust, as large as a house.

Motives & Tactics: Avalanche, knock over, pummel

Difficulty: 17 | **Thresholds:** 22/40 | **HP:** 10 | **Stress:** 4

ATK: +7 | **Boulder Fist:** Very Close | 3d10+1 phy

FEATURES

Slow - Passive: When you spotlight the Elemental and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Elemental and they have a token on their stat block, clear the token and they can act.

Crushing Blows - Passive: When the Elemental makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Immovable Object - Passive: An attack that would move the Elemental moves them two fewer ranges (for example, Far becomes Very Close). When the Elemental takes physical damage, reduce it by 7.

Rockslide - Action: Mark a Stress to create a rockslide that buries the land in front of Elemental within Close range with rockfall. All targets in this area must make an Agility Reaction Roll (19). Targets who fail take **2d12+5** physical damage and become *Vulnerable* until their next roll with Hope. Targets who succeed take half damage.

Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

GREATER WATER ELEMENTAL

Tier 3 Support

A huge living wave that crashes down upon enemies.

Motives & Tactics: Deluge, disperse, drown

Difficulty: 17 | **Thresholds:** 17/34 | **HP:** 5 | **Stress:** 5

ATK: +3 | **Crashing Wave:** Very Close | 3d4+1 mag

FEATURES

Water Jet - Action: Mark a Stress to attack a target within Very Close range. On a success, deal **2d4+7** physical damage and the target's next action has disadvantage. On a failure, the target must mark a Stress.

Drowning Embrace - Action: Spend a Fear to make an attack against all targets within Very Close range. Targets the Elemental succeeds against become *Restrained* and *Vulnerable* as they begin drowning. A target can break free, ending both conditions, with a successful Strength or Instinct Roll.

High Tide - Reaction: When the Elemental makes a successful standard attack, you can mark a Stress to knock the target back to Close range.

HUGE GREEN OOZE

Tier 3 Skulk

A translucent green mound of acid taller than most humans.

Motives & Tactics: Camouflage, creep up, envelop, multiply

Difficulty: 15 | **Thresholds:** 15/30 | **HP:** 7 | **Stress:** 4
ATK: +3 | **Ooze Appendage:** Melee | 3d8+1 mag

Experience: Blend In +3

FEATURES

Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Acidic Form - Passive: When the Ooze makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

Envelop - Action: Make an attack against a target within Melee range. On a success, the Ooze *Envelops* them and the target must mark 2 Stress. While *Enveloped*, the target must mark an additional Stress every time they make an action roll. When the Ooze takes Severe damage, all *Enveloped* targets are freed and the condition is cleared.

Split - Reaction: When the Ooze has 4 or more HP marked, you can **spend a Fear** to split them into two Green Oozes (with no marked HP or Stress). Immediately spotlight both of them.

HYDRA

Tier 3 Solo

A quadrupedal scaled beast with multiple long-necked heads, each filled with menacing fangs.

Motives & Tactics: Devour, regenerate, terrify

Difficulty: 18 | **Thresholds:** 19/35 | **HP:** 10 | **Stress:** 5
ATK: +3 | **Bite:** Close | 2d12+2 phy

FEATURES

Many-Headed Menace - Passive: The Hydra begins with three heads and can have up to five. When the Hydra takes Major or greater damage, they lose a head.

Relentless (X) - Passive: The Hydra can be spotlighted X times per GM turn, where X is the Hydra's number of heads. Spend Fear as usual to spotlight them.

Regeneration - Action: If the Hydra has any marked HP, **spend a Fear** to clear a HP and grow two heads.

Terrifying Chorus - Action: All PCs within Far range lose 2 Hope.

Magical Weakness - Reaction: When the Hydra takes magic damage, they become *Dazed* until the next roll with Fear. While *Dazed*, they can't use their Regeneration action but are immune to magic damage.

LAMIA

Tier 3 Skulk

A snake-tailed humanoid monster who stalks the night to absorb the life energy of sleeping people.

Motives & Tactics: Attack the unaware, avoid sunlight, leech life force, put to sleep, slither through tall grass

Difficulty: 17 | **Thresholds:** 18/35 | **HP:** 6 | **Stress:** 5
ATK: +3 | **Curved Dagger:** Melee | 3d8+4 phy

Experience: Snaky +3

FEATURES

Constriction - Action: Mark a Stress to have the Lamia wrap their tail around a PC within Melee range and squeeze. The target must succeed on a Finesse Reaction Roll or become *Constricted* until the Lamia moves or takes Major or greater damage. While *Constricted*, the target is *Restrained* and must mark a Stress when the Lamia takes the spotlight.

Life Leech - Action: Mark a Stress to force a *Vulnerable* or *Restrained* target within Melee range to mark **1d4-1** HP. The Lamia then clears an equal number of HP.

Sleep Toxin - Reaction: When the Lamia makes a successful standard attack against a PC, you can **spend a Fear** to make them *Vulnerable* until they succeed on a Instinct Roll (19).

LAMPLIGHT BEGUILER

Tier 3 Skulk

A huge aquatic creature that lures unwary prey into eating range with its dangling, shapeshifting head stalk.

Motives & Tactics: Entice with secret knowledge, snap the trap shut, speak through a shapeshifted head stalk

Difficulty: 16 | **Thresholds:** 16/32 | **HP:** 6 | **Stress:** 5
ATK: +3 | **Jaws:** Melee | 3d8+2 phy

Experience: Charm +3, Secrets +3

FEATURES

Doppel-Dangler - Action: The membranous cluster at the end of the Beguiler's head stalk can shapeshift into any humanoid form. **Mark a Stress** to choose a PC within Close range. Their player must tell you who their PC would find most trustworthy. The Beguiler's head stalk transforms into that person and gains the ability to speak in their voice.

Entice - Action: **Spend a Fear** to have the Beguiler make an alluring overture to a PC within Close range. The PC must succeed on a Presence Reaction Roll (18) or move into Melee range with the Beguiler. If the Beguiler's head stalk is transformed into a person the PC would find trustworthy, they have disadvantage on the reaction roll.

Gulp - Reaction: When a PC moves within Melee range, you can **spend a Fear** to make an attack roll against them. On a successful attack, the target takes **3d6** physical damage and is *Swallowed*. While *Swallowed*, the target is *Restrained* and takes **3d6** physical damage when the Beguiler takes the spotlight. The Beguiler disgorges all *Swallowed* creatures when it takes Major or Severe damage.

MANTICORE

Tier 3 Solo

A legendary beast that has a human's face, lion's body, scorpion's tail, and dragon's wings.

Motives & Tactics: Bite, claw, pounce, riddle, swipe, swoop, trick

Difficulty: 17 | **Thresholds:** 20/35 | **HP:** 12 | **Stress:** 6

ATK: +6 | **Teeth & Claws:** Very Close | 3d12+6 phy

Experience: Overgrowth +3, Riddles +3

FEATURES

Relentless (3) - Passive: The Manticore can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Riddle Me This - Passive: The Manticore is obsessed with puzzles and can be distracted by brain teasers, word games, or other semi-intellectual diversions.

Winged - Passive: While airborne, the Manticore gains a +2 bonus to their Difficulty and attack rolls.

Pouncing Attack - Action: Spend a Fear to have the Manticore pounce into Melee range of a target within Far range and make an attack against them. On a success, deal **3d20+6** physical damage, and the target becomes *Shaky* until they spend a Hope. While *Shaky*, the target makes attack rolls with disadvantage.

Paralyzing Tail Spike - Action: Mark a Stress to make an attack roll against a target within Close range. On a success, the target takes **3d8** physical damage and becomes *Restrained* until they overcome the toxin with a successful Strength Roll.

Locking Jaws - Reaction: When the Manticore succeeds on a standard attack against a target within Melee range, you can mark a Stress to lock their jaws onto the target, making the target *Restrained* and *Vulnerable* until they escape with a successful Strength Roll (19).

MONARCH

Tier 3 Social

The sovereign ruler of a nation, wreathed in the privilege of tradition and wielding unmatched power in their domain.

Motives & Tactics: Control vassals, destroy rivals, forge a legacy

Difficulty: 16 | **Thresholds:** 16/32 | **HP:** 6 | **Stress:** 5

ATK: +0 | **Warhammer:** Melee | 3d6+3 phy

Experience: History +3, Nobility +3

FEATURES

Execute Them! - Action: Spend a Fear per PC in the party to have the group condemned for crimes real or imagined. A PC who succeeds on a Presence Roll can demand trial by combat or another special form of trial.

Crownsguard - Action: Once per scene, mark a Stress to summon six Tier 3 Minions, who appear at Close range to enforce the Monarch's will.

Casus Belli - Reaction: Long-Term Countdown (8). Spend a Fear to activate after the Monarch's desire for war is first revealed. When it triggers, the Monarch has a reason to rally the nation to war and the support to act on that reason. You gain **1d4** Fear.

NIGHT CHILDREN

Tier 3 Horde (2/HP)

A teeming assortment of nocturnal fiends under the thrall of an ancient evil.

Motives & Tactics: Carry victims back to master, overrun settlements, slither through shadow

Difficulty: 16 | **Thresholds:** 17/32 | **HP:** 7 | **Stress:** 4

ATK: +1 | **Fangs & Claws:** Melee | 3d6+8 phy

Experience: Terrorize +3

FEATURES

Horde (2d6+2) - Passive: When the Night Children have marked half or more of their HP, their standard attack deals **2d6+2** physical damage instead.

Swell Ranks - Action: Once per scene, mark any number of Stress to have the Night Children open a portal that spews forth reinforcements, refilling the Horde's ranks. Clear a number of HP equal to the number of Stress marked.

Overwhelm - Reaction: When the Night Children mark HP from an attack within Melee range, you can mark a Stress to make a standard attack against the attacker.

PAIN PRIEST

Tier 3 Social

A member of an other-dimensional religious order devoted to exploring the boundaries of mortal suffering and ecstasy.

Motives & Tactics: Feed on emotions, locate the innocent or curious, tempt them with their deepest desires

Difficulty: 16 | **Thresholds:** 16/32 | **HP:** 6 | **Stress:** 5

ATK: +0 | **Torture Implements:** Melee | 3d6+4 phy

Experience: Experimentation +4

FEATURES

Walk Between Worlds - Action: Mark a Stress to place the Priest anywhere within Very Far range and immediately spotlight them again.

Pleasure and Pain - Reaction: When a PC within Close range of the Priest gains a Hope or marks HP, roll a **d8**. On a result of 8, the Priest opens a portal to their original dimension and flees there with the closest party member. You gain **1d6** Fear. The portal remains open until the Priest is defeated or spotlighted again.

PHOENIX

Tier 3 Ranged

A huge eagle that's made of magical flame, impossible to kill, and hunted for its healing plumage.

Motives & Tactics: Flee pursuers, live brilliantly, soar through the heavens, wield light and flame

Difficulty: 18 | **Thresholds:** 19/30 | **HP:** 6 | **Stress:** 6

ATK: +4 | **Fire Bolt:** Very Far | 3d10+3 mag

Experience: Bright +4, Legendary +3

FEATURES

Purifying Aura - Passive: Any PC who takes an action within the Phoenix's Melee range can spend a Hope to purify themselves in its healing warmth, clearing a HP or a Stress and all conditions.

Fireseed - Reaction: The Phoenix bleeds magic fire. When the Phoenix marks a HP, summon one Minor Fire Elemental within Very Close range.

Resurrection - Evolution: When the Phoenix is defeated, it becomes a cloud of ash that blows away to reveal a Smoldering Egg. The Egg is immune to all damage and has a heat aura that deals **3d4** direct magic damage to anyone who touches it. The Egg hatches into a new Phoenix, with all HP and Stress cleared, in 7 days.

PLESIOSAURUS

Tier 3 Standard

A canoe-length marine lizard that has a long neck and four flippers.

Motives & Tactics: Dive deeper, eat fish, swim peacefully

Difficulty: 16 | **Thresholds:** 18/35 | **HP:** 7 | **Stress:** 5

ATK: +2 | **Bite:** Very Close | 3d8+5 phy

Experience: Lochs +3

FEATURES

Only a Rumor - Passive: While deep underwater, the Plesiosaurus can't be located or targeted.

Wall of Water - Action: Mark a Stress to have the Plesiosaurus breach and crash, sending a wall of water from one side of its body. Each PC within Far range on that side of the Plesiosaurus must succeed on an Agility Reaction Roll (18) or take **3d10** physical damage and be pushed back to Far range.

ROC

Tier 3 Solo

A giant falcon that nests in the mountains and unleashes storms.

Motives & Tactics: Breathe lightning and speak thunder, protect eggs, rake with talons, spy from afar

Difficulty: 18 | **Thresholds:** 20/35 | **HP:** 12 | **Stress:** 6

ATK: +3 | **Beak & Talons:** Very Close | 3d12+8 phy

Experience: Craggy Peaks +3

FEATURES

Relentless (3) - Passive: The Roc can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Bird of Prey - Passive: Once per GM turn, the Roc can move up to Very Far range before or after it takes an action.

Here Comes the Boom - Action: Spend a Fear to have the Roc unleash a storm of lightning and thunder. Make an attack roll against **1d4+1** targets within Far range. Targets the Roc succeeds against take **3d12** magic damage. Then each target within Far range of the Roc must make an Agility Reaction Roll (20). Targets who fail take **3d8** physical damage and are pushed back to Close range. Targets who succeed must mark a Stress.

Crushing Grasp - Reaction: When the Roc makes a successful standard attack, you can mark a Stress to have the Roc crush the target with its talons, forcing them to mark **1d4** Stress and Restraining them until they succeed on a Strength Roll (20).

Nest Warden - Evolution: When the Roc's eggs are threatened, it gains the following features:

Wrathful - Passive: The Roc gains a +2 bonus to its Difficulty and a bonus to damage rolls equal to the number of Stress it has marked.

Electrifying Aura - Passive: The Roc has resistance to magic damage. PCs who fail a roll within Very Close range must spend a Hope or mark **1d4** Stress.

SANDWYRM

Tier 3 Bruiser

A gargantuan burrowing worm that has armor plating and gnashing jaws. This intelligent and opportunistic hunter can swim through sand as quickly as a cheetah runs on land.

Motives & Tactics: Ambush from below, eat and leave, tunnel and erupt, use both ends

Difficulty: 17 | **Thresholds:** 21/40 | **HP:** 6 | **Stress:** 3

ATK: +1 | **Bite:** Very Close | 3d8+4 phy

Experience: Tremor Sense +4

FEATURES

Venomous Tail Stinger - Action: Mark a Stress to attack a target within Close range. On a success, the target takes **3d10+2** physical damage and must succeed on a Strength Reaction Roll or become Restrained and Vulnerable until they roll with Hope.

Devour - Action: Make an attack against a target within Melee range. On a success, the Sandwyrm Swallows the target. While Swallowed, the target is Restrained and marks a HP when the Sandwyrm is spotlighted. The Sandwyrm disgorges all Swallowed creatures when it takes Major or greater damage.

Hungry, Not Stupid - Reaction: When the Sandwyrm marks half its HP or Swallows a creature, roll a **d6**. On a result of 3 or lower, the Sandwyrm retreats to safety.

SHAPESHIFTING FIEND

Tier 3 Social

An evil entity who impersonates a trusted figure.

Motives & Tactics: Impersonate, sow discord, tempt betrayal

Difficulty: 17 | **Thresholds:** 20/32 | **HP:** 4 | **Stress:** 8
ATK: +3 | **Hidden Blade:** Melee | 3d8+3 phy

Experience: Manipulate +3, Mimic +2

FEATURES

Fiendish Nature - Passive: The Fiend has resistance to magic damage and can't be fooled by magic illusions.

Impersonate - Action: Spend a Fear to have the Fiend magically transform into a humanoid they have previously interacted with. A PC who targets the Fiend while they're in the form of a person the PC cares for must succeed on an Instinct Reaction Roll or the attack fails and the PC must mark a Stress.

Turn Invisible - Action: Mark a Stress to make the Fiend Hidden until they make an action roll or take damage.

Backhanded Guidance - Reaction: When a PC makes an action roll while the Fiend is in the scene, you can mark a Stress to add 1d6 to the result of their Fear Die.

Exposed! (Phase Change) - Reaction: When the Fiend is defeated or the PCs discover its true identity, replace the Fiend with Shapeshifting Fiend Revealed and immediately spotlight them.

SHAPESHIFTING FIEND REVEALED

Tier 3 Solo

A towering humanoid who has an insectile head and multiple sets of glowing red eyes.

Motives & Tactics: Claim souls, confuse and misdirect, escape to the Circles Below, teleport

Difficulty: 17 | **Thresholds:** 20/32 | **HP:** 10 | **Stress:** 8
ATK: +3 | **Mantis Claws:** Very Close | 3d12+5 phy

Experience: Hellbound +3, Immortal +2

FEATURES

Relentless (3) - Passive: The Fiend can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Fiendish Resistance - Passive: The Fiend has resistance to magic damage and can't be fooled by magic illusions.

Demonic Rage - Action: Spend a Fear to make a standard attack with a bonus to the attack roll equal the amount of Stress the Fiend has marked. On a success, the attack deals direct damage.

Hall of Mirrors - Action: Mark 2 Stress to have the Fiend summon four illusory duplicates and activate a Duplicate Countdown (4). When the Fiend is targeted by an attack, they gain a bonus to their Difficulty equal to the countdown die's current value. The countdown ticks down when a PC fails an attack against the Fiend. When it triggers, the duplicates vanish.

Flash Claw - Action: Spend a Fear to have the Fiend unleash an arc of magical energy. Make an attack roll against all targets within Close range. Targets the attack succeeds against take 3d20 magic damage.

Mind Games - Reaction: When an attack targeting the Fiend from beyond Very Close range succeeds with Fear, you can mark a Stress to have the Fiend instantly switch places with a PC within Very Close range. The PC takes the damage instead.

STAG KNIGHT

Tier 3 Standard

A knight with huge, majestic antlers wearing armor made of dangerous thorns.

Motives & Tactics: Isolate, maneuver, protect the forest, weed the unwelcome

Difficulty: 17 | **Thresholds:** 19/36 | **HP:** 7 | **Stress:** 5
ATK: +3 | **Bramble Sword:** Melee | 3d8+3 phy

Experience: Forest Knowledge +3

FEATURES

From Above - Passive: When the Knight succeeds on a standard attack from above a target, they deal 3d12+3 physical damage instead of their standard damage.

Blade of the Forest - Action: Spend a Fear to make an attack against all targets within Very Close range. Targets the Knight succeeds against take physical damage equal to 3d4 + the target's Major threshold.

Thorny Armor - Reaction: When the Knight takes damage from an attack within Melee range, you can mark a Stress to deal 1d10+5 physical damage to the attacker.

STORM TITAN

Tier 3 Solo

An ancient, wise, and temperamental goliath who has hair made of mist and electricity crackling across their skin.

Motives & Tactics: Erupt violently, wait, watch

Difficulty: 20 | **Thresholds:** 35/70 | **HP:** 11 | **Stress:** 8
ATK: +7 | **Lightning Bolt:** Far | 3d20+10 mag

Experience: Power of the Storm +3

FEATURES

Relentless (3) - Passive: The Titan can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Momentum - Passive: When the Titan makes a successful attack against a PC, you gain a Fear.

Ball Lightning - Action: Spend a Fear to have the Titan conjure 1d4 spheres of electrical energy within Close range. When the Titan is spotlighted, they can move each sphere up to Close range. When a sphere moves within Very Close range of a PC, the PC takes 4d6 magic damage, and the sphere disappears. Each sphere has the same Difficulty as the Titan and disappears if a creature deals magic damage to it.

Storm Bringer - Action: Mark a Stress to have the Titan conjure a raging storm. Each PC within Close range of the Titan must make a Strength Reaction Roll. Targets who fail take 3d12 magic damage and are Vulnerable until they are spotlighted. Targets who succeed take half damage.

Thunderclap - Action: Spend a Fear to target up to three PCs in front of the Titan within Close range. Each target marks a Stress and becomes Vulnerable until they roll with Hope.

OAK TREANT

Tier 3 Bruiser

A sturdy animate old-growth tree.

Motives & Tactics: Hide in plain sight, preserve the forest, root down, swing branches

Difficulty: 17 | **Thresholds:** 22/40 | **HP:** 7 | **Stress:** 4
ATK: +2 | **Branch:** Very Close | 3d8+2 phy

Experience: Forest Knowledge +3

FEATURES

Just a Tree - Passive: Before they make their first attack in a fight or after they become *Hidden*, the Treant is indistinguishable from other trees until they next act or a PC succeeds on an Instinct Roll to identify them.

Seed Barrage - Action: **Mark a Stress** and make an attack against up to three targets within Close range, pummeling them with giant acorns. Targets the Treant succeeds against take **2d10+5** physical damage.

Take Root - Action: **Mark a Stress** to *Root* the Treant in place. The Treant is *Restrained* while *Rooted*, and can end this effect instead of moving while they are spotlighted. While *Rooted*, the Treant has resistance to physical damage.

TREANT SAPLING

Tier 3 Minion

A small, sentient tree sapling.

Motives & Tactics: Blend in, preserve the forest, pummel, surround

Difficulty: 14 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +0 | **Branches:** Melee | 8 phy

FEATURES

Minion (6) - Passive: The Sapling is defeated when they take any damage. For every 6 damage a PC deals to the Sapling, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Treant Saplings within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 8 physical damage each. Combine this damage.

UNICORN

Tier 3 Standard

A celestial avatar of goodness in the form of a preternaturally beautiful horse with a long, spiraled horn emerging from its head.

Motives & Tactics: Keep evil at bay, protect the sacred, sense emotions and intent

Difficulty: 17 | **Thresholds:** 19/36 | **HP:** 7 | **Stress:** 5
ATK: +3 | **Hoof & Horn:** Melee | 3d10+3 mag

Experience: Magic +3, Nature +3

FEATURES

Celestial Lance - Passive: The Unicorn's standard attack deals double damage to a creature that has dealt damage to it.

Healing Touch - Action: The Unicorn touches its horn to an ally within Melee range and channels healing energy into them. **Mark any number of Stress** to clear an equal number of the ally's HP.

Protective Aura - Action: **Mark a Stress** to have the Unicorn conjure a sparkling magical aura. While the aura is in effect, attack rolls made against the Unicorn or an ally within Very Close range are made with disadvantage. This effect lasts until the Unicorn takes damage.

Teleport - Action: **Mark a Stress** to have the Unicorn teleport up to Very Far range. The Unicorn can bring up to three allies within Very Close range with it.

HEAD VAMPIRE

Tier 3 Leader

A captivating undead dressed in aristocratic finery.

Motives & Tactics: Create thralls, charm, command, fly, intimidate

Difficulty: 17 | **Thresholds:** 22/42 | **HP:** 6 | **Stress:** 6
ATK: +5 | **Rapier:** Melee | 2d20+4 phy

Experience: Aristocrat +3

FEATURES

Terrifying - Passive: When the Vampire makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Look into My Eyes - Passive: A creature who moves into Melee range of the Vampire must make an Instinct Reaction Roll. On a failure, you gain **1d4** Fear.

Feed on Followers - Action: When the Vampire is within Melee range of an ally, they can cause the ally to mark a HP. The Vampire then clears a HP.

The Hunt Is On - Action: **Spend 2 Fear** to summon **1d4** Vampires, who appear at Far range and immediately take the spotlight.

Lifesuck - Reaction: When the Vampire is spotlighted, roll a **d8**. On a result of 6 or higher, all targets within Very Close range must mark a HP.

VAMPIRE

Tier 3 Standard

An intelligent undead with blood-stained lips and a predator's smile.

Motives & Tactics: Bite, charm, deceive, feed, intimidate

Difficulty: 16 | **Thresholds:** 18/35 | **HP:** 5 | **Stress:** 4
ATK: +3 | **Rapier:** Melee | 3d8 phy

Experience: Nocturnal Hunter +3

FEATURES

Draining Bite - Action: Make an attack against a target within Melee range. On a success, deal **5d4** physical damage. A target who marks HP from this attack loses a Hope and must mark a Stress. The Vampire then clears a HP.

Mistform - Reaction: When the Vampire takes physical damage, you can **spend a Fear** to take half damage.

VAMPIRE BAT SWARM

Tier 3 Horde (5/HP)

A cloud of blood-sucking bats.

Motives & Tactics: Blot out the moon, murmur, spread disease

Difficulty: 15 | **Thresholds:** 16/30 | **HP:** 8 | **Stress:** 3
ATK: +1 | **Fangs:** Melee | 3d6+6 phy

Experience: Blood +3

FEATURES

Horde (2d6) - Passive: When the Swarm has marked half or more of its HP, its standard attack deals **2d6** physical damage instead.

Blinding Multitude - Passive: The Swarm is so thick it blocks the vision of anyone it interacts with. Creatures within Melee range have disadvantage on attacks made against adversaries other than the Swarm.

Bloodsuckers - Reaction: When the Swarm deals damage to a target, you can **mark a Stress** to have the Swarm feed. The target marks an additional HP, and the Swarm clears a HP.

VAMPIRE LORD

Tier 3 Solo

A cruel vampire lord from a long-lost age, cursed with immortality.

Motives & Tactics: Corrupt, destroy, overwhelm with evil power

Difficulty: 18 | **Thresholds:** 24/45 | **HP:** 7 | **Stress:** 7
ATK: +5 | **Claws:** Melee | 3d10+2 phy

Experience: Evil +3, Noble +3

FEATURES

Relentless (3) - Passive: The Vampire Lord can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Midnight Heart - Passive: *Long-Term Countdown* (6). The Vampire Lord keeps their heart hidden in a safe place. If it's destroyed, the Vampire Lord dies. Otherwise, when the Vampire Lord is defeated, activate the countdown. It ticks down each time the PCs finish a long rest. When it triggers, the Vampire Lord revives within Close range of the heart with all HP and Stress cleared.

Terrifying - Passive: When the Vampire Lord makes a successful attack roll, all PCs within Close range lose a Hope, and you gain a Fear.

Unleash Hellfire - Action: **Mark a Stress** to have the Vampire Lord momentarily conjure **1d4** bursts of hellfire within Far range. Each burst deals **3d6** magic damage to each target within Very Close range. If a target takes damage from multiple bursts, combine the damage.

Resurgence - Reaction: When a PC within Very Close range rolls with Hope, you can **spend a Fear** to clear a HP or a Stress.

Melt into Shadow - Reaction: When a PC would deal damage to the Vampire Lord, you can **spend a Fear** to roll a **d6**. On a result of 5 or higher, negate the damage, then teleport the Vampire Lord to a point within Far range.

Hellwing - Evolution: When the Vampire Lord marks half their HP, they transform into the Hellwing: a towering, demonic bat creature. They gain the "On Crimson Wings" and "Bloodbath" features and replace their standard attack with the following standard attack:

Claws: Close | 3d12+6 phy

On Crimson Wings - Passive: While flying, the Hellwing gains a +1 bonus to their Difficulty.

Bloodbath - Reaction: When the Hellwing takes Major or greater damage, the ground within Very Close range is covered with blood, dealing **3d10** magic damage to all other creatures in the area. When the Hellwing takes the spotlight on subsequent GM turns, all other creatures in that area take **3d6** magic damage.

VAULT GUARDIAN GAOLER

Tier 3 Support

A boxy, dust-covered construct with thick metallic swinging doors on their torso.

Motives & Tactics: Carry away, entrap, protect, pummel

Difficulty: 16 | **Thresholds:** 19/33 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Body Bash:** Very Close | 3d6+2 phy

FEATURES

Blocking Shield - Passive: Creatures within Melee range of the Gaoler have disadvantage on attack rolls against them. Creatures trapped inside the Gaoler are immune to this feature.

Lock Up - Action: **Mark a Stress** to make an attack against a target within Very Close range. On a success, the target is *Restrained* within the Gaoler until freed with a successful Strength Roll (18). While *Restrained*, the target can only attack the Gaoler.

VAULT GUARDIAN SENTINEL

Tier 3 Bruiser

A dust-covered golden construct with boxy limbs and a huge mace for a hand.

Motives & Tactics: Destroy at any cost, expunge, protect

Difficulty: 17 | **Thresholds:** 21/40 | **HP:** 6 | **Stress:** 3
ATK: +3 | **Charged Mace:** Very Close | 2d12+1 phy

FEATURES

Kinetic Slam - Passive: Targets who take damage from the Sentinel's standard attack are knocked back to Very Close range.

Box In - Action: **Mark a Stress** to choose a target within Very Close range to focus on. That target has disadvantage on attack rolls when they're within Very Close range of the Sentinel. The Sentinel can only focus on one target at a time.

Mana Bolt - Action: **Spend a Fear** to lob explosive magic at a point within Far range. All targets within Very Close range of that point must make an Agility Reaction Roll. Targets who fail take **2d8+20** magic damage and are knocked back to Close range. Targets who succeed take half damage and aren't knocked back.

Momentum - Reaction: When the Sentinel makes a successful attack against a PC, you gain a Fear.

VAULT GUARDIAN TURRET

Tier 3 Ranged

A massive living turret with reinforced armor and twelve piston-driven mechanical legs.

Motives & Tactics: Concentrate fire, lock down, mark, protect

Difficulty: 16 | **Thresholds:** 20/32 | **HP:** 5 | **Stress:** 4
ATK: +3 | **Magitech Cannon:** Far | 3d10+3 mag

FEATURES

Slow Firing - Passive: When you spotlight the Turret and they don't have a token on their stat block, they can't make a standard attack. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Turret and they have a token on their stat block, clear the token and they can attack.

Mark Target - Action: **Spend a Fear** to **Mark** a target within Far range until the Turret is destroyed or the **Marked** target becomes **Hidden**. While the target is **Marked**, their Evasion is halved.

Concentrate Fire - Reaction: When another adversary deals damage to a target within Far range of the Turret, you can **mark a Stress** to add the Turret's standard attack damage to the damage roll.

Detonation - Reaction: When the Turret is destroyed, they explode. All targets within Close range must make an Agility Reaction Roll. Targets who fail take **3d20** physical damage. Targets who succeed take half damage.

VISCERA SUCKER

Tier 3 Skulk

A vampiric demon whose upper body detaches at sundown to fly through nearby villages in search of victims. It has a winged upper body with hanging entrails.

Motives & Tactics: Clamp onto prey, suck blood, tear in half

Difficulty: 14 | **Thresholds:** 16/30 | **HP:** 5 | **Stress:** 3
ATK: +2 | **Long Nails:** Melee | 2d6+7 phy

Experience: Flying +3

FEATURES

Join or Die - Passive: The Viscera Sucker dies if it hasn't reconnected its upper and lower halves by dawn.

Entangling Entrails - Action: **Spend a Fear** to have the Viscera Sucker latch onto a target within Very Close range, **Restraining** them until they escape with a successful Strength Roll (16).

Lifesuck - Action: **Mark a Stress** to have the Viscera Sucker drink blood from a **Restrained** target within Melee range. The target marks a HP, and the Viscera Sucker clears a HP.

WHISPER WRAITH

Tier 3 Skulk

The echoes of broken promises and dreams unfulfilled, manifesting as a floating, translucent shroud of tattered black velvet in a vaguely humanoid shape.

Motives & Tactics: Bind limbs, drop from a great height, lift off the ground, swirl through the air, wrap around heads

Difficulty: 16 | **Thresholds:** 20/32 | **HP:** 6 | **Stress:** 6
ATK: +4 | **Shadow Touch:** Melee | 3d8+4 mag

Experience: Dreams +4

FEATURES

Greater Specter - Passive: The Wraith has resistance to physical damage and can move through solid objects.

Spooky - Passive: When the Wraith makes a successful attack, all PCs within Close range must mark a Stress, and you gain a Fear.

Nightmare Shroud - Action: **Spend a Fear** to have the Wraith wrap itself around a PC within Melee range, **Shrouding** the target until they succeed on a Strength Roll to dislodge the Wraith or the Wraith takes Major or greater damage. While **Shrouded**, the target has disadvantage on attack rolls and marks a Stress when they roll with Fear. Additionally, damage that would be dealt to the Wraith is split evenly between the Wraith and the **Shrouded** target.

WYVERN

Tier 3 Standard

A two-legged dragon that flies from its mountaintop aerie to devour livestock.

Motives & Tactics: Cast a long shadow, snatch and grab, wheel through the air

Difficulty: 16 | **Thresholds:** 18/35 | **HP:** 7 | **Stress:** 5
ATK: +2 | **Teeth & Claws:** Very Close | 3d8+5 phy

Experience: Death from Above +4

FEATURES

Double Strike - Action: Mark a Stress to have the Wyvern make two standard attacks. If both attacks succeed against the same target, combine the damage.

Terrifying Shriek - Action: Spend a Fear to have the Wyvern let out a spine-chilling screech. All PCs within Far range are *Terrified* until they succeed on a Presence Roll (18) to clear the condition or the Wyvern is defeated. While *Terrified*, a PC doesn't gain a Hope when they roll with Hope.

Clutch - Reaction: When the Wyvern makes a successful attack against a PC, you can spend a Fear to have the Wyvern *Restrain* the target in its claws until the PC succeeds on a Strength Roll (18) or the Wyvern takes Major or greater damage. While *Restrained* in this way, the PC has disadvantage on attack rolls.

YOUNG FIRE DRAGON

Tier 3 Solo

A crimson dragon with four powerful limbs and smoldering wings.

Motives & Tactics: Burn, defend lair, erupt, fly, shred, take

Difficulty: 18 | **Thresholds:** 21/34 | **HP:** 10 | **Stress:** 6
ATK: +7 | **Bite & Claws:** Close | 4d10 phy

Experience: Burning Rage +3

FEATURES

Relentless (3) - Passive: The Dragon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Intimidating - Passive: When you spend a Fear to spotlight the Dragon, all PCs within Close range must mark a Stress or lose a Hope.

Flame Breath - Action: Spend a Fear to have the Dragon unleash a blast of flame against all targets in front of it within Close range. Each target must make an Agility Reaction Roll. Targets who fail take **4d8+3** magic damage. Targets who succeed must mark a Stress or take half damage. A target who marks HP from this attack also becomes *Vulnerable* until they clear a HP.

Eruption - Action: Spend a Fear to have the Dragon crack the earth open with its tail, unleashing an explosion of lava. Choose a point within Far range. Each PC on the line between the Dragon and the chosen point must succeed on an Agility Reaction Roll or get burned, becoming *Vulnerable* until their next rest. You gain a Fear for each PC who fails.

Blazing Scales - Reaction: When a creature within Very Close range attacks the Dragon, the attacker must mark a Stress.

Slash and Burn - Reaction: When the Dragon makes a successful standard attack, you gain a Fear and can mark a Stress to have the attack deal an extra 10 magic damage.

YOUNG ICE DRAGON

Tier 3 Solo

A glacier-blue dragon with four powerful limbs and frost-tinged wings.

Motives & Tactics: Avalanche, defend lair, fly, freeze, defend what is mine, maul

Difficulty: 18 | **Thresholds:** 21/41 | **HP:** 10 | **Stress:** 6
ATK: +7 | **Bite and Claws:** Close | 4d10 phy

Experience: Protect What Is Mine +3

FEATURES

Relentless (3) - Passive: The Dragon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Rend and Crush - Passive: If a target damaged by the Dragon doesn't mark an Armor Slot to reduce the damage, they must mark a Stress.

No Hope - Passive: When a PC rolls with Fear while within Far range of the Dragon, they lose a Hope.

Blizzard Breath - Action: Spend 2 Fear to release an icy whorl in front of the Dragon within Close range. All targets in this area must make an Agility Reaction Roll. Targets who fail take **4d6+5** magic damage and are *Restrained* by ice until they break free with a successful Strength Roll. Targets who succeed must mark 2 Stress or take half damage.

Avalanche - Action: Spend a Fear to have the Dragon unleash a huge downfall of snow and ice, covering all other creatures within Far range. All targets within this area must succeed on an Instinct Reaction Roll or be buried in snow and rocks, becoming *Vulnerable* until they dig themselves out from the debris. For each PC that fails the reaction roll, you gain a Fear.

Frozen Scales - Reaction: When a creature makes a successful attack against the Dragon from within Very Close range, they must mark a Stress and become *Chilled* until their next rest or they clear a Stress. While they are *Chilled*, they have disadvantage on attack rolls.

Momentum - Reaction: When the Dragon makes a successful attack against a PC, you gain a Fear.

TIER 4 ADVERSARIES (LEVELS 8-10)

ARCH-NECROMANCER

Tier 4 Leader

A decaying mage adorned in dark, tattered robes.

Motives & Tactics: Corrupt, decay, flee to fight another day, resurrect

Difficulty: 21 | **Thresholds:** 33/66 | **HP:** 9 | **Stress:** 8
ATK: +6 | **Necrotic Blast:** Far | 4d12+8 mag

Experience: Forbidden Knowledge +3, Wisdom of Centuries +3

FEATURES

Dance of Death - Action: Mark a **Stress** to spotlight 1d4 allies.

Attacks they make while spotlighted in this way deal half damage, or full damage if you **spend a Fear**.

Beam of Decay - Action: Mark 2 **Stress** to cause all targets within Far range to make a Strength Reaction Roll. Targets who fail take 2d20+12 magic damage and you gain a **Fear**. Targets who succeed take half damage. A target who marks 2 or more HP must also mark 2 **Stress** and becomes *Vulnerable* until they roll with **Hope**.

Open the Gates of Death - Action: Spend a **Fear** to summon a Zombie Legion, which appears at Close range and immediately takes the spotlight.

Not Today, My Dears - Reaction: When the Necromancer has marked 7 or more of their HP, you can **spend a Fear** to have them teleport away to a safe location to recover. A PC who succeeds on an Instinct Roll can trace the teleportation magic to their destination.

Your Life Is Mine - Reaction: Countdown (Loop 2d6). When the Necromancer has marked 6 or more of their HP, activate the countdown. When it triggers, deal 2d10+6 direct magic damage to a target within Close range. The Necromancer then **clears a number of Stress or HP** equal to the number of HP marked by the target from this attack.

CEPHILITH ABOMINATION

Tier 4 Bruiser

A lumbering, bog-grown frog beast that has tadpolelike leeches visibly wriggling underneath their translucent skin.

Motives & Tactics: Do the heavy lifting, leap menacingly, move surprisingly fast, smash and grab

Difficulty: 19 | **Thresholds:** 35/70 | **HP:** 7 | **Stress:** 5
ATK: +4 | **Meaty Fists:** Melee | 4d10+10 phy

Experience: Brute +3

FEATURES

Toxic Skin - Passive: A PC who comes into physical contact with the Abomination must roll a d6. On a result of 3 or lower, the PC must mark an Armor Slot or 2 HP.

Bear Hug - Action: Mark a **Stress** to make a standard attack against a target within Melee range. On a success, the target takes standard damage and is *Grappled* until they escape with a successful Strength Roll. While *Grappled*, the target is *Vulnerable* and *Restrained*.

Crunch! - Action: Spend a **Fear** to deal 4d12 direct physical damage to a creature *Grappled* by the Abomination.

Tongue Attack - Action: Spend a **Fear** to have the Abomination pull a target within Far range into Melee range, then immediately spotlight the Abomination again.

Burrowing Leechpoles - Reaction: When the Abomination takes Major or greater damage, their skin erupts in an explosion of subcutaneous wrigglers. Each PC within Close range must make an Agility Reaction Roll. Targets who fail are covered in 2d4 leechpoles, which burrow under their skin. Until the leechpoles are dug out with a successful Finesse Roll (21), any damage the target takes gains a +1 bonus for each leechpole under their skin.

CEPHILITH HATCHLING

Tier 4 Minion

A squidlike parasite that latches onto their prey's skull, bathing the victim's brain in extradimensional neurotoxins.

Motives & Tactics: Climb, feed, hatch, numb, scuttle

Difficulty: 18 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +3 | **Barbed Suckers:** Melee | 9 phy

Experience: Psychic +2

FEATURES

Minion (12) - Passive: The Hatchling is defeated when they take any damage. For every 12 damage a PC deals to the Hatchling, the PC defeats an additional Minion within range the attack would succeed against.

Comatize - Action: Spend a **Fear** to have the Hatchling latch onto the head of a PC within Melee range. The PC must mark a **Stress** as the Hatchling injects the PC's brain with psycho-chemicals, and they must mark an additional **Stress** each time any PC fails a roll with **Fear**. The PC can remove the Hatchling by spending a number of **Hope** equal to the number of **Stress** they have marked. If a PC marks their last **Stress** while the Hatchling is latched on, the PC must make a death move. If the PC dies, you can **spend a Fear** to resurrect them as a Cephalith Novitiate.

Group Attack - Action: Spend a **Fear** to choose a target and spotlight all Cephalith Hatchlings within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 9 physical damage each. Combine this damage.

CEPHILITH NOVITIATE

Tier 4 Minion

A luminary of the Mortal Realm who has given their mind to extradimensional entities in exchange for eldritch abilities.

Motives & Tactics: Help others see the Truth, make way for It, seek forbidden knowledge

Difficulty: 16 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +2 | **Eldritch Might:** Melee | 12 phy

Experience: Visions +2

FEATURES

Minion (12) - Passive: The Novitiate is defeated when they take any damage. For every 12 damage a PC deals to the Novitiate, the PC defeats an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Cephilith Novitiates within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 12 physical damage each. Combine this damage.

Sacrifice Self - Action: Spend a Fear to have the Novitiate charge at a target within Far range and melt into them. Deal 12 direct magic damage to the target and defeat the Novitiate.

CEPHILITH PRIEST

Tier 4 Leader

A perpetually moist, faceless humanoid from the Outer Realms who has elongated fingers and translucent skin, under which one can see wriggling worms.

Motives & Tactics: Break the unbelievers' minds, prepare this world for the Cephilith Titan's arrival, sing its praises

Difficulty: 20 | **Thresholds:** 37/70 | **HP:** 7 | **Stress:** 5
ATK: +8 | **Psychic Strike:** Far | 4d10+10 mag

Experience: Outer Realms +4

FEATURES

Psychic Blast - Action: Spend a Fear to choose up to three PCs within Close range and force them to make a Knowledge Reaction Roll. Targets who succeed take **2d10+5** direct magic damage. Targets who fail take **4d10+10** direct magic damage and are *Vulnerable* until spotlighted.

Cerebral Incursion - Action: Spend a Fear to choose a *Vulnerable* target within Melee range. The Priest grabs the target and inserts their elongated fingers into the target's ears, nose, and mouth. The target must succeed on a Strength Reaction Roll or mark **1d6** Stress, and the Priest clears an equal number of Stress.

Telekinetic Grasp - Reaction: When the Priest makes a successful standard attack against a PC, you can mark a Stress to Restrain the target until they spend a Hope.

CEPHILITH TITAN

Tier 4 Solo

A transdimensional entity in the form of an impossibly large, winged humanoid with an octopus-shaped head and rows of glowing eyes.

Motives & Tactics: Call and consume followers, corrupt reality, invade the Mortal Realm, spew forth chaos

Difficulty: 20 | **Thresholds:** 38/68 | **HP:** 10 | **Stress:** 10
ATK: +8 | **Pseudoclaw:** Close | 4d8+10 mag

Experience: Chaos +5, Psychic +5

FEATURES

Relentless (X) - Passive: The Titan can be spotlighted up to X times per GM turn, where X equals the number of PCs in the scene. Spend Fear as usual to spotlight them.

Terrifying - Passive: When the Titan makes a successful attack, all PCs within Close range lose a Hope, and you gain a Fear.

Merely a Projection - Passive: The Titan appears in the Mortal Realm as a psychic projection approximating their true form. They have immunity to physical damage and resistance to magic damage.

Psychic Scream - Action: Spend a Fear to have the Titan unleash a mind-shattering onslaught of nightmarish visions from the Outer Realms. Each PC within Far range must make an Instinct Reaction Roll (22). Targets who fail take **4d12** direct magic damage. Targets who succeed must mark a Stress.

Summon Worshipers - Action: Spend a Fear to summon **1d4** Cephilith Abominations, which appear within Far range, then choose one to immediately spotlight.

"It's Here..." - Evolution: When the Titan has marked half their HP, they manifest in their full form, clearing all HP and losing the "Merely a Projection" feature. While the Titan is in this form, a creature who marks HP from the Titan's standard attack must mark an additional HP.

CIPACTLI

Tier 4 Solo

A gargantuan crocodile that has a body covered in a patchwork of fish scales, toad skin, and dozens of hungry mouths.

Motives & Tactics: Consume, reshape the land, trample

Difficulty: 20 | **Thresholds:** 35/60 | **HP:** 8 | **Stress:** 5
ATK: +8 | **Bite:** Close | 4d8+12 phy

Experience: Hungry +3, Primordial +3

FEATURES

Relentless (3) - Passive: The Cipactli can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Many Mouths - Action: Mark a Stress to make a standard attack against all targets within Very Close range. Targets the Cipactli succeeds against must also mark a Stress.

Frenzied Feeding - Action: Spend a Fear to force all PCs within Close range to succeed on an Instinct Reaction Roll or take **4d6** direct physical damage. The Cipactli clears a HP for each creature who took Severe damage from this attack.

Quaking Footfalls - Action: Mark a Stress to force each PC within Far range to make an Agility Reaction Roll. Targets who fail must mark 2 Stress and are *Vulnerable* until they take damage. Targets who succeed must mark a Stress.

Lifeblooded - Reaction: When the Cipactli takes Severe damage, its blood splashes to the ground and instantly erupts into a jungle. All creatures within Close range are temporarily *Restrained*.

Verdant Explosion - Reaction: When the Cipactli marks its last HP, its body erupts into dense vegetation that overtakes the landscape.

CLOUD TITAN

Tier 4 Social

A devastatingly attractive, blue-skinned goliath dressed in the finest silks and dripping with jewelry. They luxuriate in the finer things and dwell in a sky palace filled with treasure.

Motives & Tactics: Acquire rare and valuable things, celebrate beauty, never pass up an interesting wager

Difficulty: 18 | **Thresholds:** 26/42 | **HP:** 6 | **Stress:** 5
ATK: +3 | **Bejeweled Blade:** Very Close | 4d6+8 phy

Experience: Luxury +3, Nobility +3

FEATURES

Lightning Strike - Action: Mark a Stress to make an attack against a target within Far range. On a success, deal **4d10+14** magic damage and roll a **d6**. On a result of 4 or higher, the lightning bounces, and the Titan makes this attack against a different target within Very Close range of the previous target. Each time the lightning bounces, decrease the damage it deals by **1d10**.

Mist Weaver - Action: Spend a Fear and choose a point within Far range. The Titan conjures a thick fog over the area within Close range of that point. The Titan is *Hidden* to enemies within and on the other side of the fog and has advantage on attacks against creatures inside it. The fog lasts until the Titan marks HP.

Nebulous Transformation - Action: Mark a Stress to have the Titan transform into a misty cloud that fills a Very Close area. While in this form, the Titan takes double magic damage and has immunity to physical damage. This form lasts until the Titan chooses to drop out of it or takes Severe damage.

Unleash the Menagerie - Action: Once per scene, mark any number of Stress to summon an equal number of Griffins, which appear at Close range.

Wind Worker - Action: Spend a Fear to have the Titan blast wind at a target within Close range. The target takes **4d6+8** physical damage and is pushed back to Far range from their current position.

Double or Nothing - Reaction: When you would gain a Fear from an attack against the Titan, you can roll a **d6**. On an odd result, you don't gain the Fear. On an even result, you gain 2 Fear instead of 1.

DEMON LORD BERZUG

Tier 4 Solo

The ruler of a deep circle in the Circles Below and a huge hybrid beast with a serpent's tail, a lizard's hind legs, a crab's claw arms, and a two-faced wolf's head.

Motives & Tactics: Destroy goodness, sow chaos, unseat rivals

Difficulty: 20 | **Thresholds:** 35/70 | **HP:** 12 | **Stress:** 8
ATK: +8 | **Abyssal Claws:** Close | 4d12+10 phy

Experience: Infernal Knowledge +3

FEATURES

Relentless (3) - Passive: Berzug can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Chaos Lash - Action: Mark a Stress to have Berzug lash at up to three PCs within Close range and force each target to make an Agility Reaction Roll. Targets who fail take **4d20** physical damage. Targets who succeed take half damage.

Gaze into the Abyss - Action: Spend a Fear to have Berzug lock eyes with a PC within Far range. The target must succeed on a Presence Reaction Roll or gain one of the following conditions (roll a **d6** and use the corresponding result):

- 1–2: **Mesmerized.** The target immediately moves into Melee range of Berzug and is *Vulnerable* and *Restrained* until they clear the condition with a successful Instinct Roll.
- 3–4: **Confused.** The target must mark a Stress each time they make an action roll until they clear the condition with a successful Knowledge Roll.
- 5–6: **Enthralled.** Until the PC makes a successful Presence Roll to clear the condition, you can spotlight them during a GM turn as if they were an adversary. When you do so, choose a target within Close range of the *Enthralled* PC. The *Enthralled* PC moves into Melee range of the target and makes a weapon attack against them using a **d20** instead of Duality Dice.

Crushing Strike - Reaction: When a PC marks HP from Berzug's standard attack, you can mark a Stress to force them to mark a number of Stress equal to the number of HP they marked. You gain a Fear.

Horriifying - Reaction: When a PC fails an attack against Berzug, you gain a Fear.

DRAGON MOTHER MITERA

Tier 4 Solo

A gargantuan seven-headed dragon with dazzling diamond scales that shine with every color of the rainbow.

Motives & Tactics: Birth destruction, control the battlefield, fly, repel invaders, use all available options

Difficulty: 16 | **Thresholds:** 35/65 | **HP:** 12 | **Stress:** 10

ATK: +8 | **Bite & Slash:** Close | 4d10+10 phy

Experience: Ancient +5

FEATURES

Relentless (3) - Passive: Mitera can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight her.

Diamond Hide - Passive: Countdown (7). When Mitera first appears, activate the countdown. Mitera gains a bonus to her Difficulty equal to the countdown die's current value. It ticks down from Mitera's "Seven-Headed" feature. When the countdown triggers, Mitera becomes *Vulnerable* and gains a +2 bonus to attack rolls.

Elemental Breath - Action: Mark a Stress to have Mitera unleash elemental energy from one head of your choice:

1. **Fire.** Deal **4d12** magic damage to **1d4+1** targets within Close range. Targets who take damage must mark an Armor Slot or 2 additional HP.
2. **Lightning.** Deal **4d12** magic damage to **1d6** targets within Far range, so long as each target beyond the first is within Close range of the previous target.
3. **Acid.** Each PC in front of Mitera within Close range must make an Agility Reaction Roll. Targets who fail must mark 2 Armor Slots and 2 HP. Targets who succeed must mark an Armor Slot and a HP.
4. **Poison.** A miasma of toxic swamp gas *Sickens* all targets within Close range of Mitera. While *Sickened*, a target has disadvantage on action rolls until they mark **1d4** Stress to clear the condition.
5. **Ice.** Each target in front of Mitera within Close range takes **4d8+8** magic damage and is *Restrained* by ice until they break free with a successful Strength Roll. Additionally, this area freezes over and a PC must succeed on an Agility Reaction Roll to move through it.
6. **Darkness.** A cloud of magical shadow fills an area within Close range. Creatures inside the cloud except for Mitera are *Vulnerable* and have disadvantage on action rolls that rely on sight. The cloud dissipates when this Elemental Breath option is removed by Mitera's "Seven-Headed" feature.
7. **Light.** A beam of pure light energy deals 28 direct magic damage to each creature in a line within Very Far range.

Tail Swipe - Action: Spend a Fear to attack all targets within Close range. Targets this attack succeeds against take **2d20+10** physical damage and are knocked back to Far range. Targets who mark HP from this attack become *Vulnerable* until they clear a HP. Targets this attack failed against must mark a Stress.

Fearsome - Reaction: When Mitera makes a successful attack roll against a PC or a PC fails a roll within Far range, you gain a Fear.

Seven-Headed - Reaction: When Mitera takes damage, roll a d8. Permanently remove the "Elemental Breath" option that corresponds to the result. On a result of 8, or if the corresponding option has already been removed, tick down the Diamond Hide countdown (see "Diamond Hide").

FALLEN SHOCK TROOP

Tier 4 Minion

A cursed soul bound to the Fallen's will.

Motives & Tactics: Crush, dominate, earn relief, punish

Difficulty: 18 | **Thresholds:** None | **HP:** 1 | **Stress:** 1

ATK: +2 | **Cursed Axe:** Very Close | 12 phy

FEATURES

Minion (12) - Passive: The Shock Troop is defeated when they take any damage. For every 12 damage a PC deals to the Shock Troop, defeat an additional Minion within range the attack would succeed against.

Aura of Doom - Passive: When a PC marks HP from an attack by the Shock Troop, they lose a Hope.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Fallen Shock Troops within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 12 physical damage each. Combine this damage.

FALLEN SORCERER

Tier 4 Support

A powerful mage bound by the bargains they made in life.

Motives & Tactics: Acquire, dishearten, dominate, torment

Difficulty: 19 | **Thresholds:** 26/42 | **HP:** 6 | **Stress:** 5

ATK: +4 | **Corrupted Staff:** Far | 4d6+10 mag

Experience: Ancient Knowledge +2

FEATURES

Conflagration - Action: Spend a Fear to unleash an all-consuming firestorm and make an attack against all targets within Close range. Targets the Sorcerer succeeds against take **2d10+6** direct magic damage.

Nightmare Tableau - Action: Mark a Stress to trap a target within Far range in a powerful illusion of their worst fears. While trapped, the target is *Restrained* and *Vulnerable* until they break free, ending both conditions, with a successful Instinct Roll.

Slippery - Reaction: When the Sorcerer takes damage from an attack, they can teleport up to Far range.

Shackles of Guilt - Reaction: Countdown (Loop 2d6). When the Sorcerer is in the spotlight for the first time, activate the countdown. When it triggers, all targets within Far range become *Vulnerable* and must mark a Stress as they relive their greatest regrets. A target can break free from their regret with a successful Presence or Strength Roll. When a PC fails to break free, they lose a Hope.

FALLEN WARLORD: REALM-BREAKER

Tier 4 Solo

A Fallen God, wreathed in rage and resentment, bearing millennia of experience in breaking heroes' spirits.

Motives & Tactics: Corrupt, dominate, punish, break the weak

Difficulty: 20 | **Thresholds:** 36/66 | **HP:** 8 | **Stress:** 5
ATK: +7 | **Barbed Whip:** Close | 4d8+7 phy

Experience: Conquest +3, History +2, Intimidation +3

FEATURES

Relentless (2) - Passive: The Realm-Breaker can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Firespite Plate Armor - Passive: When the Realm-Breaker takes damage, reduce it by **2d10**.

Tormenting Lash - Action: Mark a **Stress** to make a standard attack against all targets within Very Close range. When a target uses armor to reduce damage from this attack, they must mark 2 Armor Slots.

All-Consuming Rage - Reaction: *Countdown (Decreasing 8)*. When the Realm-Breaker is in the spotlight for the first time, activate the countdown. When it triggers, create a torrent of incarnate rage that rends flesh from bone. All targets within Far range must make a Presence Reaction Roll. Targets who fail take **2d6+10** direct magic damage. Targets who succeed take half damage. For each HP marked from this damage, summon a Fallen Shock Troop within Very Close range of the target who marked that HP. If the countdown ever decreases its maximum value to 0, the Realm-Breaker marks their remaining HP and all targets within Far range must mark all remaining HP and make a death move.

Doombringer - Reaction: When a target marks HP from an attack by the Realm-Breaker, all PCs within Far range of the target must lose a Hope.

I Have Never Known Defeat (Phase Change) - Reaction: When the Realm-Breaker marks their last HP, replace them with the Undefeated Champion and immediately spotlight them.

FALLEN WARLORD: UNDEFEATED CHAMPION

Tier 4 Solo

That which only the most feared have a chance to fear.

Motives & Tactics: Dispatch merciless death, punish the defiant, secure victory at any cost

Difficulty: 18 | **Thresholds:** 35/58 | **HP:** 11 | **Stress:** 5
ATK: +8 | **Heart-Shattering Sword:** Very Close | 4d12+13 phy

Experience: Conquest +3, History +2, Intimidation +3

FEATURES

Relentless (3) - Passive: The Undefeated Champion can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Faltering Armor - Passive: When the Undefeated Champion takes damage, reduce it by **1d10**.

Shattering Strike - Action: Mark a **Stress** to make a standard attack against all targets within Very Close range. PCs the Champion succeeds against lose a number of Hope equal to the HP they marked from this attack.

Endless Legions - Action: Spend a **Fear** to summon a number of Fallen Shock Troops equal to twice the number of PCs. The Shock Troops appear at Far range.

Circle of Defilement - Reaction: *Countdown (1d8)*. When the Undefeated Champion is in the spotlight for the first time, activate the countdown. When it triggers, activate a magical circle covering an area within Far range of the Champion. A target within that area is *Vulnerable* until they leave the circle. The circle can be removed by dealing Severe damage to the Undefeated Champion.

Momentum - Reaction: When the Undefeated Champion makes a successful attack against a PC, you gain a Fear.

Doombringer - Reaction: When a target marks HP from an attack by the Undefeated Champion, all PCs within Far range of the target lose a Hope.

FIRE TITAN WARLORD

Tier 4 Leader

A smoldering, battle-obsessed goliath wearing bespoke armor and wielding a massive maul.

Motives & Tactics: Compete against rivals, conquer the weak, craft colossal war machines

Difficulty: 21 | **Thresholds:** 33/66 | **HP:** 9 | **Stress:** 8

ATK: +6 | **Maul:** Very Close | 4d10+10 phy

Experience: Tactics +4

FEATURES

Relentless (2) - Passive: The Warlord can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Colossus Crafter - Passive: *Countdown (6)*. When the Warlord enters the scene, activate the countdown. It ticks down when the Warlord is spotlighted. When it triggers, summon the Gargantuan War Machine, which appears at the edge of the battlefield and immediately takes the spotlight.

Release the Hounds - Action: **Spend a Fear** to have the Warlord summon two Demonic Hound Packs, which appear at Close range and immediately take the spotlight.

Spinning Strike - Action: **Mark a Stress** to make a standard attack against all targets within Very Close range and gain a Fear.

Ground-Breaking - Action: **Spend a Fear** to have the Warlord crack the earth with a downward swing of their maul and make an attack against a group within Close range. Targets the attack succeeds against take **4d10+10** direct damage. The area becomes rough terrain, and a PC must succeed on an Agility Reaction Roll (16) to move through it.

GARGANTUAN WAR MACHINE

Tier 4 Solo

A 100-foot-tall adamantine construct that has gemstone eyes, powered by a chest crucible of elemental flame.

Motives & Tactics: Crush, destroy

Difficulty: 20 | **Thresholds:** 48/88 | **HP:** 10 | **Stress:** 6

ATK: +7 | **Fists of Iron:** Close | 4d12+10 phy

Experience: Unbreakable +3

FEATURES

Relentless (3) - Passive: The Machine can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Awesome Size - Passive: When the Machine enters the battlefield, each PC must either lose a Hope or mark **1d4** Stress.

Rocket Punch - Action: **Mark a Stress** to make an attack against a PC within Close range. On a success, the target takes **4d12+10** direct physical damage and marks 2 Armor Slots without gaining their benefits.

Ground-Breaking Stomp - Action: **Spend a Fear** to choose a point within Close range and make an attack roll against all enemies within Close range of that point. Targets the attack succeeds against take **4d12** direct physical damage and are *Vulnerable* until they are spotlighted. Additionally, the entire area becomes rubble, and a PC must succeed on an Agility Reaction Roll (16) to move through it.

Supercharged - Reaction: *Countdown (Loop 2d6)*. When the Machine is spotlighted for the first time, activate the countdown. It ticks down each time the Machine is spotlighted. When it triggers, place a token on this stat block as the Machine's chest crucible flares with magical flame. For each token on this stat block, the Machine gains a +1 bonus to Difficulty and attack rolls, and its standard attack deals an extra **1d12** damage. Remove a token when the Machine takes Severe damage.

GHASTLY LEGION

Tier 4 Horde (10/HP)

A teeming army of ghosts roused from dreamless slumber to fulfill their ancient oath.

Motives & Tactics: Overwhelm, serve, swarm

Difficulty: 17 | **Thresholds:** 25/45 | **HP:** 8 | **Stress:** 5

ATK: +2 | **Spectral Armaments:** Close | 4d6+10 mag

Experience: Tactics +2

FEATURES

Horde (2d6+5) - Passive: When the Legion has marked half or more of its HP, its standard attack deals **2d6+5** magic damage instead.

Necroplasmic - Passive: The Legion is immune to physical damage and takes double magic damage.

Final Act - Reaction: When the Legion is defeated, it makes a standard attack against all targets within Close range before being dispelled.

GRIFFIN

Tier 4 Standard

A large leonine creature that has the head, talons, and wings of an eagle.

Motives & Tactics: Hunt, look for an opening, swoop

Difficulty: 18 | **Thresholds:** 30/45 | **HP:** 6 | **Stress:** 4

ATK: +4 | **Beak & Talons:** Very Close | 4d8+4 phy

Experience: Riches +5, Keen Senses +3

FEATURES

Treasure Hoarder - Passive: When a PC would mark any number of HP from the Griffin's attack, the PC can choose instead to give the Griffin an equal number of bags of gold.

Swooping Slash - Action: Move up to Far range and make a standard attack against a target along the way.

HALLOWED ARCHER

Tier 4 Ranged

Spirit soldiers with sanctified bows.

Motives & Tactics: Focus fire, obey, reposition, volley

Difficulty: 19 | **Thresholds:** 25/45 | **HP:** 3 | **Stress:** 2

ATK: +4 | **Sanctified Longbow:** Far | 4d8+8 phy

FEATURES

Punish the Guilty - Passive: The Archer deals double damage to targets marked *Guilty* by a High Seraph.

Divine Volley - Action: **Mark a Stress** to make a standard attack against up to three targets.

HALLOWED CHOIR

Tier 4 Horde (6/HP)

A heavenly host of winged humanoids whose song calls forth tears of religious awe.

Motives & Tactics: Drown out disbelief, raise voices

Difficulty: 17 | **Thresholds:** 24/48 | **HP:** 7 | **Stress:** 6
ATK: +2 | **Choral Blast:** Far | 4d10 mag

Experience: Music +2

FEATURES

Horde (2d10) - Passive: When the Choir has marked half or more of its HP, its standard attack deals **2d10** magic damage instead.

Celestial Coda - Passive: *Countdown (Loop 3)*. The Choir's divine song builds on itself with each refrain. When the Choir first appears, activate the countdown. It ticks down when a PC gains a Hope. When it triggers, place a token on this stat block. The Choir gains a bonus to its damage rolls equal to the number of tokens on this stat block.

Aural Assault - Action: The Choir unleashes its built-up divine energy in a single burst, clearing all tokens from this stat block. Deal **1d12** direct magic damage to each enemy within Close range for each token cleared.

HALLOWED SOLDIER

Tier 4 Minion

Souls of the faithful, lifted up with divine weaponry.

Motives & Tactics: Obey, outmaneuver, punish, swarm

Difficulty: 18 | **Thresholds:** None | **HP:** 1 | **Stress:** 2
ATK: +2 | **Sword and Shield:** Melee | 10 phy

FEATURES

Minion (13) - Passive: The Soldier is defeated when they take any damage. For every 13 damage a PC deals to the Soldier, defeat an additional Minion within range the attack would succeed against.

Divine Flight - Passive: While the Soldier is flying, **spend a Fear** to move up to Far range instead of Close range before taking an action.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Hallowed Soldiers within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 10 physical damage each. Combine this damage.

HARBINGER OF DEATH

Tier 4 Skulk

A desiccated corpse riding atop a skeletal horse. Their eyes are sewn shut and their body is wrapped in a burial shroud of dust and ash.

Motives & Tactics: Bring judgment, cut them down, move swiftly, seek relentlessly, take souls

Difficulty: 18 | **Thresholds:** 28/52 | **HP:** 6 | **Stress:** 6
ATK: +8 | **Great Scythe:** Close | 4d10+10 phy

Experience: Judgment +3

FEATURES

Relentless (3) - Passive: The Harbinger can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Mount - Passive: While the Harbinger is on their mount, they gain a +2 bonus to their Difficulty. When the Harbinger takes Severe damage, they're knocked from their mount. If the Harbinger is unhorsed, their mount disappears until you **mark a Stress** to summon it again.

Fear the Reaper - Passive: When a creature is defeated within Far range of the Harbinger, you gain a Fear.

Decapitate - Action: **Spend 2 Fear** to have the Harbinger make an attack roll against a PC within Melee range. On a success, roll a **d6**. On a result of 6, the target marks all HP and must make a death move.

Wake the Fallen - Action: **Spend a Fear** and **mark any number of Stress** to have the Harbinger resurrect a defeated ally within Far range. The resurrected ally clears a number of HP equal to the number of Stress marked. Immediately spotlight the ally.

Ashes to Ashes, Dust to Dust - Reaction: When the Harbinger would mark HP, you can **mark a Stress** to have an ally within Far range mark the HP instead.

HARBINGER OF FAMINE

Tier 4 Support

A dried-out husk of a body riding atop a withered white horse. They are covered in mouths and surrounded by swarming flies.

Motives & Tactics: Drain, impoverish, weaken, wither

Difficulty: 18 | **Thresholds:** 26/42 | **HP:** 6 | **Stress:** 5
ATK: +4 | **Barbed Lash:** Close | 4d8+10 phy

Experience: Hunger +2, Thirst +2

FEATURES

Relentless (2) - Passive: The Harbinger can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Mount - Passive: While the Harbinger is on their mount, they gain a +2 bonus to their Difficulty. When the Harbinger takes Severe damage, they're knocked from their mount. If the Harbinger is unhorsed, their mount disappears until you **mark a Stress** to summon it again.

Hunger Pangs - Passive: *Countdown (Decreasing 6)*. When the Harbinger appears, activate the countdown. It ticks down when the Harbinger is spotlighted. When it triggers, all PCs within Far range mark a Stress and become *Ravenous*. While *Ravenous*, a PC can't spend Hope until they clear the condition with a successful Instinct Roll.

Drain Essence - Action: **Spend a Fear** to choose up to three PCs. Each target takes **4d6** magic damage.

Too Many Mouths - Action: **Mark a Stress** to attack a PC within Melee range. On a success, the Harbinger grabs the target and bites them, dealing **4d6** physical damage and *Restraining* the target until they break free with a successful Strength Roll.

Withering Touch - Action: **Spend a Fear** to have the Harbinger caress the face of a *Restrained* PC within Melee range. The target marks 2 Stress and either loses a Hope or marks **1d4** HP.

HARBINGER OF PESTILENCE

Tier 4 Leader

A bloated and rotting agglomeration of wriggling insects and slugs formed into a single humanoid mass riding a worm-eaten horse.

Motives & Tactics: Corrupt the pure, infect the weak, summon plague and disease

Difficulty: 18 | **Thresholds:** 37/70 | **HP:** 7 | **Stress:** 8
ATK: +8 | **Touch of Corruption:** Melee | 4d10+10 mag

Experience: Rot +3

FEATURES

Halo of Contagion - Passive: The Harbinger is *Contagious*. When a PC within Very Close range of a *Contagious* creature takes an action, the PC rolls a **d6**. On a result of 1, the PC becomes *Contagious*. While *Contagious*, a PC has disadvantage on action rolls until they spend 3 Hope to clear the condition. *Contagious* adversaries are unaffected by the condition.

Mount - Passive: While the Harbinger is on their mount, they gain a +2 bonus to their Difficulty. When the Harbinger takes Severe damage, they're knocked from their mount. If the Harbinger is unhorsed, their mount disappears until you **mark a Stress** to summon it again.

Locust Swarm - Action: **Spend 2 Fear** to have the Harbinger conjure a swarm of locusts at a point within Very Far range. Each PC within Close range of that point must either mark an Armor Slot or take **4d10** direct physical damage and roll a **d6**. On a result of 1–2, the PC becomes *Contagious*.

Frog Spawn - Action: **Spend a Fear** to have the Harbinger conjure a clutch of diseased frogs inside the mouths of up to three PCs within Close range. Each PC must succeed on a Presence Reaction Roll or take **4d12** magic damage and roll a **d6**. On a result of 1–3, the PC becomes *Contagious*.

Plague Bringer - Action: **Mark any number of Stress** up to the number of PCs in the scene. For each Stress you mark, the Harbinger summons **1d4** *Contagious* Zombie Legions within Far range and immediately spotlights one of them.

HARBINGER OF WAR

Tier 4 Bruiser

A warrior clad in black armor and a horned helmet and bearing a bloody banner.

Motives & Tactics: Destroy utterly, fight honorably, relish combat, shield-bash, strike powerfully

Difficulty: 21 | **Thresholds:** 40/70 | **HP:** 9 | **Stress:** 4
ATK: +5 | **Battle Axe:** Very Close | 4d20 phy

Experience: Heavy Armor +3

FEATURES

Relentless (2) - Passive: The Harbinger can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Mount - Passive: While the Harbinger is on their mount, they gain a +2 bonus to their Difficulty. When the Harbinger takes Severe damage, they're knocked from their mount. If the Harbinger is unhorsed, their mount disappears until you **mark a Stress** to summon it again.

Iron Dice - Action: **Mark a Stress** to have the Harbinger attempt a risky all-out attack. Make a standard attack with advantage. On a success, the target marks an additional HP. On a failure, the Harbinger becomes *Vulnerable* until they take or deal damage.

Supreme Commander - Action: Once per scene, **spend a Fear** to summon **1d6** Hallowed Soldiers within Close range and immediately spotlight one of them.

Battering Ram - Reaction: When a PC fails an action roll within Close range, you can **spend a Fear** to move into Melee range with the PC and make a standard attack with advantage against them. On a success, the PC takes standard damage and is *Vulnerable* until they are spotlighted.

HIGH SERAPH

Tier 4 Leader

A divine champion, head of a hallowed host of warriors who enforce their god's will.

Motives & Tactics: Enforce dogma, fly, pronounce judgment, smite

Difficulty: 20 | **Thresholds:** 37/70 | **HP:** 7 | **Stress:** 5
ATK: +8 | **Holy Sword:** Very Close | 4d10+10 phy

Experience: Divine Knowledge +3

FEATURES

Relentless (3) - Passive: The Seraph can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Divine Flight - Passive: While the Seraph is flying, **spend a Fear** to move up to Far range instead of Close range before taking an action.

Judgment - Action: **Spend a Fear** to make a target *Guilty* in the eyes of the Seraph's god until the Seraph is defeated. While *Guilty*, the target doesn't gain Hope on a result with Hope. When the Seraph succeeds on a standard attack against a *Guilty* target, they deal Severe damage instead of their standard damage. The Seraph can only mark one target at a time.

God Rays - Action: **Mark a Stress** to reflect a sliver of divinity as a searing beam of light that hits up to twenty targets within Very Far range. Targets must make a Presence Reaction Roll, with disadvantage if they are marked *Guilty*. Targets who fail take **4d6+12** magic damage. Targets who succeed take half damage.

We Are One - Action: Once per scene, **spend a Fear** to spotlight all other adversaries within Far range. Attacks they make while spotlighted in this way deal half damage.

KRAKEN

Tier 4 Solo

A legendary beast of the sea, bigger than the largest galleon, with sucker-laden tentacles and a terrifying maw.

Motives & Tactics: Consume, crush, drown, grapple

Difficulty: 20 | **Thresholds:** 35/70 | **HP:** 11 | **Stress:** 8
ATK: +7 | **Tentacles:** Close | 4d12+10 phy

Experience: Swimming +3

FEATURES

Relentless (3) - Passive: The Kraken can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Many Tentacles - Passive: While the Kraken has 7 or fewer marked HP, they can make their standard attack against two targets within range.

Grapple and Drown - Action: Make an attack roll against a target within Close range. On a success, mark a Stress to grab them with a tentacle and drag them beneath the water. The target is *Restrained* and *Vulnerable* until they break free with a successful Strength Roll or the Kraken takes Major or greater damage. While *Restrained* and *Vulnerable* in this way, a target must mark a Stress when they make an action roll.

Boiling Blast - Action: Spend a Fear to spew a line of boiling water at any number of targets in a line up to Far range. All targets must succeed on an Agility Reaction Roll or take 4d6+9 physical damage. If a target marks an Armor Slot to reduce the damage, they must also mark a Stress.

Momentum - Reaction: When the Kraken makes a successful attack against a PC, you gain a Fear.

ORACLE OF DOOM

Tier 4 Solo

A towering immortal and incarnation of fate, cursed to only see bad outcomes.

Motives & Tactics: Change environment, condemn, dishearten, toss aside

Difficulty: 20 | **Thresholds:** 38/68 | **HP:** 11 | **Stress:** 10
ATK: +8 | **Psychic Attack:** Far | 4d8+9 mag

Experience: Boundless Knowledge +4

FEATURES

Terrifying - Passive: When the Oracle makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Walls Closing In - Passive: When a creature rolls a failure while within Very Far range of the Oracle, they must mark a Stress.

Pronounce Fate - Action: Spend a Fear to present a target within Far range with a vision of their personal nightmare. The target must make a Knowledge Reaction Roll. On a failure, they lose all Hope and take 2d20+4 direct magic damage. On a success, they take half damage and lose a Hope.

Summon Tormentors - Action: Once per day, spend 2 Fear to summon 2d4 Tier 2 or below Minions relevant to one of the PC's personal nightmares. They appear at Close range relative to that PC.

Ominous Knowledge - Reaction: When the Oracle sees a mortal creature, they instantly know one of their personal nightmares.

Vengeful Fate - Reaction: When the Oracle marks HP from an attack within Very Close range, you can mark a Stress to knock the attacker back to Far range and deal 2d10+4 physical damage.

OUTER REALMS ABOMINATION

Tier 4 Bruiser

A chaotic mockery of life, constantly in flux.

Motives & Tactics: Demolish, devour, undermine

Difficulty: 19 | **Thresholds:** 35/71 | **HP:** 7 | **Stress:** 5
ATK: +2d4 | **Massive Pseudopod:** Very Close | 4d6+13 mag

FEATURES

Chaotic Form - Passive: When the Abomination attacks, roll 2d4 and use the result as their attack modifier.

Disorienting Presence - Passive: When a target takes damage from the Abomination, they must make an Instinct Reaction Roll. On a failure, they gain disadvantage on their next action roll and you gain a Fear.

Reality Quake - Action: Spend a Fear to rattle the edges of reality within Far range of the Abomination. All targets within that area must succeed on a Knowledge Reaction Roll or become *Unstuck* from reality until the end of the scene. When an *Unstuck* target spends Hope or marks Armor Slots, HP, or Stress, they must double the amount spent or marked.

Unreal Form - Reaction: When the Abomination takes damage, reduce it by 1d20. If the Abomination marks 1 or fewer Hit Points from a successful attack against them, you gain a Fear.

OUTER REALMS CORRUPTER

Tier 4 Support

A shifting, formless mass seemingly made of chromatic light.

Motives & Tactics: Confuse, distract, overwhelm

Difficulty: 19 | **Thresholds:** 27/47 | **HP:** 4 | **Stress:** 3
ATK: +7 | **Corroding Pseudopod:** Very Close | 4d8+5 mag

FEATURES

Will-Shattering Touch - Passive: When a PC takes damage from the Corrupter, they lose a Hope.

Disgorge Reality Flotsam - Action: Mark a Stress to spew partially digested portions of consumed realities at all targets within Close range. Targets must succeed on a Knowledge Reaction Roll or mark 2 Stress.

OUTER REALMS THRALL

Tier 4 Minion

A vaguely humanoid form stripped of memory and identity.

Motives & Tactics: Destroy, disgust, disorient, intimidate

Difficulty: 17 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +3 | **Claws and Teeth:** Very Close | 11 phy

FEATURES

Minion (13) - Passive: The Thrall is defeated when they take any damage. For every 13 damage a PC deals to the Thrall, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Outer Realm Thralls within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 11 physical damage each. Combine this damage.

OWL WITCH

Tier 4 Support

A giant, vengeful barn owl that has a 15-foot wingspan and a human face.

Motives & Tactics: Consume essence, curse, predict death

Difficulty: 19 | **Thresholds:** 27/47 | **HP:** 4 | **Stress:** 3
ATK: +7 | **Razor Talons:** Very Close | 4d8+5 phy

Experience: Magic +2, Night Stalker +2

FEATURES

Ill Omen - Passive: When a PC within Close range makes an action roll, their Fear Die gains a bonus equal to the amount of Fear you have.

Witch Barrier - Passive: The Owl Witch has resistance to magic damage.

Voice Mimicry - Action: Spend a Fear to have the Owl Witch beckon with the voice of a beloved figure to a creature within earshot. The target must succeed on an Instinct Reaction Roll or move up to Far range toward the Owl Witch.

Nightmare Stare - Action: Spend a Fear to have the Owl Witch Afflict a PC within Far range with waking nightmares unless the target succeeds on a Knowledge Reaction Roll. While Afflicted, the target can't clear HP or Stress. The condition is cleared when another PC uses a downtime move to comfort the Afflicted creature.

Visions of a Violent End - Reaction: When the Owl Witch is targeted by an attack, you can spend a Fear to force the attacker to make a Presence Reaction Roll. On a failure, they must mark 1d4 Stress as their mind is flooded with harrowing imagery.

RUBY DRAGON

Tier 4 Standard

A huge winged dragon that has visible flames beneath its glittering, gem-encrusted scales. Its body heat melts stone.

Motives & Tactics: Crack the earth, melt, protect treasure

Difficulty: 19 | **Thresholds:** 30/50 | **HP:** 6 | **Stress:** 4
ATK: +6 | **Tooth & Claw:** Close | 4d10+8 phy

Experience: Mountains +4

FEATURES

Relentless (3) - Passive: The Dragon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight it.

Fearsome - Passive: When the Dragon succeeds on an attack against a PC or a PC within Far range fails an action roll, you gain a Fear.

Melting Breath - Action: Mark a Stress to have the Dragon unleash a blast of fire on all PCs in front of it within Close range. Each target must succeed on an Agility Reaction Roll or take 4d12+10 magic damage and mark an Armor Slot without gaining its benefits (they can still use armor to reduce the damage).

Volcanic Fissure - Action: Spend a Fear to have the Dragon snap its tail against the ground, opening a lava rift that flows over the area within Close range. Each PC within that area must make an Agility Reaction Roll. Targets who succeed immediately move out of the area. Targets who fail take 4d8+5 magic damage. Until the Dragon is defeated, a creature who enters the area takes 4d8+5 magic damage.

Hot-Blooded - Reaction: When a creature makes a successful attack against the Dragon within Very Close range, the Dragon's blood erupts from the wound and burns the attacker, forcing them to mark an Armor Slot. If they can't mark an Armor Slot, they mark 1d4 HP.

SEVERED SHADOW

Tier 4 Minion

A two-dimensional living shadow bound to flat planes and surfaces.

Motives & Tactics: Curse the light, slip between the cracks, split and reform

Difficulty: 19 | **Thresholds:** None | **HP:** 1 | **Stress:** 2
ATK: +3 | **Strangle:** Close | 10 mag

FEATURES

Minion (12) - Passive: The Shadow is defeated when it takes any damage. For every 12 damage a PC deals to the Shadow, the PC defeats an additional Minion within range that the attack would succeed against.

Shadow Grapple - Action: Mark a Stress to make an attack against a target within Close range. On a success, the target becomes Vulnerable and must mark a Stress when they take an action until the Shadow is defeated.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Severed Shadows within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 10 magic damage each. Combine this damage.

SUPREME DEMIURGE ADONIX

Tier 4 Solo

The four-faced angel from the Hallows Above who manifests in the Mortal Realm as a floating tetrahedron with numerous eyes and multiple sets of metallic feathered wings.

Motives & Tactics: Establish dominion, exile from reality, float above it all, speak into being

Difficulty: 20 | **Thresholds:** 35/70 | **HP:** 12 | **Stress:** 10
ATK: +8 | **Wing Strike:** Close | 4d12+10 phy

Experience: Omnipotence +10, Be Not Afraid +5

FEATURES

Relentless (4) - Passive: Adonix can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.

Elemental Archon - Action: Mark a Stress to roll a d4. Adonix activates the corresponding effect:

1. **Fire Beam.** Adonix manifests a beam of elemental fire with a Very Close width from themself to the edge of the battlefield. Each target in the beam's path must make an Agility Reaction Roll. Targets who fail take Severe damage. Targets who succeed take Minor damage.
2. **Thunderclap.** All creatures within Far range must mark a Stress and become *Vulnerable* until they succeed on an attack roll or the Demiurge is defeated.
3. **Lightning Bolt.** Make an attack against a target within Very Far range, dealing **4d8** magic damage on a success. If all results are even, make the same attack against a different target, repeating the cycle until you roll an odd result or run out of targets.
4. **Ice Storm.** Each PC within Close range must succeed on a Strength Reaction Roll or mark **1d4** Stress and become *Restrained* until they spend a Hope to escape.

Alpha to Omega - Evolution: When Adonix is defeated, they resurrect in Omega form with all HP and Stress cleared. Each PC within Very Far range must succeed on a Presence Reaction Roll or lose a Hope. You gain a Fear for each Hope lost in this way. Adonix gains the following features in this form:

Forsaken - Action: Spend a Fear to choose a PC and activate a Forsaken Countdown (1d8) for them. It ticks down when Adonix is spotlighted. When it triggers, the PC must mark all their HP. The countdown ends if Adonix takes Severe damage. You can have only one Forsaken Countdown active at a time.

Armageddon - Reaction: When Adonix is defeated again, they unleash a reality storm that shakes the realms to their foundations. Roll a d6. On a result of 5–6, each PC must make a death move.

TEMPORAL ENFORCER

Tier 4 Bruiser

A giant mechanical being from a dimension outside time, built by the Time Keepers to preserve the Holy Continuum.

Motives & Tactics: Repair the timeline, seek out temporal heretics, serve the Lords of Continuity

Difficulty: 20 | **Thresholds:** 42/68 | **HP:** 8 | **Stress:** 5
ATK: +4 | **Adamantine Hammer:** Very Close | 40 direct phy

Experience: Temporal Anomalies +3

FEATURES

Relentless (2) - Passive: The Enforcer can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Time Looper - Passive: Countdown (Loop 2d6). When the Enforcer first appears, activate the countdown. It ticks down when the Enforcer is spotlighted. When it triggers, the Enforcer clears all HP, Stress, and conditions. Reroll the countdown when the Enforcer takes Severe damage.

Move Between Moments - Action: Mark a Stress to have the Enforcer teleport to a point within Very Far range, then spotlight them again.

Instant Rewind - Reaction: When the Enforcer fails an attack, you can spend a Fear to reroll the die.

Invert Polarity - Reaction: Up to three times per scene, you can spend a Fear to flip any die rolled onto its obverse result. This effect can't be used to alter a critical success.

VOLCANIC DRAGON: OBSIDIAN PREDATOR

Tier 4 Solo

A massive winged creature with obsidian scales and impossibly sharp claws.

Motives & Tactics: Defend lair, dive-bomb, fly, hunt, intimidate

Difficulty: 19 | **Thresholds:** 33/65 | **HP:** 6 | **Stress:** 5
ATK: +8 | **Obsidian Claws:** Close | 4d10+4 phy

Experience: Hunt from Above +5

FEATURES

Relentless (2) - Passive: The Obsidian Predator can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Flying - Passive: While flying, the Obsidian Predator gains a +3 bonus to their Difficulty.

Obsidian Scales - Passive: The Obsidian Predator is resistant to physical damage.

Avalanche Tail - Action: Mark a Stress to make an attack against all targets within Close range. Targets the Obsidian Predator succeeds against take **4d6+4** physical damage and are knocked back to Far range and *Vulnerable* until their next roll with Hope.

Dive-Bomb - Action: If the Obsidian Predator is flying, mark a Stress to choose a point within Far range. Move to that point and make an attack against all targets within Very Close range. Targets the Obsidian Predator succeeds against take **2d10+6** physical damage and must mark a Stress and lose a Hope.

Erupting Rage (Phase Change) - Reaction: When the Obsidian Predator marks their last HP, replace them with the Molten Scourge and immediately spotlight them.

VOLCANIC DRAGON: MOLTEN SCOURGE

Tier 4 Solo

Enraged by their wounds, the dragon bursts into molten lava.

Motives & Tactics: Douse with lava, incinerate, repel Invaders, reposition

Difficulty: 20 | **Thresholds:** 30/58 | **HP:** 7 | **Stress:** 5
ATK: +9 | **Lava-Coated Claws:** Close | 4d12+4 phy

Experience: Hunt from Above +5

FEATURES

Relentless (3) - Passive: The Molten Scourge can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Cracked Scales - Passive: When the Molten Scourge takes damage, roll a number of **d6s** equal to HP marked. For each result of 4 or higher, you gain a Fear.

Shattering Might - Action: Mark a Stress to make an attack against a target within Very Close range. On a success, the target takes **4d8+1** physical damage, loses a Hope, and is knocked back to Close range. The Molten Scourge clears a Stress.

Eruption - Action: Spend a Fear to erupt lava from beneath the Molten Scourge's scales, filling the area within Very Close range with molten lava. All targets in that area must succeed on an Agility Reaction Roll or take **4d6+6** physical damage and be knocked back to Close range. This area remains lava. When a creature other than the Molten Scourge enters that area or acts while inside of it, they must mark 6 HP.

Volcanic Breath - Reaction: When the Molten Scourge takes Major damage, roll a **d10**. On a result of 8 or higher, the Molten Scourge breathes a flow of lava in front of them within Far range. All targets in that area must make an Agility Reaction Roll. Targets who fail take **2d10+4** physical damage, mark **1d4 Stress**, and are *Vulnerable* until they clear a Stress. Targets who succeed take half damage and must mark a Stress.

Lava Splash - Reaction: When the Molten Scourge takes Severe damage from an attack within Very Close range, molten blood gushes from the wound and deals **2d10+4** direct physical damage to the attacker.

Ashen Vengeance (Phase Change) - Reaction: When the Molten Scourge marks their last HP, replace them with the Ashen Tyrant and immediately spotlight them.

VOLCANIC DRAGON: ASHEN TYRANT

Tier 4 Solo

No enemy has ever had the insolence to wound the dragon so. As the lava settles, it's ground to ash like the dragon's past foes.

Motives & Tactics: Choke, fly, intimidate, kill or be killed

Difficulty: 18 | **Thresholds:** 29/55 | **HP:** 8 | **Stress:** 5
ATK: +10 | **Claws and Teeth:** Close | 4d12+15 phy

Experience: Hunt from Above +5

FEATURES

Relentless (4) - Passive: The Ashen Tyrant can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.

Cornered - Passive: Mark a Stress instead of spending a Fear to spotlight the Ashen Tyrant.

Injured Wings - Passive: While flying, the Ashen Tyrant gains a +1 bonus to their Difficulty.

Ashes to Ashes - Passive: When a PC rolls a failure while within Close range of the Ashen Tyrant, they lose a Hope and you gain a Fear. If the PC can't lose a Hope, they must mark a HP.

Desperate Rampage - Action: Mark a Stress to make an attack against all targets within Close range. Targets the Ashen Tyrant succeeds against take **2d20+2** physical damage, are knocked back to Close range of where they were, and must mark a Stress.

Ashen Cloud - Action: Spend a Fear to smash the ground and kick up ash within Far range. While within the ash cloud, a target has disadvantage on action rolls. The ash cloud clears the next time an adversary is spotlighted.

Apocalyptic Thrashing - Action: Countdown (1d12). Spend a Fear to activate. It ticks down when a PC rolls with Fear. When it triggers, the Ashen Tyrant thrashes about, causing environmental damage (such as an earthquake, avalanche, or collapsing walls). All targets within Far range must make a Strength Reaction Roll. Targets who fail take **2d10+10** physical damage and are *Restrained* by the rubble until they break free with a successful Strength Roll. Targets who succeed take half damage. If the Ashen Tyrant is defeated while this countdown is active, trigger the countdown immediately as the destruction caused by their death throes.

WATER MOTHER

Tier 4 Solo

A colossal fur-covered snake that hunts in large bodies of water.

Motives & Tactics: Constrict the world, control the battlefield, draw enemies into the water

Difficulty: 20 | **Thresholds:** 40/70 | **HP:** 12 | **Stress:** 8
ATK: +8 | **Bite:** Very Close | 4d10+5 phy

Experience: Rivers +4

FEATURES

Segmented - Passive: The Water Mother's body is divided into three segments: Head, Center, and Tail. The Water Mother always moves from the Head first, pulling the Center and then Tail behind it. A creature can target the Water Mother with an attack as long as at least one of her segments is within range, but the Water Mother can make a standard attack only against a target within range of her Head. If an attack deals damage to the Water Mother and her Head is within range, the attack deals an extra **1d10** damage.

Eat the World - Action: **Spend a Fear** to have the Water Mother inhale sharply. Each PC within Close range of her Head must succeed on a Strength Reaction Roll or mark a Stress and be pulled within Melee range of the Head. The Water Mother then makes a standard attack against all targets within Melee range of her Head.

Constrict - Action: **Mark a Stress** to make an attack against all targets within Melee range of the Center segment. Targets the attack succeeds against take **4d8+8** physical damage and are temporarily *Restrained*. At the beginning of each GM turn, you can **mark a Stress** to force all targets *Restrained* by the Water Mother to mark a HP.

Venom Surge - Reaction: When the Water Mother makes a successful standard attack, you can **spend a Fear** to make the target *Vulnerable* until the end of the scene.

WYRMFIEND

Tier 4 Minion

A reptilian biped created by mysterious and ancient dragon magic. Wyrffiends exist more as extensions of their draconic master's will than as individual beings.

Motives & Tactics: Hold the line, sacrifice, serve, swarm

Difficulty: 17 | **Thresholds:** None | **HP:** 1 | **Stress:** 1
ATK: +3 | **Weapons from the Hoard:** Melee | 11 phy

Experience: Dragon Bond +2

FEATURES

Minion (13) - Passive: The Wyrffiend is defeated when it takes any damage. For every 13 damage a PC deals to the Wyrffiend, the PC defeats an additional Minion within range the attack would succeed against.

Venomous Bite - Action: **Spend a Fear** to make an attack against a PC within Melee range. On a success, deal **4d4+4** physical damage and *Poison* the target until they succeed on a Strength Roll (20). While *Poisoned*, the target must roll a **d6** before they make an action roll. On a result of 4 or lower, the target must mark a Stress.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Wyrffiends within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 11 physical damage each. Combine this damage.

WYRMLINGS

Tier 4 Horde (3/HP)

A clutch of newly hatched dragons. As newborns, they're furious, hungry, and stupid.

Motives & Tactics: Consume, shred, swarm

Difficulty: 17 | **Thresholds:** 25/45 | **HP:** 8 | **Stress:** 5
ATK: +2 | **Tiny Jaws & Claws:** Melee | 4d6+10 phy

Experience: Dragon Bond +2

FEATURES

Horde (2d6+5) - Passive: When the Wyrmlings have marked half or more of their HP, their standard attack deals **2d6+5** physical damage instead.

Ravenous - Reaction: Once per GM turn when a PC marks a HP from an attack made by the Wyrmlings, you can **spend a Fear** to spotlight the Wyrmlings again.

Overwhelm - Reaction: When the Wyrmlings take Minor damage from an attack within Melee range, you can **mark a Stress** to make a standard attack with advantage against the attacker.

XERO THE CASTLE KILLER

Tier 4 Solo

A castle-sized, bipedal reptile.

Motives & Tactics: Leave a wake of destruction, level buildings, stomp through settlements

Difficulty: 20 | **Thresholds:** 35/70 | **HP:** 12 | **Stress:** 10
ATK: +8 | **Tail Swipe:** Close | 4d12+6 phy

Experience: Destruction +5

FEATURES

Relentless (X) - Passive: Xero can be spotlighted up to X times per GM turn, where X is the number of PCs in the scene. Spend Fear as usual to spotlight it.

Collateral Damage - Passive: Xero's movement can't be hindered, impeded, or affected by anything other than natural terrain. All destructible terrain or obstacles in Xero's path are destroyed when Xero moves through them.

Gigaton Stomp - Action: **Spend a Fear** to have Xero bring its foot down hard, creating a localized earthquake. Each PC within Melee range takes **4d12** physical damage and is *Restrained* until they wriggle out with a successful Finesse Roll. Each creature beyond Melee range but within Close range must succeed on an Instinct Reaction Roll or be knocked back to Far range. If a target is knocked back, they must either mark an Armor Slot or take **4d12** physical damage as they land.

Power Slide - Action: **Mark a Stress** to move up to Close range. Each PC Xero moves through must succeed on a Strength Reaction Roll or choose to either mark 2 Armor Slots or take Severe damage.

Radioactive Breath - Action: **Spend a Fear** to have Xero charge up a nuclear beam. Place a token on this stat block. The next time Xero is spotlighted, you can **spend this token** and unleash a beam to Very Far range. The beam has a width of Close range. Each PC in this area must make an Agility Reaction Roll. Targets who fail take **4d12+12** direct magic damage. Targets who succeed take half damage. Xero can't use this feature again until it takes Severe damage.

Regeneration - Action: Up to three times per scene, **spend any number of Fear** to clear an equal number of HP.

PERFECTED ZOMBIE

Tier 4 Bruiser

A towering, muscular zombie with magically infused strength and skill.

Motives & Tactics: Consume, hound, maim, terrify

Difficulty: 20 | **Thresholds:** 40/70 | **HP:** 9 | **Stress:** 4

ATK: +4 | **Greataxe:** Very Close | 4d12+15 phy

FEATURES

Terrifying - Passive: When the Zombie makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Fearsome Presence - Passive: PCs can't spend Hope to use features against the Zombie.

Perfect Strike - Action: Mark a Stress to make a standard attack against all targets within Very Close range. Targets the Zombie succeeds against are *Vulnerable* until their next rest.

Skilled Opportunist - Reaction: When another adversary deals damage to a target within Very Close range of the Zombie, you can spend a Fear to add the Zombie's standard attack damage to the damage roll.

ZOMBIE LEGION

Tier 4 Horde (3/HP)

A large pack of undead, still powerful despite their rotting flesh.

Motives & Tactics: Consume brain, shred flesh, surround

Difficulty: 17 | **Thresholds:** 25/45 | **HP:** 8 | **Stress:** 5

ATK: +2 | **Undead Hands:** Close | 4d6+10 phy

FEATURES

Horde (2d6+5) - Passive: When the Legion has marked half or more of their HP, their standard attack deals **2d6+5** physical damage instead.

Unyielding - Passive: The Legion has resistance to physical damage.

Relentless (2) - Passive: The Legion can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Overwhelm - Reaction: When the Legion takes Minor damage from an attack within Melee range, you can mark a Stress to make a standard attack with advantage against the attacker.

USING ENVIRONMENTS

Environments represent everything in a scene beyond the PCs and adversaries, such as the physical space, background NPCs, and natural forces.

ENVIRONMENT STAT BLOCK

Each environment's **stat block** presents their necessary mechanical statistics:

NAME

The unique name of the environment stat block.

TIER

The PC tier the environment is designed to challenge.

TYPE

The type of scene it most easily supports:

- **Explorations** — wondrous locations with mysteries and marvels to discover
- **Socials** — locations that primarily present interpersonal challenges
- **Traversals** — dangerous locations where movement through and around the space itself is a challenge
- **Events** — special activities or occurrences (rather than physical spaces)

DESCRIPTION

An evocative one-line summary of the environment.

IMPULSES

The manner or mode with which the environment pushes and pulls the people within them.

DIFFICULTY

The standard Difficulty for action rolls made to overcome, oppose, or resist the environment or its elements.

POTENTIAL ADVERSARIES

Suggested adversaries that might appear in scenes within the environment.

FEATURES

Features provide inspiration for GM moves you can use that represent the dynamic landscape or situation.

FEATURE QUESTIONS

Prompts for plot hooks, narrative engines, and connections to other story elements.

ADAPTING ENVIRONMENTS

Sometimes you want to use an environment but it's at the wrong tier for your party. Or you might want to replace a feature or two, then present it as an entirely different environment. Whether planning your session or even improvising an environment mid-session, you can adjust an existing environment's stat block to fit the needs of your scene or improvise elements as needed. The environments

framework is there to help organize ideas, not to stifle creativity.

When you need to quickly adjust a stat block to a different tier, you can simply replace its existing statistics with those listed on the Environment Statistics by Tier table, using the column that corresponds to your party's tier.

BENCHMARK STATISTICS FOR ENVIRONMENTS BY TIER

Environment Statistic	Tier 1	Tier 2	Tier 3	Tier 4
Damage Dice	1d6+1 to 1d8+3	2d6+3 to 2d10+2	3d8+3 to 3d10+1	4d8+3 to 4d10+10
Difficulty	11	14	17	20

ENVIRONMENT STAT BLOCKS BY TIER

This section contains the following stat blocks.

■ TIER 1 (LEVEL 1)

- Abandoned Grove (Exploration)
- Abandoned Mine (Traversal)
- Alchemist's Abandoned Workshop (Exploration)
- Ambushed (Event)
- Ambushers (Event)
- Bustling Marketplace (Social)
- Cliffside Ascent (Traversal)
- Corrupted Swamp (Traversal)
- Cursed Graveyard (Exploration)
- Grand Feast (Social)
- Hold the Line (Event)
- Local Festival (Social)
- Local Tavern (Social)
- Outpost Town (Social)
- Raging River (Traversal)
- Raiding Party (Event)

■ TIER 2 (LEVELS 2–4)

- Beach Day (Social)
- Cult Ritual (Event)
- Deadly Dungeon (Exploration)
- Duel (Event)
- Hallowed Temple (Social)
- Haunted City (Exploration)
- Heist (Event)
- Masquerade Ball (Social)
- Mountain Pass (Traversal)
- Ocean Voyage (Traversal)
- Vast Desert (Traversal)
- Witch's Hut (Exploration)

■ TIER 3 (LEVELS 5–7)

- Archmage's Tower (Exploration)
- Astral Realm (Traversal)
- Burning Heart of the Woods (Exploration)
- Castle Siege (Event)
- Crystal Wasteland (Traversal)
- Dragon's Lair (Exploration)
- Megastorm (Event)
- Pitched Battle (Event)
- Sunken Citadel (Exploration)
- Upscale Casino (Social)
- Volcanic Eruption (Event)

■ TIER 4 (LEVELS 8–10)

- Chaos Realm (Traversal)
- Convergence, City of Portals (Social)
- Divine Usurpation (Event)
- Imperial Court (Social)
- Moon Kingdom (Exploration)
- Necromancer's Ossuary (Exploration)
- Realm of the Dead (Traversal)
- Time Court (Event)

TIER 1 ENVIRONMENTS (LEVEL 1)

ABANDONED GROVE

Tier 1 Exploration

A former druidic grove lying fallow and fully reclaimed by nature.

Impulses: Draw in the curious, echo the past

Difficulty: 11

Potential Adversaries: Beasts (Bear, Dire Wolf, Glass Snake), Grove Guardians (Minor Treant, Sylvan Soldier, Young Dryad)

FEATURES

Overgrown Battlefield - Passive: There has been a battle here. A PC can make an Instinct Roll to identify evidence of that fight. On a success with Hope, learn all three pieces of information below. On a success with Fear, learn two. On a failure, a PC can mark a Stress to learn one and gain advantage on the next action roll to investigate this environment. A PC with an appropriate background or Experience can learn an additional detail and ask a follow-up question about the scene and get a truthful (if not always complete) answer.

- Traces of a battle (broken weapons and branches, gouges in the ground) litter the ground.
- A moss-covered tree trunk is actually the corpse of a treant.
- Still-standing trees are twisted in strange ways, as if by powerful magic.

Why did these groups come to blows? Why is the grove unused now?

Barbed Vines - Action: Pick a point within the grove. All targets within Very Close range of that point must succeed on an Agility Reaction Roll or take **1d8+3** physical damage and become *Restrained* by barbed vines. *Restrained* lasts until they're freed with a successful Finesse or Strength roll or by dealing at least 6 damage to the vines.

How many vines are there? Where do they grab you? Do they pull you down or lift you off the ground?

You Are Not Welcome Here - Action: A Young Dryad, two Sylvan Soldiers, and a number of Minor Treants equal to the number of PCs appear to confront the party for their intrusion.

What are the grove guardians concealing? What threat to the forest could the PCs confront to appease the Dryad?

Defiler - Action: Spend a Fear to summon a Minor Chaos Elemental drawn to the echoes of violence and discord. They appear within Far range of a chosen PC and immediately take the spotlight.

What color does the grass turn as the elemental appears? How does the chaos warp insects and small wildlife within the grove?

ABANDONED MINE

Tier 1 Traversal

A twisting warren of disused tunnels carved out of the bedrock by a doomed mining outfit.

Impulses: Poison the party with deadly gasses, rumble and collapse, split the party, turn them around

Difficulty: 11

Potential Adversaries: Darkweave Spiders (*Darkweave Crawler, Darkweave Spinner, Darkweave Swarmlings*), Miner Ghosts (*Poltergeist, Will-o'-the-Wisps*)

FEATURES

Pitch Black - Passive: There is no light, natural or otherwise, in these underground mining tunnels. Ask the PCs what they use for light or how they otherwise find their way in the dark. PCs without a reliable source of light make action and reaction rolls with disadvantage.

What fuel does the party's light source use, and how long will it last? What unwanted attention does the light attract?

Labyrinth - Passive: The party must complete a Progress Countdown (4) to find their way through the mines. Each time a PC rolls with Hope while finding their way through, they discover one of the curiosities below.

- An unmined vein of precious metals or gemstones
- Various mining tools, including a broken (but mendable) mine cart made of adamantine
- Psychic echoes of the miners' tragic end
- The desiccated corpses of miners who lost their way in the tunnels
- Tattered remnants of darkweave spider silk

What did miners previously extract here? Who in the party knows how to navigate below ground? What are the PCs most afraid might happen to them down here?

Into the Spider's Web - Action: Spend a Fear to summon a Darkweave Queen inside her gossamer-strewn lair. She drops from the ceiling within Close range of a PC and immediately takes the spotlight.

How does the Darkweave Queen use her lair to her advantage? What remnants of her past meals can the party find here?

Impending Collapse - Reaction: Countdown (2). The first time the PCs roll with Fear, describe how the ground subtly vibrates as rocks shift overhead and activate the countdown. It ticks down when a PC rolls with Fear. When it triggers, each PC must succeed on an Agility Reaction Roll or take **1d8+3** physical damage and become temporarily *Restrained* by the rubble.

What other signs of instability does the mine offer the party? What new dangers does the tunnel system's new configuration expose the party to?

ALCHEMIST'S ABANDONED WORKSHOP

Tier 1 Exploration

A lightning-powered laboratory built by a scientist searching for the secret to immortality.

Impulses: Break down the barrier between life and death, draw down lightning from the heavens, overclock the machinery

Difficulty: 11

Potential Adversaries: Lab Leftovers (Construct, Minor Fire Elemental, Patchwork Zombie Hulk, Swarm of Rats)

FEATURES

Cabinet of Curiosities - Passive: The workshop's shelves, cupboards, and tables are cluttered with macabre bric-a-brac, including body parts in jars of formaldehyde and bloody surgical implements. Once per scene, a PC can make an Instinct Roll to look for something useful in the chaos.

What was the alchemist studying? What smell overwhelms you as you shuffle through their things?

Strange Machinery - Passive: The workshop contains numerous pieces of bizarre technology and scientific instrumentation. A PC can make a Knowledge Roll to try to figure out how it works. On a success, they can get it running. On a failure, they break something and take **1d8+4** direct magic damage as they're shocked by electricity and doused in caustic chemicals.

What do these machines do? What do these instruments measure?

It's Alive! - Action: *Consequence Countdown (6).* A thunderstorm gathers overhead, threatening to jolt the lightning rod assembly installed atop the workshop. Activate the countdown and narrate how the storm's power increases each time it ticks down when a PC makes an action roll. When it triggers, lightning strikes the rod assembly and overloads the workshop machinery, which explodes after resurrecting one of the alchemist's abandoned projects. Each target within Close range of the machinery must succeed on an Agility Reaction Roll or take **1d10** magic damage. Summon a Failed Experiment at a location within the workshop and gain a Fear for each PC within Very Close range of it.

What was the alchemist trying to achieve with this experiment?

Where did they get the materials for it?

AMBUSHED

Tier 1 Event

An ambush is set to catch an unsuspecting party off-guard.

Impulses: Overwhelm, scatter, surround

Difficulty: Special (see "Relative Strength")

Potential Adversaries: Any

FEATURES

Relative Strength - Passive: The Difficulty of this environment equals that of the adversary with the highest Difficulty.

Who cues the ambush? What makes it clear they're in charge?

Surprise! - Action: The ambushers reveal themselves to the party, you gain 2 Fear, and the spotlight immediately shifts to one of the ambushing adversaries.

What do the ambushers want from the party? How do their tactics in the ambush reflect that?

AMBUSHERS

Tier 1 Event

An ambush is set by the PCs to catch unsuspecting adversaries off-guard.

Impulses: Escape, group up, protect the most vulnerable

Difficulty: Special (see "Relative Strength")

Potential Adversaries: Any

FEATURES

Relative Strength - Passive: The Difficulty of this environment equals that of the adversary with the highest Difficulty.

Which adversary is the least prepared? Which one is the most?

Where Did They Come From? - Reaction: When a PC starts the ambush on unsuspecting adversaries, you lose 2 Fear and the first attack roll a PC makes has advantage.

What are the adversaries in the middle of doing when the ambush starts? How does this impact their approach to the fight?

BUSTLING MARKETPLACE

Tier 1 Social

The economic heart of the settlement, with local artisans, traveling merchants, and patrons across social classes.

Impulses: Buy low, and sell high, tempt and tantalize with wares from near and far

Difficulty: 10

Potential Adversaries: Guards (Bladed Guard, Head Guard), Masked Thief, Merchant

FEATURES

Tip the Scales - Passive: PCs can gain advantage on a Presence Roll by offering a handful of gold as part of the interaction.

Will any coin be accepted, or only local currency? How overt are the PCs in offering this bribe?

Unexpected Find - Action: Reveal to the PCs that one of the merchants has something they want or need, such as food from their home, a rare book, magical components, a dubious treasure map, or a magical key.

What cost beyond gold will the merchant ask for in exchange for this rarity?

Sticky Fingers - Action: A thief tries to steal something from a PC. The PC must succeed on an Instinct Roll to notice the thief or lose an item of the GM's choice as the thief escapes to a Close distance. To retrieve the stolen item, the PCs must complete a Progress Countdown (6) to chase down the thief before the thief completes a Consequence Countdown (4) and escapes to their hideout.

What drove this person to pickpocketing? Where is the thief's hideout and how has it avoided notice?

Crowd Closes In - Reaction: When one of the PCs splits from the group, the crowds shift and cut them off from the party.

Where does the crowd's movement carry them? How do they feel about being alone but surrounded?

CLIFFSIDE ASCENT

Tier 1 Traversal

A steep, rocky cliffside tall enough to make traversal dangerous.

Impulses: Cast the unready down to a rocky doom, draw people in with promise of what lies at the top

Difficulty: 12

Potential Adversaries: Construct, Deeproot Defender, Giant Scorpion, Glass Snake

FEATURES

The Climb - Passive: Climbing up the cliffside uses a Progress Countdown (12). It ticks down according to the following criteria when the PCs make an action roll to climb:

- **Critical Success:** Tick down 3
- **Success with Hope:** Tick down 2
- **Success with Fear:** Tick down 1
- **Failure with Hope:** No advancement
- **Failure with Fear:** Tick up 1

When the countdown triggers, the party has made it to the top of the cliff.

What strange formations are the stones arranged in? What ominous warnings did previous adventurers leave?

Pitons Left Behind - Passive: Previous climbers left behind large metal rods that climbers can use to aid their ascent. If a PC using the pitons fails an action roll to climb, they can mark a Stress instead of ticking the countdown up.

What do the shape and material of these pitons tell you about the previous climbers? How far apart are they from one another?

Fall - Action: Spend a Fear to have a PC's handhold fail, plummeting them toward the ground. If they aren't saved on the next action, they hit the ground and tick up the countdown by 2. The PC takes **1d12** physical damage if the countdown is between 8 and 12, **2d12** between 4 and 7, and **3d12** at 3 or lower.

How can you tell many others have fallen here before? What lives in these walls that might try to scare adventurers into falling for an easy meal?

CORRUPTED SWAMP

Tier 1 Traversal

A wretched stretch of slimy water, toxic creatures, and decay.

Impulses: Corrupt, emphasize putrescence, reveal the twisted and unnatural, sicken

Difficulty: 11

Potential Adversaries: Any Undead (Skeleton, Zombie, Spectral Guardian), Giant Rat, Green Ooze, Tangle Bramble

FEATURES

Swamp Sickness - Passive: At the end of a long rest, each PC must succeed on a Strength Reaction Roll or gain a d4 Sickened Die, starting with the 1 value facing up. If a PC fails this roll and already has a Sickened Die, they increase the value by 1, to a maximum value of 4. A PC with a Sickened Die gains a penalty to their action rolls equal to its value. When a PC with a Sickened Die would clear a HP, they can decrease the value of their Sickened Die by 1 instead. When the die's value would fall to 0, remove it.

Is the swamp teeming with life, filled with decay, or both? What force blighted this swamp, and what signs of its origins remain?

Soggy and Slogging It - Passive: When a PC moves as part of an action, they can only move up to Very Close range. Action rolls made to move farther than Very Close range have disadvantage. Before rolling, a PC can mark a Stress to remove this disadvantage.

What creatures, living or otherwise, lurk beneath the water's murky surface? Where or how do the PCs find relief from the stinking water?

Rotbloom - Action: Spend a Fear to dust an area within Far range in noxious pollen. Each target in that area must succeed on a Strength or Instinct Reaction Roll or take **1d6+3** magic damage and become *Vulnerable* until the end of the scene.

How can you tell the plants that emit this pollen are carnivorous? What nightmares or dreamscapes does the pollen's scent conjure?

Dancing Lights - Action: At the start of a rest, you can **spend a Fear** to have floating orbs enthrall the weary and lure a PC deeper into the swamp. A different PC can use a downtime move to make an action roll to search for them. On a success, both PCs return to camp and can choose downtime moves as normal. On a failure—or if no one searches for them—the lost PC returns hours later, covered in mud and worse, and can't choose downtime moves until their next rest.

What does the lost PC see in the lights that draws them into the darkness? What other glimpses of surprising beauty do the PCs encounter here?

CURSED GRAVEYARD

Tier 1 Exploration

A sprawling cemetery filled with crumbling headstones, twisted trees possessed by the dead, and crypts overgrown with moss and ivy.

Impulses: Bury them six feet deep, choke with fog, lure with promises of entombed treasure, unleash the restless dead

Difficulty: 11

Potential Adversaries: Corrupted Spirits (Deeprout Defender, Phantom), Living Dead (Skeleton Warrior, Zombie Pack, Patchwork Zombie Hulk)

FEATURES

Room for One More - Passive: If a PC marks their last HP while in the graveyard, they become a *Specter* instead of making a death move. While a *Specter*, a PC can communicate with the living but can't interact with the physical world, and they must stay within Close range of their corpse or cross through the veil of death. This condition is cleared when the PC clears a HP.

What new information or experience does a PC gain from becoming a specter? How can the party reunite the PC's spirit with their flesh? What happens if their ritual goes wrong?

Hallowed Ground - Passive: At the center of the graveyard is a seemingly undisturbed chapel. On a successful Instinct Roll, a PC can discover this structure is sanctified against the cemetery's denizens. While inside the chapel, the PCs have advantage on action rolls to fight or drive off spirits and undead.

Who sanctified this place, and what happened to them? What holy relics can be found here?

Misty Miasma - Action: Spend a Fear to fill an area within Far range with a low-lying ectoplasmic fog that seeps up through the soggy earth. When a PC rolls with Fear while in the miasma, they must mark a Stress.

What horrors do the PCs see in the fog? What disorienting smell does the miasma emit?

The Dead Arise - Action: Spend a Fear to have undead hands burst forth from the ground beneath a PC. The target must succeed on an Agility or Presence Reaction Roll or mark a Stress and become temporarily *Restrained* as hands grasp them.

Who were these people in life? Why were they buried here? Why won't they stay dead?

The Dead Don't Die Easy - Reaction: When an adversary would mark their last HP, roll a **d6**. On a result of 5 or 6, the adversary doesn't mark it.

Who commanded this land to reject death? How do the dead come back different here?

GRAND FEAST

Tier 1 Social

A community-wide celebration featuring way too much drink, food, and fun.

Impulses: Bring everyone together, celebrate a momentous occasion, encourage revelrous abandon

Difficulty: 11

Potential Adversaries: Apprentice Assassin, Guard, Merchant, Petty Noble, Sellsword, Spy

FEATURES

Loose Lips & Fast Friends - Passive: Everyone is here to have a good time. PCs have advantage on Presence Rolls to socialize with other revelers.

What is everyone celebrating? Where's the party? Who's footing the bill?

The Evening's Entertainment - Action: The host of the feast kicks off the entertainment portion of the evening. Each PC can make an action roll to initiate a performance, competition, or other lighthearted diversion. A PC who succeeds becomes an *Honored Guest*. Until the feast ends, an *Honored Guest* can claim a gift from the host, then clear the condition.

What does the host want to see or hear more than anything else? What can they offer the PCs in return?

"There's Always That One..." - Action: Spend a Fear to *Trap* a PC in conversation with the most unpleasant person at the party until the PC succeeds on an action roll to extricate themselves from this social black hole. While *Trapped*, a PC can't make action rolls except to try to clear this condition. When a *Trapped* PC fails an action roll, they must mark a Stress.

What makes this dud so unpleasant? What's something the PC cares about that the dud constantly diminishes or dismisses? What boring or awful thing can the dud not shut up about?

Last Call - Reaction: After a long night, the partygoers start filtering out. When the feast concludes, all PCs who participated in the festivities clear all Stress and gain a Hope. Additionally, each *Honored Guest* clears all HP and gains an additional Hope, then clears the condition. Each PC who overindulged must succeed on a Strength Reaction Roll or become *Hungover* until their next rest. While *Hungover*, a PC gains a -1 penalty to action rolls.

What crazy stories do the PCs share with one another as they leave the party? Who do the PCs see unexpectedly canoodling afterward?

HOLD THE LINE

Tier 1 Event

The party must fend off multiple waves of enemies long enough for an ally to complete an important objective.

Impulses: Crash waves of enemies upon the party's shores, never let them breathe, target their charge

Difficulty: 11

Potential Adversaries: Guards, Jagged Knives, Pirates, Skeletons, Zombies

FEATURES

Bodyguards - Passive: The PCs must protect an NPC (their "Charge") long enough for the Charge to complete a task, such as finishing a magical ritual or repairing a mechanical device. At the start of the scene, activate a Task Countdown with a value equal to the number of PCs in the scene. It ticks down when the PCs defeat a wave of adversaries. When it triggers, the Charge completes their task.

Who are the PCs protecting, and what is the Charge trying to do?

Who wants to stop them? What will happen if the Charge isn't able to complete their task?

"I Must Not Fail!" - Passive: When the first wave of adversaries appears, place a Resolve Countdown next to the Charge with a value equal to the number of PCs in the scene. When an adversary makes an attack against the Charge, the attack automatically succeeds and ticks down the Resolve Countdown. When it triggers, the Charge either flees, dies, or becomes incapacitated.

Why is this task so important to the Charge? What has the power to break their resolve?

Swarming Multitudes - Passive: All adversaries gain the "Relentless (2)" feature: They can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Where do these foes' newfound power come from? Is there any way to cut them off from it?

Waves upon Waves - Reaction: When there are no adversaries in the scene, summon a wave of adversaries at Far range from the Charge. Each wave comprises two Tier 1 Minions for each PC in the scene.

Where do these adversaries come from? Who leads them from the shadows?

LOCAL FESTIVAL

Tier 1 Social

Commoners and nobles alike gather from the surrounding area for a weeklong celebration.

Impulses: Express local culture and history, forge new relationships, reinforce community

Difficulty: 11

Potential Adversaries: Festival Security (Bladed Guard, Head Guard), Local Luminaries (Commoner, Merchant, Petty Noble), Sundry Ne'er-Do-Wells (Jagged Knife Bandit, Lackey)

FEATURES

Remember, Remember - Passive: This time of year marks an important anniversary or astronomical event, such as the founding of the town or the summer solstice. On a successful Knowledge Roll, a PC can answer one of the questions below (or two, if they critically succeed). On a failure, they answer one question, but you decide which part of their answer is inaccurate and gain a Fear.

- The festival celebrates a crop or export that is critical to the economy here. What is it?
- Why didn't the festival happen last year?
- This festival is similar to another one held in a neighboring region. What makes them different?

What are the locals celebrating? What is the festival famous for?

How did the PCs first hear about it?

Political Machinations - Passive: While everyone is gathered in one place, the locals take the opportunity to quash feuds, drum up new business, and navigate local politics. A PC can stick their nose in the goings-on by making a Presence Roll. On a success, they make a connection to a local luminary who can give them a job, share important information, or make useful introductions. On a failure, they must mark a Stress.

What new crisis is on everyone's lips? Why can't this community solve the problem on its own? What reward can they offer the PCs in exchange for their aid?

"Let the Games Begin!" - Action: One of the festival's signature events is a sporting competition or series of games. If one or more PCs throw their hat into the ring, introduce rival competitors for them to face off against. To claim victory, the PCs must complete a Progress Countdown (5) to win events or score points before their rivals complete a Consequence Countdown (5).

What skills or abilities does this competition test? What does the victor win? Why is failure not an option for the PCs or their rivals?

Legendary Local - Action: The festival culminates in the arrival of a figure from local folklore who performs special duties for the local community, such as giving treats to children, heckling the gentry, or blessing next year's crops. If the PCs show this figure the proper deference and respect, they gain an appropriate blessing, such as a cryptic prophecy or a magical trinket, and gain **1d4** Hope to distribute among the party. If they insult the figure, they take **1d6+2** magic damage as the figure curses them, and you gain a Fear.

Is this a singular entity or a mantle passed from person to person? What distinctive form do they possess? What is the source of their power to grant boons and banes?

LOCAL TAVERN

Tier 1 Social

A lively tavern that serves as the social hub for its town.

Impulses: Provide opportunities for adventurers, nurture community

Difficulty: 10

Potential Adversaries: Guards (Bladed Guard, Head Guard), Mercenaries (Harrier, Sellsword, Spellblade, Weaponmaster), Merchant

FEATURES

What's the Talk of the Town? - Passive: A PC can ask the bartender, staff, or patrons about local events, rumors, and potential work with a Presence Roll. On a success, they can pick two of the below details to learn—or three if they critically succeed. On a failure, they can pick one and mark a Stress as the local carries on about something irrelevant.

- A fascinating rumor with a connection to a PC's background
- A promising job for the party involving a nearby threat or situation
- Local folklore that relates to something they've seen
- Town gossip that hints at a community problem

Who has what kind of information? What gossip do the locals start spreading about the PCs?

Sing For Your Supper - Passive: A PC can perform one time for the guests by making a Presence Roll. On a success, they earn **1d4** handfuls of gold (**2d4** if they critically succeed). On a failure, they mark a Stress.

What piece do you perform? What does that piece mean to you?

When's the last time you performed it for a crowd?

Mysterious Stranger - Action: Reveal a stranger concealing their identity, lurking in a shaded booth.

What do they want? What's their impression of the PCs? What mannerisms or accessories do they have?

Someone Comes to Town - Action: Introduce a significant NPC who wants to hire the party for something or who relates to a PC's background.

Did they know the PCs were here? What do they want in this town?

Bar Fight! - Action: Spend a Fear to have a bar fight erupt in the tavern. When a PC tries to move through the tavern while the fight persists, they must succeed on an Agility or Presence Roll or take **1d6+2** physical damage from a wild swing or thrown object. A PC can try to activate this feature by succeeding on an action roll that would provoke tavern patrons.

Who started the fight? What will it take to stop it?

OUTPOST TOWN

Tier 1 Social

A small town on the outskirts of a nation or region, close to a dungeon, tombs, or other adventuring destinations.

Impulses: Drive the desperate to certain doom, profit off of ragged hope

Difficulty: 12

Potential Adversaries: Jagged Knife Bandits (Hexer, Kneebreaker, Lackey, Lieutenant, Shadow, Sniper), Masked Thief, Merchant

FEATURES

Rumors Abound - Passive: Gossip is the fastest-traveling currency in the realm. A PC can inquire about major events by making a Presence Roll. What they learn depends on the outcome of their roll, based on the following criteria:

- **Critical Success:** Learn about two major events. The PC can ask one follow-up question about one of the rumors and get a truthful (if not always complete) answer.
- **Success with Hope:** Learn about two events, at least one of which is relevant to the character's background.
- **Success with Fear:** Learn an alarming rumor related to the character's background.
- **Any Failure:** The locals respond poorly to their inquiries. The PC must mark a Stress to learn one relevant rumor.

What news do the PCs have that they could pass along to curious travelers? What do the locals think about these events?

Society of the Broken Compass - Passive: An adventuring society maintains a chapterhouse here, where heroes trade boasts and rumors, drink to their imagined successes, and scheme to undermine their rivals.

What boasts do the adventurers here make, and which do you think are true?

Rival Party - Passive: Another adventuring party is here, seeking the same treasure or leads as the PCs.

Which PC has a connection to one of the rival party members? Do they approach the PC first or do they wait for the PC to move?

It'd Be a Shame If Something Happened to Your Store - Action:

The PCs witness as agents of a local crime boss shake down a general goods store.

What trouble does it cause if the PCs intervene?

Wrong Place, Wrong Time - Reaction: At night, or when the party is alone in a back alley, you can **spend a Fear** to introduce a group of thieves who try to rob them. The thieves appear at Close range of a chosen PC and include a Jagged Knife Kneebreaker, as many Lackeys as there are PCs, and a Lieutenant. For a larger party, add a Hexer or Sniper.

What details show the party that these people are desperate former adventurers?

RAGING RIVER

Tier 1 Traversal

A swift-moving river without a bridge crossing, deep enough to sweep away most people.

Impulses: Bar crossing, carry away the unready, divide the land

Difficulty: 10

Potential Adversaries: Beasts (Bear, Glass Snake), Jagged Knife Bandits (Hexer, Kneebreaker, Lackey, Lieutenant, Shadow, Sniper)

FEATURES

Dangerous Crossing - Passive: Crossing the river requires the party to complete a Progress Countdown (4). A PC who rolls a failure with Fear is immediately targeted by the “Undertow” action without requiring a Fear to be spent on the feature.

Have any of the PCs forded rivers like this before? Are any of them afraid of drowning?

Undertow - Action: Spend a Fear to catch a PC in the undertow. They must make an Agility Reaction Roll. On a failure, they take **1d6+1** physical damage and are moved a Close distance down the river, becoming *Vulnerable* until they get out of the river. On a success, they must mark a Stress.

What trinkets and baubles lie along the bottom of the riverbed? Do predators swim these rivers?

Patient Hunter - Action: Spend a Fear to summon a Glass Snake within Close range of a chosen PC. The Snake appears in or near the river and immediately takes the spotlight to use their “Spinning Serpent” action.

What treasures does the beast have in their burrow? What travelers have already fallen victim to this predator?

RAIDING PARTY

Tier 1 Event

A pirate ship disgorges its crew into a port town or shoreline village to loot and plunder.

Impulses: Light it on fire, overwhelm with speed and numbers, take everything that isn't nailed down

Difficulty: 11

Potential Adversaries: Ship's Crew (Pirate Captain, Pirate Raiders, Pirate Tough)

FEATURES

Rally the Locals - Passive: *Progress Countdown* (5). When the pirates first appear, activate the countdown. It ticks down when a PC succeeds on an action roll to stem the chaos and destruction of the pirate raid. When it triggers, the locals become inspired by the party's actions and join the fight against the pirates. Each PC gains a **d6** Morale Die, which they can spend to add to an action, reaction, or damage roll.

How do the pirates threaten or endanger the town besides attacking its inhabitants? What defenses can the PCs take advantage of?

Parley - Passive: On a successful Knowledge Roll, a PC knows enough pirate law to demand a parley with the Pirate Captain. Once the parley is issued, the captain pauses the combat to allow a PC to sue for peace or negotiate the terms of surrender with a Presence Roll.

Why do these pirates respect this captain enough to follow them? What do they care about more than ill-gotten booty?

“Fire the Cannons!” - Action: Spend up to 3 Fear to have the pirate ship fire its cannons into the combat. For each Fear spent, choose a point anywhere on the battlefield. Each PC within Close range of one or more of those points must make an Agility Reaction Roll. Targets who fail take **1d8+3** physical damage. Targets who succeed must mark a Stress or take half damage.

What collateral damage do these cannonballs cause? Whose lives do they wantonly endanger?

Take Captives - Reaction: When a number of pirates equal to the number of PCs in the scene are defeated, roll a **d6**. On a result of 5 or 6, the pirates change tactics, capturing locals and retreating to the ship so they can ransom the captives later. Activate a *Consequence Countdown* (4). It ticks down when a PC makes an action roll. When it triggers, the pirates sail away with their victims.

Who do the pirates deem the best captives, and why? What do they want in exchange for the captives' return?

TIER 2 ENVIRONMENTS (LEVELS 2-4)

BEACH DAY

Tier 2 Social

The party takes a break from their adventure for some rest and relaxation in a seaside settlement.

Impulses: Conjure images of sand and surf, give them a breather, prepare them for the conflict ahead

Difficulty: 14

Potential Adversaries: None

FEATURES

R&R - Passive: The party finds themselves in a location where the concerns and conflicts of the outside world melt away. When the PCs rest here, they gain an additional downtime move, the GM doesn't gain Fear, and no long-term countdowns advance.

What's so relaxing about this place? Does it remind you of somewhere you've been before?

"Our Story So Far..." - Passive: Once per scene when a PC recounts a memorable moment from the campaign in conversation with another PC, they both gain a Hope.

What sounds, smells, or sensations does the memory conjure in your mind? How did that moment permanently change you—or your opinion of your companion?

Local Trouble - Action: Spend a Fear to interrupt a PC's respite with a minor complication, such as a gang of surly beach burns, an overly exuberant fan, or a really bad sunburn. The PC must gracefully resolve the situation or mark a Stress from the resulting embarrassment or frustration.

Why does this PC draw their attention? What do the locals care about more than these newly arrived adventurers?

Fashion Show - Reaction: When the party prepares for their first day at the beach, have each player describe how their PC changes their attire to be more appropriate for the environment. The GM gives the PC with the freshest look a d6 Fresh Die that can be spent to add to any action or reaction roll.

What's the fashion in this area? Where do the PCs source their new beach-themed articles and accessories?

CULT RITUAL

Tier 2 Event

A Fallen cult assembles around a sigil of the defeated gods and a bonfire that burns a sickly shade of green.

Impulses: Profane the land, unite the Mortal Realm with the Circles Below

Difficulty: 14

Potential Adversaries: Cult of the Fallen (Cult Adept, Cult Fang, Cult Initiate, Secret-Keeper)

FEATURES

Desecrated Ground - Passive: Cultists dedicated this place to the Fallen Gods, and their foul influence seeps into it. Reduce the PCs' Hope Die to a d10 while in this environment. The desecration can be removed with a Progress Countdown (6).

How do the PCs first notice that something is wrong about this place? What fears resurface while hope is kept at bay?

Blasphemous Might - Action: A portion of the ritual's power is diverted into a cult member to fight off interlopers. Choose one adversary to become *Imbued* with terrible magic until the scene ends or they're defeated. An *Imbued* adversary immediately takes the spotlight and gains one of the following benefits, or all three if you spend a Fear:

- They gain advantage on all attacks.
- They deal an extra 1d10 damage on a successful attack.
- They gain the following feature:

Relentless (2) - Passive. This adversary can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

How does the enemy change in appearance? What fears do their blows bring to the surface?

The Summoning - Reaction: Countdown (6). When the PCs enter the scene or the cult begins the ritual to summon a demon, activate the countdown. Designate one adversary to lead the ritual. The countdown ticks down when a PC rolls with Fear. When it triggers, summon a Minor Demon within Very Close range of the ritual's leader. If the leader is defeated, the countdown ends with no effect as the ritual fails.

What will the cult do with this leashed demon if they succeed? What will they try to summon next?

Complete the Ritual - Reaction: If the ritual's leader is targeted by an attack or spell, an ally within Very Close range of them can mark a Stress to be targeted by that attack or spell instead.

What does it feel like to see such devotion turned to the pursuit of fear and domination?

DEADLY DUNGEON

Tier 2 Exploration

A dimly lit subterranean network of tunnels and chambers filled with monsters, traps, and treasure.

Impulses: Devour the party's resources, spring the trap, tempt them with treasure, throw monsters at them, turn them around

Difficulty: 14

Potential Adversaries: Dungeon Denizens (*Gobstalker*, *Green Ooze*, *Ravenous Mockery*, *Rust Eater*), Rival Adventurers (Giant Brawler, Masked Thief, War Wizard)

FEATURES

Twists and Turns - Passive: *Countdown* (6). When the party enters the dungeon, activate the countdown. It ticks down when a PC succeeds on an action roll to navigate the passages. When it triggers, the PCs reach the deepest, darkest, best-defended part of the dungeon.

What reward lies at the heart of the maze? Who built this labyrinth to protect it?

Deep Pockets - Passive: Once per rest, the PCs can find a cache of treasure inside the dungeon, either on the corpses of previous delvers or behind hidden doors. On a successful roll to navigate the dungeon, a PC can spend up to 5 Hope to roll that number of **d6s**. Each result rolled gains the party the following loot or equipment:

1. Loose gemstones, jewelry, baubles, or coins equal to a handful of gold
2. A common item or consumable
3. An uncommon item or consumable
4. A rare item or consumable
5. A legendary item or consumable
6. A weapon or an armor from the party's tier

What were the previous owners like? How do the PCs plan to get their purloined items out of the dungeon?

Wandering Monster - Reaction: When the party enters a new area of the dungeon, you can **spend a Fear** to summon **1d4** adversaries at or below the party's tier within Far range and roll a **d6**. On a result of 1 or 2, the PCs notice warning signs and can prepare for the encounter; the first PC to make an action roll gains advantage on it. On a result of 3 or 4, the combat occurs as usual. On a result of 5 or 6, the adversaries get the drop on the PCs and immediately take the spotlight, and you gain a Fear.

How did these creatures come to be here? What were they doing when the PCs encountered them?

Booby Traps - Reaction: When a PC fails an action roll to navigate the dungeon, activate a trap or hazard such as a spike pit, gauntlet of swinging blades, or locked room slowly filling with water. The party must succeed on a group action roll to deactivate, disarm, or escape it. On a failure, each PC involved in the group action roll takes **2d6+3** physical or magic damage (GM's choice).

What kinds of traps and hazards fill this dungeon? What does their construction tell you about whoever designed them? Have any of them been triggered prior to the party's arrival?

DUEL

Tier 2 Event

An adversary challenges one of the PCs to single combat as the rest of the party aids them from the sidelines.

Impulses: Focus on one PC, goad them into overcommitting, inflict an embarrassing defeat, sideline the rest of the party

Difficulty: Special (see "Relative Strength")

Potential Adversaries: Any

FEATURES

"I Demand Satisfaction." - Passive: When an adversary challenges a PC to one-on-one combat, the PC chooses whether to accept. If they reject the challenge, they must mark a Stress, and you gain a Fear. If a PC accepts an adversary's challenge, activate a Progress Countdown (6) and a Consequence Countdown (4). If the Progress Countdown triggers first, the PC wins the Duel and gains a favor or concession from their adversary. If the Consequence Countdown triggers first, the adversary wins the Duel and claims a favor or concession from the PC.

Why was this PC chosen? What do they expect to win if they prove victorious?

Relative Strength - Passive: The Difficulty of this environment equals that of the adversary who issued the challenge.

Who issues the challenge? What are they fighting for?

Rules of Engagement - Passive: During the Duel, the challenged PC is the only one who can make action rolls. Other PCs can only aid the challenged PC indirectly: They can Help an Ally, initiate group action rolls or Tag Team Rolls, and use any of their features that don't directly affect the challenging adversary.

Where does this conflict take place? How does the environment offer the rest of the party an opportunity to aid their ally without interfering?

Dirty Tricks - Action: Spend a Fear to have the challenging adversary or one of their allies cheat. A PC can notice their underhanded action with a successful Instinct Reaction Roll and respond in kind.

What's off-limits in this conflict? How does the adversary's ally bend the rules without breaking them, or break the rules without getting caught? How can the PCs rebalance the scales?

HALLOWED TEMPLE

Tier 2 Social

A bustling but well-kept temple that provides healing and hosts regular services, overseen by a priest or seraph.

Impulses: Connect the Mortal Realm with the Hallows Above, display the power of the divine, provide aid and succor to the faithful

Difficulty: 13

Potential Adversaries: Guards (Archer Guard, Bladed Guard, Head Guard)

FEATURES

A Place of Healing - Passive: A PC who takes a rest in the Hallowed Temple automatically clears all HP.

What does the incense smell like? What kinds of songs do the acolytes sing?

Divine Guidance - Passive: A PC who prays to a deity while in the Hallowed Temple can make an Instinct Roll to receive answers. If the god they beseech isn't welcome in this temple, the roll is made with disadvantage.

- **Critical Success:** The PC gains clear information. Additionally, they gain **1d4** Hope, which can be distributed between the party if they share the vision and guidance they received.
- **Success with Hope:** The PC receives clear information.
- **Success with Fear:** The PC receives brief flashes of insight and an emotional impression conveying an answer.
- **Any Failure:** The PC receives only vague flashes. They can mark a Stress to receive one clear image without context.

What does it feel like as you are touched by this vision? What feeling lingers after the images have passed?

Relentless Hope - Reaction: Once per scene, each PC can mark a Stress to turn a result with Fear into a result with Hope.

What emotions or memories do you connect with when fear presses in?

Divine Censure - Reaction: When the PCs have trespassed, blasphemed, or offended the clergy, you can **spend a Fear** to summon a High Seraph and **1d4** Bladed Guards within Close range of the senior priest to reinforce their will.

What symbols or icons do they bear that signal they are anointed agents of the divinity? Who leads the group and what led them to this calling?

HAUNTED CITY

Tier 2 Exploration

An abandoned city populated by the restless spirits of eras past.

Impulses: Misdirect and disorient, replay apocalypses both public and personal

Difficulty: 14

Potential Adversaries: Ghosts (Spectral Archer, Spectral Captain, Spectral Guardian), ghostly versions of other adversaries (see "Ghostly Form")

FEATURES

Buried Knowledge - Passive: The city has countless mysteries to unfold. A PC who seeks knowledge about the fallen city can make an Instinct or Knowledge Roll to learn about this place and discover (potentially haunted) loot.

- **Critical Success:** Gain valuable information and a related useful item.
- **Success with Hope:** Gain valuable information.
- **Success with Fear:** Uncover vague or incomplete information.
- **Any Failure:** Mark a Stress to find a lead after an exhaustive search.

What greater secrets does the city contain? Why have so many ghosts lingered here? What doomed adventurers have met a bad fate here already?

Ghostly Form - Passive: Adversaries who appear here are of a ghostly form. They have resistance to physical damage and can **mark a Stress** to move up to Close range through solid objects. *What injuries to their physical form speak to their cause of death? What unfulfilled purpose holds them in the Mortal Plane?*

Dead Ends - Action: The ghosts of an earlier era manifest scenes from their bygone era, such as a street festival, a revolution, or a heist. These hauntings change the layout of the city around the PCs, blocking the way behind them, forcing a detour, or presenting them with a challenge, such as mistaking them for rival thieves during the heist.

What do the ghosts want from you? What do you need from them?

Apocalypse Then - Action: **Spend a Fear** to manifest the echo of a past disaster that ravaged the city. Activate a Progress Countdown (5) as the disaster replays around the PCs. To complete the countdown and escape the catastrophe, the PCs must overcome threats such as rampaging fires, stampeding civilians, collapsing buildings, or crumbling streets, while recalling history and finding clues to escape the inevitable.

Is this the disaster that led the city to be abandoned? What is known about this disaster, and how could that help the PCs escape?

HEIST

Tier 2 Event

The party must gain access to a hidden or well-protected location to acquire the information or items secured within.

Impulses: Make the party prepare, split them up, throw up obstacles, trap them inside, use up their resources

Difficulty: 14

Potential Adversaries: Head Guard, Minotaur Wrecker, Secret-Keeper, Spectral Guardian

FEATURES

Prep Work - Passive: Prior to the Heist, each PC has the opportunity to gather a key piece of information, surveil the location, or acquire a helpful tool or resource. Give each player the opportunity to describe one obstacle they expect to encounter and how they set themselves up to overcome it, then have them make an action roll. On a success, they get the information or asset they sought. On a success with Fear, it's less useful than they expected (for example, they discover the location of a hidden access point but learn that breaching it will likely be difficult and noisy).

How does the PC gain this advantage? Do they go it alone or ask for help? What unforeseen complications arise during the heist itself?

Infiltration - Passive: Establish the goal of the Heist and start two dynamic countdowns: a Progress Countdown (12) to represent the party's work toward their goal and a Consequence Countdown (10) to represent the rising risk of discovery and capture. Advance both according to the Dynamic Countdown Advancement table as the PCs make action rolls to complete the Heist. If the Progress Countdown triggers first, spotlight this environment to use the "Exfiltration" feature. If the Consequence Countdown triggers first, gain **1d4** Fear, spotlight this environment, and use the "Sound the Alarm" feature.

What is the party going after, and where is it located? What unexpected obstacles will they encounter? What happens if the party gets caught?

Saw This Coming - Passive: Once per session, a PC can spend a Hope to explain how they prepared for the current situation and reveal a key piece of information (such as the location of a hidden passage or the password to a restricted area) or produce a helpful item (such as a cultist's uniform left unattended or a common consumable hidden in their boot).

What did the PC prepare in advance? How did they know they'd need it? What did it cost them to set up, or whom do they owe a favor to?

Exfiltration - Reaction: When the Progress Countdown triggers, the party acquires the object of the Heist and must succeed on a group action roll to escape without capture. On a failure, each PC takes **2d12** direct physical damage and must mark a Stress.

What makes getting out even more dangerous than getting in? What unforeseen developments stymie the party's original escape plan?

Sound the Alarm - Reaction: When the Consequence Countdown triggers, the party is discovered and the location enters *High Alert*. Summon a number of Tier 2 adversaries equal to the number of PCs in the scene and immediately spotlight one. While this environment is on *High Alert*, all adversaries gain a +1 bonus to their Difficulty.

What makes these adversaries uniquely suited to guard this location? What do they know about this place that gives them an edge?

MASQUERADE BALL

Tier 2 Social

A high society gala where masked revelers trade secrets and favors.

Impulses: Dance the night away, eat and be merry, make secret deals, trade valuable information

Difficulty: 14

Potential Adversaries: Operatives (Masked Thief, Master Assassin, Spy), Revelers (Courtesan, Merchant Baron, Royal Advisor)

FEATURES

Costumes Required - Passive: Everyone at the ball is expected to arrive in costume. PCs have advantage on Presence Rolls to convince others they are someone—or something—they're not. *What do the PCs come dressed as? What do their costumes reveal about their true selves?*

"Care to Dance?" - Passive: While dancing, a PC can make an Agility Roll instead of a Presence Roll to influence others. *What's notable or unique about the dances that are in fashion here? Where did the PCs learn how to perform them?*

Mistaken Identity - Action: A very important person confuses a PC with an even more important person. The target can play into the misunderstanding with a Presence Reaction Roll. On a success, the PC can ask the VIP to perform a favor, relay a key piece of information, or make an introduction. On a failure, the PC marks a Stress as their true identity is discovered, and they are threatened with ejection from the party.

Who does the VIP mistake them for? What doors does their mistake open? What dangers does it bring?

Cloak and Dagger - Action: Spend a Fear to have an operative try to steal something valuable or assassinate someone important. A PC can make an Instinct Roll to try to notice them before they achieve their objective. On a success, the PC gains the opportunity to intervene. On a failure with Fear, the PC is erroneously implicated in the crime.

Who does the operative work for? Why did they send them to the masquerade?

MOUNTAIN PASS

Tier 2 Traversal

Stony peaks that pierce the clouds, with a twisting path winding its way up and over through many switchbacks.

Impulses: Exact a chilling toll in supplies and stamina, reveal magical tampering, slow down travel

Difficulty: 15

Potential Adversaries: Beasts (Bear, Giant Eagle, Glass Snake), Chaos Skull, Minotaur Wrecker, Mortal Hunter

FEATURES

Engraved Sigils - Passive: Large markings and engravings have been made in the mountainside. A PC with a relevant background or Experience identifies them as weather magic increasing the power of the icy winds. A PC who succeeds on a Knowledge Roll can recall information about the sigils, potential information about their creators, and the knowledge of how to dispel them. If a PC critically succeeds, they recognize that the sigils are of a style created by ridgeborne enchanter and they gain advantage on a roll to dispel the sigils.

Who laid this enchantment? Are they nearby? Why did they want the weather to be more daunting?

Avalanche - Action: Spend a Fear to carve the mountain with an icy torrent, causing an avalanche. All PCs in its path must succeed on an Agility or Strength Reaction Roll or be bowled over and carried down the mountain. A PC using rope, pitons, or other climbing gear gains advantage on this roll. Targets who fail are knocked down the mountain to Far range, take **2d20** physical damage, and must mark a Stress. Targets who succeed must mark a Stress.

How do the PCs try to weather the avalanche? What approach do the characters take to find one another when their companions go hurtling down the mountainside?

Raptor Nest - Reaction: When the PCs enter the raptors' hunting grounds, two Giant Eagles appear at Very Far range of a chosen PC, identifying the PCs as likely prey.

How long has it been since the eagles last found prey? Do they have eggs in their nest, or unfledged young?

Icy Winds - Reaction: Countdown (Loop 4). When the PCs enter the mountain pass, activate the countdown. When it triggers, all characters traveling through the pass must succeed on a Strength Reaction Roll or mark a Stress. A PC wearing clothes appropriate for extreme cold gains advantage on these rolls.

What parts of the PC's bodies go numb first? How do they try to keep warm as they press forward?

OCEAN VOYAGE

Tier 2 Traversal

The PCs gain passage to a far-off destination by offering their labor in exchange.

Impulses: Reveal what lurks beneath the waves, send them in the wrong direction, sink the ship, use up their resources

Difficulty: 14

Potential Adversaries: Deep Sea Denizens (Electric Eels, Kraken, Shark, Siren), Pirates (Pirate Captain, Pirate Raiders)

FEATURES

Open Water - Passive: Countdown (8). Reaching their destination requires the party to complete the Open Water Countdown. It ticks down when a PC succeeds on an action roll to aid the ship's journey.

Where is the ship headed? What dangers along the route do the crew speak about in hushed tones?

Rations Run Low - Passive: The first time a PC rolls a failure with Fear on this journey, the crew discovers that the food and fresh water in the ship's hold have been befouled by pests and mold. Until the party reaches its destination, a PC who makes an action roll to advance the Open Water Countdown must succeed on a Strength Reaction Roll or mark a Stress first.

What happened to the rations? What drastic measures does the crew take to ensure they don't all die of hunger and thirst?

"Pirates!" - Action: Spend a Fear to have a crewmember in the crow's nest spy black sails on the horizon! Start a Consequence Countdown (4). If it triggers before the party reaches their destination, the pirates catch up to the ship and board it. Gain a Fear, then summon one Pirate Captain and three Hordes of Pirate Raiders within Close range of the party.

Does the captain recognize the ship that's giving chase? What ungentlemanly practices are the pirates in this area famous for?

Foul Weather - Reaction: When the Open Water Countdown ticks down to an odd number, roll a **d6**. On a result of 4 or higher, the ship runs into a patch of foul weather, such as a fog bank that makes navigation difficult or a squall that threatens to capsize the ship. Each PC must succeed on a reaction roll using a relevant trait chosen by the GM or mark **1d4** Stress.

What makes this weather different from anything the PCs have experienced before? How do they coordinate with the crew to find their way through this hazard?

Here There Be Monsters - Reaction: When the Open Water Countdown ticks down to an even number, roll a **d6**. On a result of 4 or higher, summon **1d4** Deep Sea Denizens.

What attracts these creatures to the ship? Is there any way to drive them off without combat?

VAST DESERT

Tier 2 Traversal

A parched expanse of sandy dunes, desolate salt flats, and windblown rock formations.

Impulses: Dehydrate, show desolate beauty, threaten danger on the horizon

Difficulty: 14

Potential Adversaries: Acid Burrower, Desert Raiders (Jagged Knife Bandits), Landshark, Sandwyrms

FEATURES

Endless Sands - Passive: Countdown (8). To cross the desert, the party must complete the countdown. It ticks down whenever a PC succeeds on an action roll to navigate the seemingly endless expanse.

How do the PCs travel through the desert? What beyond the extreme distance and lack of water makes this area difficult to cross?

Water Supply - Passive: When the party starts their journey, place a number of tokens on this stat block equal to 1 + the number of PCs in the scene. Remove a token at the end of each long rest or when a PC fails an action roll to navigate the desert. When a token would be removed but there are none left, each PC must mark a HP and a Stress. A PC can add a token to this stat block by using a downtime move and making a successful Knowledge Roll to hunt for water.

What sorts of water-preserving flora or terrain features have the PCs heard might be found in this desert? How do the PCs collect and carry the water they find?

Shifting Sands - Passive: The ever-shifting dunes and the whipping wind make trailing creatures through this environment difficult. Action rolls to track creatures through the desert are made with disadvantage.

How do the dunes and landscape shift whenever the heroes rest? What is covered or uncovered by the wind?

Thunderstorm - Action: Spend a Fear to have a torrential downpour soak the land. Each PC must either seek shelter from the storm or collect rainwater. Each PC who seeks shelter marks a Stress. The PCs who collect rainwater make a group action roll.

- On a success with Hope, add **1d4** tokens to the Water Supply.
- On a success with Fear, add 1 token to the Water Supply.
- On a failure with Hope, each PC who took part in the group action roll marks a Stress.
- On a failure with Fear, each PC who took part in the group action roll marks a Stress, and the PC who rolled the lowest takes **2d8+4** physical damage from the storm.

How does the storm look to the heroes as it rolls in from miles away? Is the storm natural or unnatural? How can you tell?

Sandstorm - Action: Spend a Fear to summon a sandstorm that disorients and harries travelers. Each PC takes **2d6+3** physical damage. Until the sandstorm dissipates, a PC who makes an action roll must succeed on an Agility Reaction Roll to avoid the swirl of rocks and debris or take **2d6+3** physical damage.

What do the dwellers of this desert wear to weather the sandstorms? How are the dwelling places the party finds here designed to withstand the winds?

WITCH'S HUT

Tier 2 Exploration

A rustic, windowless hut sitting atop two huge chicken legs.

Impulses: Creep them out, delay them until the witch's return, lock them inside, move to a different location, tempt them with magical oddities

Difficulty: 14

Potential Adversaries: Chicken-Foot Hut, Enchanted Defenses (Gargoyle, Ravenous Mockery, Scarecrow), Valdenhax, The Witch's Victims (Jack-o'-Lanterns, Redcap Biters)

FEATURES

Bigger on the Inside - Passive: Though the hut's exterior is a rustic single-room cottage, the interior is an ever-shifting estate of haunting splendor replete with numerous bedrooms, libraries, and indoor gardens, among other mysterious installations.

Is there any pattern to the way the hut rearranges itself? What is the most surprising location the PCs could find here?

Creepy Doll Collection - Passive: Countdown (5). Throughout the hut, the PCs can see many, many porcelain or wooden dolls with strangely lifelike eyes. When the party first enters a doll's line of sight, activate the countdown. It ticks down when a PC fails a roll or rolls with Fear. When it triggers, the dolls come to life and attack. Summon a number of living dolls (Redcap Biters) equal to twice the number of PCs.

Who were these dolls before? Is there any way to free them from their imprisonment?

Witches' Brew - Passive: The hut contains a workshop with every tool or component a witch could need, including a large iron cauldron set atop a smoldering fire. A PC who wants to use the workshop can make a Spellcast Roll to craft a magic potion or poison from the Consumables table.

- **Any Failure:** The experiment blows up in their face—literally. The PC takes **2d10+2** magic damage.
- **Any Success:** The PC rolls a number of d12s equal to 1 + their tier, adds the results together, and gains the consumable that matches that value on the Consumables table. If they critically succeeded, they can reroll any d12s showing a result of 1.

What sorts of concoctions does the witch who owns this hut specialize in? What would the witch do if they found the PCs using their things?

Dislocated - Reaction: Time moves differently inside the Witch's Hut. When the door to the hut is closed, roll a **d6**. On a result of 4 or higher, the hut moves to a different—often impossibly far—location that's only revealed to the PCs when they open the hut's door again.

Why does the hut move so often? Where does it wish to bring the PCs? Is there any way to aim it at a specific location?

TIER 3 ENVIRONMENTS (LEVELS 5-7)

ARCHMAGE'S TOWER

Tier 3 Exploration

An impossibly tall spire that pierces the heavens and resonates with immense power.

Impulses: Collect magical energy, exhaust intruders, reveal the unknown, unleash bursts of magical power

Difficulty: 16

Potential Adversaries: Alchemical Creations (Chimera, Lamia, Manticore), Archmage

FEATURES

Mystical Defenses - Passive: Countdown (12). To climb the tower, the PCs must complete the countdown. On a failure or a roll with Fear, they trigger one of the archmage's many arcane traps and hazards, taking **3d10** magic damage. On a failure with Fear, the damage dealt gains a bonus equal to the PC's level.

What do the designs of the archmage's defenses tell you about their specific area of expertise? What signature style or flourish do the traps and hazards all share?

Archmage's Aerie - Passive: The top floor of the tower is a many-chambered laboratory, library, and workshop containing everything needed to study magic in its highest forms. A PC with a Spellcast Trait can make a Knowledge Roll to partake in the archmage's research. On a success, they gain a +1 bonus to their Spellcast Rolls until their next long rest. On a failure, their investigation goes wrong, and they take **3d8+4** magic damage.

What part of the aerie calls to you? What do the archmage's notes reveal to you?

Amalgamated Adversaries - Reaction: Spend a Fear to summon two adversaries within Close range of a PC. Each adversary can use the other's features as if they were their own.

Which creatures has the archmage chosen to combine? What do they hope to learn in doing so?

ASTRAL REALM

Tier 3 Traversal

A psychic realm of energy and emotion, where the strong in spirit can reshape the rules of reality.

Impulses: Attack their psyches, summon their subconscious fears, warp their perceptions

Difficulty: 16

Potential Adversaries: Demon of Despair, Elemental Spark, Pain Priest, Psychic Vampires (Head Vampire, Night Children)

FEATURES

Out-of-Body Experience - Passive: Because the party isn't physically in this realm, Strength, Agility, and Finesse Rolls automatically fail. Additionally, when a character would mark a HP, they must lose a Hope or mark a Stress instead. If a character can't mark a Stress, they must make a death move.

How does the projection of your mental self-image differ from your physical appearance? Which one do you consider the "real" you?

Mental Manifestations - Passive: With a successful Knowledge Roll, PCs can alter the psychic environment, such as by inverting gravity or conjuring a rapidly self-assembling staircase. A PC can use a mental manifestation once per scene to gain advantage on a roll to navigate the Astral Realm.

Is the construct you manifest a memory from real life or a figment of your own imagination? What key detail do you focus on to make it more stable?

Matter Is Illusion - Passive: Countdown (10). Time and distance are relative here, and simply moving through the space requires an act of will. To cross the Astral Realm, the party must complete the countdown using only Knowledge, Instinct, or Presence Rolls. On a failure with Fear, a PC takes **3d8** direct magic damage.

Do you think or feel your way through this place? What difference does it make here?

Astral Adversaries - Passive: Adversaries in the Astral Realm are immune to physical damage, as they are psychic projections instead of flesh and blood.

How does an adversary's astral form differ from their physical form? Why are these psychic projections drawn to the PCs?

BURNING HEART OF THE WOODS

Tier 3 Exploration

Thick indigo ash fills the air around a towering moss-covered tree that burns eternally with flames a sickly shade of blue.

Impulses: Beat out an uncanny rhythm for all to follow, corrupt the woods

Difficulty: 16

Potential Adversaries: Beasts (Bear, Glass Snake), Elementals (Elemental Spark), Verdant Defenders (Dryad, Oak Treant, Stag Knight)

FEATURES

Chaos Magic Locus - Passive: When a PC makes a Spellcast Roll, they must roll two Fear Dice and take the higher result.

What does it feel like to work magic in this chaos-touched place?

What do you fear will happen if you lose control of the spell?

The Indigo Flame - Passive: PCs who approach the central tree can make a Knowledge Roll to try to identify the magic that consumed this environment.

- **On a success:** They learn three of the below details. On a success with Fear, they learn two.
- **On a failure:** They can mark a Stress to learn one and gain advantage on the next action roll to investigate this environment.
- **Details:** This is a result of Fallen magic. The corruption is spread through the ashen moss. It can be cleansed only by a ritual of nature magic with a Progress Countdown (8).

What Fallen cult corrupted these woods? What have they already done with the cursed wood and sap from this tree?

Grasping Vines - Action: Animate vines bristling with thorns whip out from the underbrush to ensnare the PCs. A target must succeed on an Agility Reaction Roll or become *Restrained* and *Vulnerable* until they break free, clearing both conditions, with a successful Finesse or Strength Roll or by dealing 10 damage to the vines. When the target makes a roll to escape, they take **1d8+4** physical damage and lose a Hope.

What painful memories do the vines bring to the surface as they pierce flesh?

Charcoal Constructs - Action: Warped animals wreathed in indigo flame trample through a point of your choice. All targets within Close range of that point must make an Agility Reaction Roll. Targets who fail take **3d12+3** physical damage. Targets who succeed take half damage instead.

Are these real animals consumed by the flame or merely constructs of the corrupting magic?

Choking Ash - Reaction: Countdown (Loop 6). When the PCs enter the Burning Heart of the Woods, activate the countdown. When it triggers, all characters must make a Strength or Instinct Reaction Roll. Targets who fail take **4d6+5** direct physical damage. Targets who succeed take half damage. Protective masks or clothes give advantage on the reaction roll.

What hallucinations does the ash induce? What incongruous taste does it possess?

CASTLE SIEGE

Tier 3 Event

An active siege with an attacking force fighting to gain entry to a fortified castle.

Impulses: Bleed out the will to fight, breach the walls, build tension

Difficulty: 17

Potential Adversaries: Mercenaries (Harrier, Sellsword, Spellblade, Weaponmaster), Noble Forces (Archer Squadron, Conscript, Elite Soldier, Knight of the Realm)

FEATURES

Secret Entrance - Passive: A PC can find or recall a secret way into the castle with a successful Instinct or Knowledge Roll.

How do they get in without revealing the pathway to the attackers?

Are any of the defenders monitoring this path?

Siege Weapons (Environment Change) - Action: *Consequence Countdown* (6). The attacking force deploys siege weapons to try to raze the defenders' fortifications. Activate the countdown when the siege begins (for a protracted siege, make this a long-term countdown instead). When it triggers, the defenders' fortifications have been breached and the attackers flood inside. You gain 2 Fear, then shift to the Pitched Battle environment and spotlight it.

What siege weapons are being deployed? Are they magical, mundane, or a mixture of both? What defenses must the characters overcome to storm the castle?

Reinforcements! - Action: Summon a Knight of the Realm, a number of Tier 3 Minions equal to the number of PCs, and two adversaries of your choice within Far range of a chosen PC as reinforcements. The Knight of the Realm immediately takes the spotlight.

Who are they targeting first? What formation do they take?

Collateral Damage - Reaction: When an adversary is defeated, you can **spend a Fear** to have a stray attack from a siege weapon hit a point on the battlefield. All targets within Very Close range of that point must make an Agility Reaction Roll.

- Targets who fail take **3d8+3** physical or magic damage and must mark a Stress.
- Targets who succeed must mark a Stress.

What debris is scattered by the attack? What is broken by the strike that can't be easily mended?

CRYSTAL WASTELAND

Tier 3 Traversal

A harsh and alien landscape that shines with towers of glittering crystal.

Impulses: Cut them to their core, fracture their psyches, show their true reflection

Difficulty: 16

Potential Adversaries: Adult Flickerfly, Constructs, Elemental Spark, Vault Guardians, *Whisper Wraiths*

FEATURES

Harmonic Resonance - Passive: The crystals here reverberate with magical energy. A PC can use a downtime move to try to *Attune* to the environment with a successful Spellcast Roll. While *Attuned*, the PC has advantage on Spellcast Rolls inside the Crystal Wasteland. The condition is cleared when the PC leaves the Crystal Wasteland.

How does attunement to this place alter your sensory experience of it? What sound or song from your childhood does this place conjure?

Gravitational Anomalies - Action: Strange, localized phenomena dot the landscape, warping distance and direction. **Spend a Fear** to alter the gravity at a chosen point. Each target within Close range of that point must make a Knowledge Reaction Roll to calculate their new trajectories. Targets who fail take **3d8+4** physical damage as they are thrown up and away. Targets who succeed must mark a Stress or take half damage.

What does it feel like as your body and mind fight to reestablish equilibrium? Is there any way to use this to your advantage?

Arcane Reflection - Action: **Spend a Fear** to have any number of PCs glimpse a reflection in the crystal of who they once were or might become. Each target must make an Instinct Reaction Roll. Targets who succeed see a vision of their better self and can replace one Experience. Targets who fail see a vision of their dark past—or an even darker future—and must mark a Stress. You gain a Fear for each target who failed.

Who do the PCs see on the other side of the crystal? How does it make them feel?

Razor-Sharp Terrain - Reaction: When a PC fails a roll to navigate the wasteland, they must make a Finesse Reaction Roll. On a failure, they cut themselves on the sharp edges of the terrain. Shards of magic crystal become embedded in their wound and slowly grow, *Crystallizing* them. Activate a Crystal Countdown (1) for that PC. Until they remove the condition with a successful Knowledge Roll, a *Crystallizing* PC ticks up their Crystal Countdown at the start of each rest and gains a penalty to their Evasion equal to its value. The countdown ends when the condition is cleared.

What does the crystal look like as it grows? What does it feel like?

Psychic Shuffle - Reaction: When the PCs take a long rest, you can **spend a Fear** to swap their psyches. Collect all the players' character sheets, then shuffle and randomly redistribute them. Each character sheet comes with that PC's Domain cards and player aids. A PC can regain their psyche with a successful Knowledge Roll, at which point they trade sheets with the player who has their original character sheet.

How does it feel being in someone else's skin? If you could choose to stay like them in one way, what would it be?

DRAGON'S LAIR

Tier 3 Exploration

A collection of gold, jewels, and artifacts in the heart of an active volcano.

Impulses: Lure into the levels below, make escape impossible, tempt with treasure, wake the dragon

Difficulty: 16

Potential Adversaries: The Dragon's Minions (*Drake*, *Wyvern*), *Young Fire Dragon*

FEATURES

The Dragon Wakes - Passive: *Consequence Countdown* (8). The dragon that amassed this treasure lies sleeping somewhere on, under, or near the hoard. When the PCs enter the lair, activate the countdown. When it triggers, the dragon awakens and each PC must succeed on a Presence Reaction Roll or mark a Stress. You gain a Fear for each Stress marked this way.

Where does this dragon slumber? What does it dream about?

Treasure Hoard - Passive: At the heart of the lair sits a mountain of treasure. If the party wishes to locate the treasure, they must complete a Progress Countdown (12). When it triggers, the party can tick down the Consequence Countdown to search through the treasure mound by rolling a number of **d12s** equal to 1 + their tier on the Item or Consumable table (their choice).

How did the party learn of this collection? What do they hope to find here?

Volcanic Activity - Action: **Spend a Fear** to trigger a volcanic eruption. Each character must make an Agility Reaction Roll. Targets who fail are burned by gouts of lava and flame as the earth breaks around them and take **3d8+5** physical damage. Targets who succeed take half damage.

What paths of egress are blocked by the volcano's shifting configuration? How do the PCs protect themselves from the stifling heat?

Watchdogs - Reaction: When a PC fails a roll to navigate the lair, you can **spend a Fear** to summon **1d6** Drakes and up to two Wyverns, who appear within Close range of a PC and are immediately spotlighted.

Why do these creatures serve the slumbering dragon? What signs does the party find that foreshadow their presence?

MEGASTORM

Tier 3 Event

An extreme weather event suddenly manifests, forcing the party to balance their own survival against the safety of others.

Impulses: Blow hurricane winds, choke with mudslides, crumble structures, flood, throw debris, light up the sky

Difficulty: 16

Potential Adversaries: Greater Water Elemental, Storm Titan

FEATURES

Stormfront - Passive: Countdown (8). When the storm arrives, activate the countdown. It ticks down when a PC rolls with Hope. When it triggers, the storm disperses or moves on to a different area.

Where is the safest place to weather the storm? What are the people here willing to risk their lives for?

Hazardous Conditions - Passive: The Megastorm's extreme wind, fog, and cloud cover make navigating the entire area difficult. PCs can't move as part of an action roll without succeeding on an Agility Reaction Roll.

Who else lost in the gyre? How can you lead them out?

Bomb Cyclone - Action: Spend a Fear to summon an extreme weather event, such as a thunderstorm or tornado, at a point of your choice. Each target within Close range of that point must succeed on a reaction roll using a trait you choose to avoid being pummeled by hail, thrown into the air, blasted by lightning, or a similar effect. Targets who fail take **2d10+2** damage of a type you choose.

Is this the worst weather any of the PCs have experienced? What in the immediate area can the PCs use to protect themselves?

Stormheart - Action: Spend a Fear to reveal the living battery of the Megastorm. Summon a Storm Giant or Greater Water Elemental within Far range of a PC, then immediately spotlight them. Until this adversary is defeated, the "Stormfront" countdown doesn't tick down. When this adversary is defeated, the Megastorm ends.

Did this creature conjure the storm for their own purposes, or do they serve an even greater entity? Why did they designate this place for destruction?

Panic in the Streets - Action: The Megastorm is sowing fear and chaos among the locals. Describe how the storm puts an NPC in danger. If the PC who next takes the spotlight doesn't use their action to rescue the endangered NPC, you gain a Fear.

Who's taking advantage of the situation? Who's supposed to be in charge here, and what happened to them?

PITCHED BATTLE

Tier 3 Event

A massive combat between two large groups of armed combatants.

Impulses: Seize people, land, and wealth, spill blood for greed and glory

Difficulty: 17

Potential Adversaries: Mercenaries (Sellsword, Harrier, Spellblade, Weaponmaster), Noble Forces (Archer Squadron, Conscript, Elite Soldier, Knight of the Realm)

FEATURES

Adrift on a Sea of Steel - Passive: Traversing a battlefield during an active combat is extremely dangerous. A PC must succeed on an Agility Roll to move at all, and can only go up to Close range on a success. If an adversary is within Melee range of them, they must mark a Stress to make an Agility Roll to move.

Do the combatants mistake you for the enemy or consider you interlopers? Can you tell the difference between friend and foe in the fray?

Raze and Pillage - Action: The attacking force raises the stakes by lighting a fire, stealing a valuable asset, kidnapping an important person, or killing the populace.

What is valuable here? Who is most vulnerable?

War Magic - Action: Spend a Fear as a mage from one side uses large-scale destructive magic. Pick a point on the battlefield within Very Far range of the mage. All targets within Close range of that point must make an Agility Reaction Roll. Targets who fail take **3d12+8** magic damage and must mark a Stress.

What form does the attack take—fireball, raining acid, a storm of blades? What tactical objective is this attack meant to accomplish, and what comes next?

Reinforcements! - Action: Summon a Knight of the Realm, a number of Tier 3 Minions equal to the number of PCs, and two adversaries of your choice within Far range of a chosen PC as reinforcements. The Knight of the Realm immediately takes the spotlight.

Who are they targeting first? What formation do they take?

SUNKEN CITADEL

Tier 3 Exploration

The sunken ruins of a long-lost civilization filled with ancient technology and dark magic.

Impulses: Draw them deep, drown them, reveal ancient wonders

Difficulty: 16

Potential Adversaries: Cursed Merfolk, Deep Dweller, Plesiosaurus

FEATURES

Underwater Environment - Passive: This environment is underwater (see the “Moving and Fighting Underwater” rules on page 168 of the core rulebook). In addition to those rules, a creature who breathes air tracks their supply with an Air Supply Countdown. Its starting value is equal to 3 + their tier, and it ticks down when they take an action. If a PC fails an action roll or rolls with Fear, you can use a GM move to tick down their countdown an additional time. If the roll is a failure with Fear, you can tick it down twice instead. Once their countdown triggers, a PC must mark a Stress whenever they take an action underwater until they resurface.

Have you ever known anyone who drowned? What do you think about to keep calm and stretch your air supply?

Air Pockets - Passive: A PC can reset their their Air Supply Countdown to its starting value by locating a pocket of air with a successful Knowledge or Instinct Roll.

What signs or structures do you look for? What does it feel like to know this might be the last breath you take?

Lost Technology - Passive: The ruins are carved with strange magical runes and littered with lost technology. A PC can make a Knowledge Roll to learn useful information about this lost civilization from any runes or devices they come across.

Who once called this place home? How did their technology work?

Why were they ultimately destroyed and cast down into the depths?

Deepwater Denizens - Action: Spend a Fear to summon up to two Deep Dwellers and 1d6 Cursed Merfolk who try to bind the PCs to their will. These adversaries appear at Close range of a PC, then one immediately takes the spotlight.

Why do these creatures stay here among the ruins? Are they unwilling or unable to resurrect this once-prosperous civilization?

UPSCALE CASINO

Tier 3 Social

A glittering gambling hall where well-heeled merchants and nobles come to fritter away their fortunes.

Impulses: Dangle the jackpot just out of reach, dazzle them with spectacle, prey on their vices

Difficulty: 16

Potential Adversaries: Automated Security (Vault Guardians), Gamblers (Courtesan, Merchant Baron, Petty Noble, Spy)

FEATURES

Glitz & Glamor - Passive: The overwhelming spectacle of this place can entrance even the most jaded patron. While here, all PCs have disadvantage on reaction rolls caused by a staff member or regular patron of the casino.

What's so wondrous about the casino's trappings? Are they truly magical in nature or merely mundane wonders taken to an impossible extreme?

Fortune Favors the Bold - Passive: Once per long rest, a PC can gamble any amount of gold by stating how much they want to wager and rolling their Hope Die. On a result of 7 or higher, the PC wins an equal amount, doubling their money. On a result of 6 or lower, they lose it all.

What game does the PC choose to play? What house rules does this casino have? Is there anything besides gold the PCs are willing to risk?

The House Always Wins - Reaction: When an adversary fails a roll, you can **spend a Fear** to make it a success instead.

Is this place blessed with impossible fortune, or does something curse anyone who steps through its doors?

Automated Security - Reaction: When a PC attempts to cheat at a game in the casino and fails, they must mark a Stress as they activate the casino's mechanical security detail. Gain a Fear and summon one Vault Guardian Gaoler and Turret for each PC, plus a Vault Guardian Sentinel. All adversaries appear within Far range of the PCs, and the Vault Guardian Sentinel immediately takes the spotlight.

Who built these machines? Why are they preferable to living beings?

The Devil's Playground - Reaction: If the PCs defeat the casino's automated security or try to leave with stolen winnings, you can **spend an amount of Fear equal to the number of PCs** to summon the casino's true owner, a Demon of Avarice, within Close range of a PC. The Demon is immediately spotlighted and bars the party's exit at all costs.

How did the demon mask their influence until now? How does the casino itself change to reveal its true nature?

VOLCANIC ERUPTION

Tier 3 Event

An explosion of heat and molten rock that leaves behind only charred desolation.

Impulses: Create panic all around, cut off the exits, isolate, make them scramble for safety, split the party

Difficulty: 16

Potential Adversaries: Elemental Spark, Lava Elemental (Greater Earth Elemental), Volcanic Dragon

FEATURES

Unstable Ground - Passive: The ground here is uneven, prone to collapse, and constantly shifting. PCs who fail an Agility Roll to move must mark a HP and are temporarily *Restrained*.

What strange shapes and colors do the PCs see in the cooled lava? How do the people who live nearby keep their footing on the slick, shiny surface?

Violent Eruption - Action: Spend a Fear to have the ground erupt at a point of your choice, spewing lava into the air and spreading it along the ground. All targets within Very Close range of that point lose a Hope and take **3d8+3** physical damage. The area within Very Close range of the eruption point becomes lava until the end of the scene. A creature who moves into or through the lava takes **3d8+3** physical damage. Until the end of the scene, you can **spend a Fear** to expand the lava area by one step (such as Very Close to Close or Close to Far).

What makes the lava seem alive? How can the PCs predict its behavior?

Vent Toxic Gas - Action: Spend a Fear to open a fissure that belches out toxic gas at a point of your choice, creating a cloud that blankets everything within Far range. While inside the cloud, a PC must track their air supply with an Air Supply Countdown. Its starting value is equal to 3 + their tier, and it ticks down when they take an action. If a PC fails an action roll or rolls with Fear, you can use a GM move to tick down their countdown an additional time. If the roll is a failure with Fear, you can tick it down twice instead. Once the countdown ends, a PC must mark a Stress whenever they take an action within the gas until they escape the cloud.

What signs do you see to indicate the presence of toxic gas? What taste lingers in the mouths of the PCs who inhale the gas?

TIER 4 ENVIRONMENTS (LEVELS 8-10)

CHAOS REALM

Tier 4 Traversal

An otherworldly space where the laws of reality are unstable and dangerous.

Impulses: Annihilate certainty, consume power, defy logic

Difficulty: 20

Potential Adversaries: Outer Realms Monstrosities (Abomination, Corruptor, Thrall)

FEATURES

Impossible Architecture - Passive: Up is down, down is right, right is starward. Gravity and directionality themselves are in flux, and any attempt to move through this realm is an odyssey unto itself, requiring a Progress Countdown (8). On a failure, a PC must mark a Stress in addition to the roll's other consequences.

What does it feel like to move in a space so alien to the Mortal Realm?

What landmark or point do you fixate on to maintain your balance?

What bizarre landmarks do you traverse on your journey?

Everything You Are This Place Will Take from You - Action:

Countdown (Loop 1d4). Activate the countdown. When it triggers, all PCs must succeed on a Presence Reaction Roll or their highest trait is temporarily reduced by **1d4** unless they mark a number of Stress equal to its value. Any lost trait points are regained if the PC critically succeeds or escapes the Chaos Realm.

How does this place try to steal from you that which makes you legendary? What does it feel like to have this power taken from you?

Unmaking - Action: Spend a Fear to force a PC to make a Strength Reaction Roll. On a failure, they take **4d10** direct magic damage. On a success, they must mark a Stress.

What glimpse of other worlds do you catch while this place tries to unmake you? What core facet of your personality does the unmaking try to erase?

Outer Realms Predators - Action: Spend a Fear to summon an Outer Realms Abomination, an Outer Realms Corruptor, and **2d6** Outer Realms Thralls, who appear at Close range of a chosen PC in defiance of logic and causality. Immediately spotlight one of these adversaries, and you can **spend an additional Fear** to automatically succeed on that adversary's standard attack.

What half-consumed remnants of the shattered world do these monstrosities cast aside in pursuit of living flesh? What jagged reflections of former personhood do you catch between moments of unquestioning malice?

Disorienting Reality - Reaction: On a result with Fear, you can ask the PC to describe which of their fears the Chaos Realm evokes as a vision of reality unmakes and reconstitutes itself to the PC. The PC loses a Hope. If it is their last Hope, you gain a Fear.

What moment do they see? If it's a memory, how is it warped by this place? How hard will it be to hold on to the real memory?

CONVERGENCE, THE CITY OF PORTALS

Tier 4 Social

A sprawling metropolis at the nexus of creation, where influential figures from across the realms gather.

Impulses: Confront them with alien customs, dazzle them with infinite variety, tempt them with the impossible

Difficulty: 20

Potential Adversaries: Power Players (Arch-Necromancer, Demon Lord Berzug, Fire Titan Warlord, High Seraph, Monarch, Oracle of Doom, Vampire Lord), Travelers and Residents (Any)

FEATURES

Impossibilities Abound - Passive: Convergence is a nexus of gods, monsters, aliens, and all manner of dimension-hoppers. Because mortal life is generally beneath these beings' concern, PCs have disadvantage on action rolls to influence them unless they have leverage against them or know what the NPC cares about.

What manner of being currently holds sway in the city? What strange customs do they practice? Which PC is most confused or offended by them, and which PC adopts these customs as their own?

Into the Multiverse - Passive: The city of Convergence has a portal or door to every realm of existence.

Where (or when) does the party want to go? Where is that portal located, and who controls that area?

Infinite Inventory - Passive: This city has the solution to any problem, if you can find it. A PC seeking a particular item with wondrous properties can make an Instinct or Presence Roll to find it in the city's pandimensional marketplace.

- **Critical Success:** The PC finds the perfect item, and the merchant who has it only wants something the PC considers inconsequential in exchange.
- **Success with Hope:** The PC finds the perfect item and can exchange something of equal value for it.
- **Success with Fear:** The PC finds the perfect item, but the merchant who has it will only exchange it for something the party can't give them... yet.
- **Any Failure:** The PC must mark a Stress as they go on a wild goose chase but come up empty-handed. The PC can mark an additional Stress to change this result into a success with Fear.

Who has the item the party needs? What do they want in return?

Don't Make Waves - Passive: Countdown (6). Because anything is possible in Convergence, the city maintains a labyrinthine bureaucracy that issues and enforces ordinances regarding all exchanges and interactions between the realms. When the party arrives in Convergence, activate the countdown. It ticks down when a PC does something that upsets the city's delicate political equilibrium. When it triggers, the PCs become *Wanted* until they clear their names with the authorities. When a *Wanted* PC rolls with Fear, you can summon **1d4** Temporal Enforcers who appear within Very Close range, immediately take the spotlight, and try to apprehend the party.

What has the party done (or what do they plan to do) that draws the attention and ire of the city officials? How can they fix the problem they caused?

An Offer You Can't Refuse - Action: Convergence is home to a tenuous network of rival factions. **Spend a Fear** to have one of them present the party with an easy solution to a difficult problem in exchange for their allegiance. If the party refuses, each PC must mark a Stress, and they can't turn to that faction for help in the future.

Which faction offers the party their support? Who do they want the party to act against?

DIVINE USURPATION

Tier 4 Event

A massive ritual designed to breach the gates of the Hallows Above and unseat the New Gods themselves.

Impulses: Collect power, overawe, silence dissent

Difficulty: 20

Potential Adversaries: Arch-Necromancer, Fallen Shock Troops, Mortal Hunter, Oracle of Doom, Perfected Zombie

FEATURES

Final Preparations - Passive: When the environment first takes the spotlight, designate one adversary as the Usurper seeking to overthrow the gods. Activate a Long-Term Countdown (8) as the Usurper assembles what they need to conduct the ritual. When it triggers, spotlight this environment to use the "Beginning of the End" feature. While this environment remains in play, you can hold up to 15 Fear.

What does the Usurper still require: The heart of a High Seraph? The lodestone of an ancient waygate? The loyalty of two archenemies? The heartbroken tears of a pure soul?

Divine Blessing - Passive: When a PC critically succeeds, they can spend 2 Hope to refresh an ability normally limited by uses (such as once per rest, once per session).

What god favors you as you fight against this usurpation? How does your renewed power reflect their influence?

Defilers Abound - Action: Spend 2 Fear to summon **1d4+2** Fallen Shock Troops that appear within Close range of the Usurper to assist their divine siege. Immediately spotlight the Shock Troops to use a "Group Attack" action.

Which High Fallen do these troops serve? Which god's flesh do they wish to feast upon?

Godslayer - Action: If the Divine Siege Countdown (see "Beginning of the End") has triggered, you can spend 3 Fear to describe the Usurper slaying one of the gods of the Hallows Above, feasting upon their power and growing stronger. The Usurper clears 2 HP. Increase their Difficulty, damage, attack modifier, or give them a new feature from the slain god.

Which god meets their end? What are their last words? How does the Usurper's new stolen power manifest?

Beginning of the End - Reaction: When the "Final Preparations" long-term countdown triggers, the Usurper begins hammering on the gates of the Hallows themselves. Activate a Divine Siege Countdown (10). Spotlight the Usurper to describe the Usurper's assault and tick down this countdown by 1. If the Usurper takes Major or greater damage, tick up the countdown by 1. When it triggers, the Usurper shatters the barrier between the Mortal Realm and the Hallows Above to slay the gods and take their place. You gain a Fear for each unmarked HP the Usurper has. You can immediately use the "Godslayer" feature without spending Fear to make an additional GM move.

How does the Mortal Realm writhe as the natural order is violated? What mortals witness this blasphemy from afar?

Ritual Nexus - Reaction: On any failure with Fear against the Usurper, the PC must mark **1d4** Stress from the backlash of magical power.

What visions of failures past torment you as your efforts fall short? How are these memories twisted by the Usurper?

IMPERIAL COURT

Tier 4 Social

The majestic domain of a powerful empire, lavishly appointed with stolen treasures.

Impulses: Justify and perpetuate imperial rule, seduce rivals with promises of power and comfort

Difficulty: 20

Potential Adversaries: Bladed Guard, Courtesan, Knight of the Realm, Monarch, Spy

FEATURES

All Roads Lead Here - Passive: While in the Imperial Court, a PC has disadvantage on Presence Rolls made to take actions that don't fit the imperial way of life or support the empire's dominance.

How does the way language is used make even discussing alternative ways of living difficult? What obvious benefits for loyalty create friction when you try to discuss alternatives?

Rival Vassals - Passive: The PCs can find imperial subjects, vassals, and supplicants in the court, each vying for favor, seeking proximity to power, exchanging favors for loyalty, and elevating their status above others'. Some might be desperate to undermine their rivals, while others might even be open to discussions that verge on sedition.

How do they benefit from vassalage, and what has it cost them? What exploitation drives them to consider opposing the unstoppable?

The Gravity of Empire - Action: Spend a Fear to present a PC with a golden opportunity or offer to satisfy a major goal in exchange for obeying or supporting the empire. The target must make a Presence Reaction Roll. On a failure, they must mark all their Stress or accept the offer. If they have already marked all their Stress, they must accept the offer or exile themselves from the empire. On a success, they must mark **1d4** Stress as they're taxed by temptation.

What do the PCs want so desperately they might consider throwing in with this ruthless power? How did imperial agents learn the PC's greatest desires?

Imperial Decree - Action: Spend a Fear to tick down a long-term countdown related to the empire's agenda by **1d4**. If this triggers the countdown, a proclamation related to the agenda is announced at court as the plan is executed.

What display of power or transfer of wealth was needed to expedite this plan? Whose lives were disrupted or upended to make this happen?

Eyes Everywhere - Reaction: On a result with Fear, you can **spend a Fear** to have someone loyal to the empire overhear seditious talk within the court. A PC must succeed on an Instinct Reaction Roll to notice that the group has been overheard so they can try to intercept the witness before the PCs are exposed.

How has the empire compromised this witness? Why is their first impulse to protect the empire, even if doesn't treat them well?

MOON KINGDOM

Tier 4 Exploration

The mysterious, luminous, and isolated ruins of a long-lost lunar kingdom that echoes with forgotten magic and ancient technology.

Impulses: Blur the line between dream and reality, let consciousness ebb and flow like the tide, whisper echoes of ancient opulence

Difficulty: 20

Potential Adversaries: Local Fauna (*Cryptimoths*, *Yufos*), Moon Queen's Spirit (Arch-Necromancer), Reawakened Relics (Constructs, Vault Guardians)

FEATURES

Dreamlike Atmosphere - Passive: Everything in the Moon Kingdom feels dreamlike and floaty. A leap carries you far, and the sound is muted. The air is full of an iridescent crystalline dust that shifts in response to thoughts or emotions and might record memories of the past or visions of the future. Once per scene, a PC can make an Instinct Roll to read the psychic impressions left by past events.

What ethereal scents or sensations do the PCs experience? How does the atmosphere affect the interactions between them?

Silent Ruins - Passive: The towering silver and blue architecture of the capital is undamaged but overgrown with bioluminescent flora that pulses in time with the lunar tides. A PC who succeeds on a Finesse Roll can harvest a moon plant without killing it. A PC who eats one or more living moon plants gains a +1 bonus to Spellcast Rolls until their next long rest.

What earth flora do these moon plants look like? What do they taste like, and how do they affect the eater physically?

Lunar Astrologium - Passive: Atop the highest tower in the capital city sits a crystal dream machine that can replay history. A PC who succeeds on a Knowledge Roll can repair the machine. Once the machine is repaired, a PC who succeeds on a Presence Roll can operate it to learn the history of the Moon Kingdom's rise and fall.

- **Critical Success:** The PC receives clear information about key events and figures in the Moon Kingdom's history and gains **1d4** Hope, which they can distribute among PCs they share their visions with.

- **Success with Hope:** The PC receives clear information about key events and figures in the Moon Kingdom's history.

- **Any roll with Fear:** The PC receives brief flashes and sensations related to the kingdom's cataclysmic end. If the roll was a failure, the PC takes **4d10+5** magic damage as the visions assault their psyche.

What does this machinery look like, and how does it work? What do the PCs learn about the Moon Kingdom's history?

The Moon Queen's Tomb - Reaction: The Moon Kingdom's final ruler has been preserved in a selenite coffin deep within the citadel. On a roll with Fear to investigate her chamber, her baleful shade awakens and attacks the party. Summon the Moon Queen's Spirit (Arch-Necromancer) next to her coffin and immediately spotlight her.

Who buried her here, and why? Can she be resurrected, or is destroying her spirit the only path forward?

NECROMANCER'S OSSUARY

Tier 4 Exploration

A dusty crypt with a library, twisting corridors, and abundant sarcophagi, spattered with the blood of ill-fated invaders.

Impulses: Confound intruders, delve into secrets best left buried, manifest unlife, unleash a tide of undead

Difficulty: 19

Potential Adversaries: Arch-Necromancer's Host (Perfected Zombie, Zombie Legion)

FEATURES

No Place for the Living - Passive: A feature or action that clears HP requires spending a Hope to use. If it already costs Hope, a PC must spend an additional Hope.

What does it feel like to try to heal in a place so antithetical to life?

Centuries of Knowledge - Passive: A PC can investigate the library and laboratory and make a Knowledge Roll to learn information related to arcana, local history, and the Necromancer's plans.

What are the names of the tomes? What project is the necromancer working on and what does it communicate about their plans?

Skeletal Burst - Action: All targets within Close range of a point you choose in this environment must succeed on an Agility Reaction Roll or take **4d8+8** physical damage from skeletal shrapnel as part of the ossuary detonates around them.

What ancient skeletal architecture is destroyed? What bones stick in your armor?

Aura of Death - Action: Once per scene, roll a **d4**. Each undead within Far range of the Necromancer can clear HP and Stress equal to the result rolled. The undead can choose how that number is divided between HP and Stress.

How does their renewed vigor manifest? Do they look more lifelike or, paradoxically, are they more decayed but vigorous?

They Just Keep Coming! - Action: Spend a Fear to summon **1d6** Rotted Zombies, two Perfected Zombies, or a Zombie Legion, who appear at Close range of a chosen PC.

Who were these people before they became the necromancer's pawns? What vestiges of those lives remain for the heroes to see?

REALM OF THE DEAD

Tier 4 Traversal

A seemingly infinite expanse of still water without color or laughter.

Impulses: Drown in despair, leech life, tempt into endless slumber

Difficulty: 20

Potential Adversaries: Any (see "Death-Touched Denizens")

FEATURES

Sea of Gloom - Passive: This realm is a boundless silver ocean blanketed in a gray gloom with no visible stars or horizon. The subtle current pulls inexorably at the PCs' legs, but it's too gentle to disturb the flat, mirrored surface of the water. Action rolls to navigate this realm have disadvantage.

What dangers lie below the surface? How does one find the edge of a world without end, and what lies beyond it?

The Burden of Wakefulness - Passive: It's impossible to sleep here. When the party rests, each PC can choose only one downtime move.

What thoughts keep the PCs awake here? How can they support one another without succumbing to hopelessness themselves?

Death-Touched Denizens - Passive: All mortal creatures eventually pass through this place on their journey to the other side, but those who linger or wander become warped and mutated by the gloom. Any adversaries the party encounters here are *Faded*. Describe how their time here has warped them into something worse than dead. When a PC takes damage from a *Faded* adversary's attack, they must also mark a Stress. If a PC is defeated here, they become a *Faded* adversary controlled by the GM instead of making a death move.

Why do these creatures refuse to move on? Is there any pattern to the forms the gloom fades them into?

The Chill of Death - Action: Spend a Fear to force a PC to make a Presence Reaction Roll as the Sea of Gloom leeches the warmth from their blood and bones. On a failure, they take **4d10** direct magic damage. On a success, they must mark a Stress.

What does it feel like to have the will to live forcibly drained from you? How do you focus through the despair?

Abandon All Hope - Reaction: When a PC spends Hope in the Realm of the Dead, they must roll a **d6**. On an odd result, they must spend an additional Hope or lose the benefit of the Hope they already spent.

What regrets gnaw at the edge of your consciousness while you're here? What memories still tether you to the Mortal Realm?

TIME COURT

Tier 4 Event

One or more PCs are forcibly plucked from the timeline and put on trial for crimes against continuity.

Impulses: Find the truth, mete out justice, nullify their powers

Difficulty: 20

Potential Adversaries: Judge (Monarch), Jury (Hallowed Choir), Executioners (Temporal Enforcers)

FEATURES

Out of Time - Passive: The trial takes place in a pocket dimension that exists beyond the influence of the other realms. While here, PCs can't use their features and abilities. Each player must put their Domain cards in their vault.

What besides the courtroom resides in this pocket dimension? What powers maintain the universal barrier protecting this place?

Trial by Jury - Passive: At the end of the proceedings, a jury votes whether to acquit or convict the party. When the court is called to order, have the prosecution present its case against the PCs and start a Countdown (9). It ticks down when a PC makes an action roll. When it triggers, the PCs and GM roll their Judgment Dice. If the party's total result meets or exceeds the GM's, the jury acquits them.

Which PCs are put on trial? What are they accused of? What potential penalties would a guilty verdict bring?

Counsel for the Defense - Passive: A PC can make an action roll to argue for their innocence (such as a Knowledge Roll to interpret the letter of the law, a Presence Roll to play on the jury's emotions, or an Instinct Roll to point out holes in the prosecution's case). On a success, the party gains a **d6** Judgment Die. On a critical success, they gain two. On a failure, the prosecution rebuts the PC's argument, and you gain a **d6** Judgment Die.

What is the weakest part of the prosecution's case? What is the strongest part of the party's defense?

Counsel for the Prosecution - Action: The prosecution introduces a damning piece of evidence (such as an eyewitness testimony, test results, or a physical exhibit taken from the scene of the crime), and you gain a **d6** Judgment Die. A PC can mark a Stress to attempt a rebuttal of the evidence with a Knowledge, Instinct, or Presence Reaction Roll. On a success, the party gains the Judgment Die instead of you. On a failure, you gain an additional **d6** Judgment Die.

Who leads the prosecution, and what is their relationship to the Time Council? What magic or technology does this court rely on to present and record evidence?

"Order in the Court!" - Reaction: When the PCs attempt to escape or end the trial through force, summon a number of Temporal Enforcers equal to the number of PCs in the scene within Close range and immediately spotlight one.

Is this court's authority worthy of respect? What besides the might of the Time Council and its enforcers justifies their control over the timeline?

ADDITIONAL GM GUIDANCE

This section provides additional guidance for preparing and running a session of Daggerheart.

STORY BEATS

In storytelling, a beat is a moment that changes the trajectory of the narrative—a shift in the world, a significant action or reaction, an emotional revelation, or an important decision. Take turns with the players, narrating a beat and then letting them react and carry the scene forward with their own beats. When preparing for a session, plan in terms of the moments that give shape to each scene or sequence, rather than pre-scripting specific details or exchanges.

PREPARING COMBAT ENCOUNTERS

Build the hurdles the PCs face around the question of “What helps tell the story?” Enemies, environments, and hazards are the tools for heightening tension and creating drama. Ensure that combat is being used to give players more information about the unfolding story, revealing the world, the plot, or the characters.

BATTLES AND NARRATIVE

Dynamic battles create suspense by forcing players to choose between their various objectives, engaging their character’s motivations and weaknesses, and creating the crucible that the players use to forge their characters into legendary heroes. When preparing combat encounters:

- Consider the narrative function of the battle
- Base adversaries’ moves on their motives
- Use dynamic environments to bring the battleground to life
- Add enemies that can interact with the PCs’ features and special abilities

SESSION REWARDS

Reward players at the end of a session with:

- Useful information
- Story hooks
- Loot
- Gold
- Access to new equipment or enhancements

CRAFTING SCENES

Whenever you start a session, arrive at a new place, or change the situation, tell the players what they need to know by thinking with all of your senses and sharing something unique or unexpected about the fiction.

ENGAGING YOUR PLAYERS

Keep your players engaged by:

- Rotating the Focus between the PCs
- Tying Together Story Elements
- Engaging Quiet Players
- Using Visual Aids
- Encouraging Unguided Play
- Confronting the PCs with internal and external conflicts
- Raise the Stakes by Spending Fear
- Layering Goals Other than Attrition into Combat (see Table of Random Objectives on the next page)

1d12	Objective
1	Acquire (obtain or steal) an important item or items.
2	Capture one or more of the opponents.
3	Activate a magical device.
4	Frame a character or tarnish their reputation.
5	Drive the opponent into a corner or ambush point.
6	Stop a magical ritual, legal ceremony, or time-sensitive spell.
7	Hold the line—keep the enemy from reaching a specific area or group.
8	Plant evidence or a tracking device on a target.
9	Secure a specific location ahead of another group’s arrival.
10	Harass the opponent to deplete their resources or keep them occupied.
11	Destroy a piece of architecture, a statue, a shrine, or a weapon.
12	Investigate a situation to confirm or deny existing information.

PHASED BATTLES

Make battles by shifting the nature of its enemies or environment mid-combat:

- Change the Terms of Engagement
- Alter the Environment
- Evolve the Opposition

USING DOWNTIME

Use downtime scenes as a pressure release valve to vary the intensity of the story and give the PCs room to breathe.

Empower your players to frame their own downtime scenes. Ask the players what it looks like as they tend to their wounds or unwind together, encouraging them to take the reins and work with other players whose characters are involved

PROJECTS DURING DOWNTIME

The Work on a Project downtime move requires more GM input than other downtime moves and is best suited for long-term endeavors the PCs wish to undertake.

These projects are typically tracked using a Progress Countdown. When deciding the starting value of the countdown, consider the complexity of the project, the availability of relevant tools, and the impact of the project on the story.

Simple projects advance their countdown each time a player uses the Work on a Project move, but complex projects require a roll.

EXTENDED DOWNTIME

When you fast-forward the story across an extended period, use montages to illustrate the passage of time. You gain 1d6 Fear per PC and advance any long-term countdowns as appropriate.

CAMPAIGN FRAMES

A campaign frame provides inspiration, tools, and mechanics to support a particular type of story at the table.

Every campaign frame has a complexity rating that indicates how much its mechanics deviate from or expand upon the Daggerheart core ruleset.

Each campaign frame includes the following sections.

- A **pitch** to present to players
- Suggestions and guidance on **tone, feel, themes, and touchstones**
- An overview of the campaign's **background**
- Guidance for fitting **communities, ancestries, and classes** into the setting
- **Principles** for players and GMs to focus on during the campaign
- Unique setting **distinctions**
- An **inciting incident** to launch the campaign
- **Special mechanics** to use during the campaign
- **Questions to consider** during session zero

You can find each campaign frame map in the appendix of the core rulebook or at www.daggerheart.com/downloads.

THE WITHERWILD

When an invading nation attacks an ancient forest deity, a virulent overgrowth spreads throughout the land.

Designed by Carlos Cisco, Rowan Hall, & Spenser Starke

COMPLEXITY RATING: ●

THE PITCH

Read this section to your players to introduce them to the campaign.

Fanewick was once a place of great abundance and peace—dangerous to those unfamiliar with the land, but a cornucopia to those who respected its ways. When Haven invaded the wilds and forced the land into eternal spring, a dangerous bloom known as the Witherwild took hold and now threatens the lives of all who live there. In a Witherwild campaign, you'll play unlikely heroes from humble beginnings who are reckoning with their newfound duty to save Fanewick's people from dangerous corruption.

tone & feel

Adventurous, Dynamic, Epic, Heroic, Thrilling, Uncanny, Whimsical

THEMES

Cultural Clash, Ends Justify Means, Grief, People vs. Nature, Transformation and Change, Survival

TOUCHSTONES

Princess Mononoke, The Legend of Zelda, The Dark Crystal, Nausicaä of the Valley of the Wind

OVERVIEW

If your group decides to play this campaign, give your players the following information before character creation.

Fanewick is a wild and untamed land, long avoided by outside forces. The woods are dark and twisting, filled with Faint Divinities who perform small miracles and services for its inhabitants, but are just as likely to lure travelers off narrow paths to their ruin. Seemingly harmless expanses of field hide bogs that engulf entire armies, consuming heavy artillery as quickly as it can cross the border. This wilderness fosters hardy people who are bold enough to raise families where others have not and strictly follow the unique rules that keep them safe. These Wicklings remained insulated from their neighbors' wars until plague forced the people of Haven to desperate acts.

Haven was once the most powerful force in the region; for centuries, the high stone walls into the capital bore the phrase "The Godless Gate." While the original meaning has been

lost to common knowledge, some dusty tomes and ancient records state that the founders of Haven wished to be free of the influence of the Faint Divinities that dominated the surrounding regions. They hatched a plan to kill one of the mightiest of these deities, known as **Shun'Aush the Granite Ophid**. While their exact method of deicide is forgotten, their victory ensured Haven's dominance in the region for centuries to come. They made their home behind his remains, which became the mighty walls that Haven is known for.

But Shun'Aush would have his revenge. As the Havenites carved through his stone body, the fine dust left behind settled into the surrounding earth. There was a time of prosperity over many centuries while the scales of the god remained undisturbed. But progress is its own pressure. The growing population demanded increased productivity, and as farmers tilled deeper soil and miners hacked into hidden stone, the ancient stone dust rose to the surface. The same walls that brought the city security became the crucible that incubated a virulent plague.

Over the last two years, over half of Haven's populace fell to a disease known as the **Serpent's Sickness**. First, victims cough up dust. Soon after, their skin breaks out in a scaling rash. Finally, their body hardens—first the flesh, bones, and soft tissue, spreading until, finally, their organs ossify. Once within the organs, “the serpent” moves so quickly that sufferers petrify where they stand, filling Haven with statues of victims in their last moments of agony.

The High Magus of Haven, **Archmage Phylax**, discovered a rare red flower called the crimson lady's veil that could cure the Serpent's Sickness. These buds grow prolifically across Fanewick in the spring—but for every ten thousand of the common white-petaled blossoms, only one red flower blooms.

Desperate to save their people from the plague, Haven invaded Fanewick to amass the scarce red buds. Their forces plunged into the deep wood and, under the guidance of Archmage Phylax, plucked out the **Reaping Eye** from the most powerful Faint Divinity that protected the land: **The Great Owl Nikta**, the Shepherd of the Seasons. The Shepherd kept Fanewick in balance by turning her eyes upon the land, first for ripening, then ruination. Thus Nikta maintained the cycle of seasons—of growth and decay, of death and rebirth. With her Reaping Eye removed, Nikta can only watch over Fanewick with the **Sowing Eye**, forcing the land into everlasting spring.

In the year since, Haven has conquered the bogs, turning them into fields to harvest red flowers. The endless growth that once seemed like a gift quickly evolved into a scourge known as the **Witherwild**—Fanewick's flora and fauna flourished, unchecked and uncontrolled. Animals swell to massive size; trees warp, twist, and begin to hunt people; and vines creep along the forest floor, strangling all they touch. This explosive growth is unconquerable and unrelenting, with no force able to stop the burgeoning verdance for long.

Prior to the Serpent's Sickness and the Shepherd's endless growth, your party lived a peaceful life in Fanewick or a life of toil and conquest in Haven. But when the danger demands a response, even the unprepared—and unwilling—must make a stand.

COMMUNITIES

All communities are available, but some have unique aspects within a Witherwild campaign. As needed, provide the following information to your players and choose one or more of the questions to ask them during your session zero.

■ LOREBORNE AND HIGHBORNE

In Fanewick, knowledge is the most valuable commodity, and those who have expertise have the most power. This economy of information functions primarily through gifting and trading, and wisdom would be considered acceptable collateral for a weapon or warm meal. As such, loreborne community members are the wealthiest in Fanewick and might be smaller, distinct groups of hunters, historians, or artisans within larger villages.

What knowledge did your community teach you that you must now protect or share?

What are you able to accomplish because of your upbringing that others outside your community do not understand?

You once traded important knowledge for something terrible. What did you impart and what did you gain in return?

In Haven, the wealthiest members are highborne, having inherited riches built in the walled city over generations. While the highborne of Haven were more insulated from the Serpent's Sickness, none were immune.

Who have you lost to the Serpent's Sickness? How did it affect you?

How did your family make their wealth? Have you rejected or embraced their core set of ethics?

You grew up in a world of abundance but were kept from learning something about the world. What was this knowledge and when did you discover it?

■ RIDGEBORNE, UNDERBORNE, AND WILDBORNE

Characters from these communities were likely raised in Fanewick's deadly environs, which have only become more dangerous as the Witherwild grows. Each community has unique customs, some freely shared and others kept secret, that allow them safe passage through dangerous terrain and the Faint Divinities' territories.

In exchange for protection from the Witherwild for themselves and their families, some Wicklings from these groups have been forced to take jobs as farmers in Haven's flower fields. Though it is backbreaking work performed for a nation destroying their land, the farmers are offered safety by the Haven fires that burn back the ever-creeping Witherwild.

What Faint Divinities do you give tribute to, and how have you been rewarded in kind?

You displeased a god of Fanewick. What did you do, and what misfortune befell you or a loved one?

You fled the place of your birth. What circumstances drove you to leave?

■ ORDERBORNE

Players might choose to build orderborne characters if they want to play current or former members of the Haven Army that invaded Fanewick. Though the army brings violence into this land, they also carry overwhelming grief for a homeland succumbing to disease.

What regrets do you carry with you from your conquest of foreign soil?

What kindness did an enemy combatant bestow upon you in an hour of need? How did this change your view of the people of Fanewick?

You were charged with planting a rumor in a Fanewick community. What is the rumor, and do you plan to carry out this mission?

■ SLYBORNE

As the Haven Army is the current martial power in Fanewick, those who wish to play slyborne characters might come from Fanewick rebel groups seeking to expel the invading forces from their lands. Depending on the tactics their group employs, a character from a slyborne community might align with or go against their upbringing.

Who among the Haven Army do you wish to exact revenge upon and why?

You joined an insurgent group working to free this land from Haven's grasp. What has given you doubts about the leadership's methods?

Someone you love is a member of the Haven Army. How have you used your position in the rebellion to protect them?

■ SEABORNE

Both Fanewick and Haven have a coastal border. The majority of Fanewick's seaborne communities live in small seaside groups and focus on local travel to neighboring regions, while Havenites tend to live in large ports that ship and receive goods from distant lands.

You recently traveled by sea over a vast distance. What went terribly wrong on that passage, and how has it changed you?

Growing up on the sea taught you a skill few have. What did you learn, and how did it save your life?

You used to sail with a companion. Who were they, and how do you remain connected?

■ WANDERBORNE

Wanderborne communities can be found in both Fanewick and Haven, though safe travel has been severely restricted due to the military occupation and the expansion of the Witherwild. Whether a wanderborne character comes from Fanewick, Haven, or elsewhere, the player should determine their character's personal views on the invasion of Fanewick, and how that aligns or departs from their community's views.

What do you do to keep your small community safe, independent, and hidden from Haven's forces?

Because of your community's transience, you have loved ones in both Fanewick and Haven. How has this affected your relationship with the invasion?

Your community travels to protect something. What is it, and why does it keep you from settling down?

ANCESTRIES

All ancestries are available, but some have unique aspects within a Witherwild campaign. As needed, provide the following information to your players.

■ CLANKS

Clanks from Haven are commonly made from iron and steel, while clanks from Fanewick are typically constructed from wood and stone.

■ FUNGRIL

Since the Witherwild spread throughout Fanewick, some fungril inhabiting the forests have grown noticeably larger than fungril from other regions.

■ DRAKONA, FAUNS, FIRBOLGS, AND INFERNIS

After the Witherwild corrupted Fanewick, some drakona, fauns, firbolgs, and infernis have noticed their horns growing faster and longer.

■ GALAPA AND RIBBETS

Many families of galapa and ribbets who lived in the bogs of Fanewick were displaced when Haven's army invaded.

Havenites and the Serpent's Sickness

Anyone, but especially those from Haven, may carry the Serpent's Sickness, which stiffens their movements and gives them limited time to survive without a cure.

CLASSES

All classes are available, but some have unique aspects within a Witherwild campaign. As needed, provide the following information to your players.

Druids, Rangers, and Sorcerers

Druids, rangers, and sorcerers are commonly found throughout Fanewick. If players choose one of these classes, they should consider how their character's connection to the natural world might be impacted by the Witherwild.

■ WARRIORS AND WIZARDS

Warriors and wizards are prevalent in Haven. A large wizarding school in Haven teaches fighters and healers, and the Haven Army is largely composed of warriors and School of War wizards. If a PC is either of these classes, consider their personal relationship to the Haven Army.

■ VENGEANCE GUARDIAN

Many Wicklings who seek revenge on Haven or to expel them from Fanewick become Vengeance guardians. If players choose this subclass, they should consider what ideals or institutions their character protects.

■ SYNDICATE ROGUE

The Haven Army sends spies into Fanewick communities to gain information on planned attacks and manipulate public perception. When selecting the Syndicate rogue subclass, players should consider how their character might be connected to or impacted by these covert operatives.

PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

■ MAKE THE INVASION PERSONAL

Consider how Haven's invasion of Fanewick deeply impacts your character. Let these details inform what they want and what they're willing to do to get it. Everyone has lost a loved one to the Witherwild or the Serpent's Sickness, and more are dying by the day. Consider how the growing conflict caused your character to act in ways they aren't proud of, or transformed personal truths they once believed were unshakable.

■ TREAT DEATH WITH IMPORTANCE

Taking a life should not be done without consideration, desperation, and consequences. As your character journeys, they should remember those they've lost and those they've slain, allowing each death to affect their choices in the future.

■ EMBRACE VULNERABILITY

Find your character's humanity and showcase it whenever you can. They should be as vulnerable during quiet moments as they are vicious during violent ones, opening up to their allies even if they close themselves off to everyone else.

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

■ PAINT THE WORLD IN CONTRAST

Subvert expectations by giving space for the nightmarish to charm and the beautiful to terrify. Give the PCs visions of the natural beauty of Fanewick that has run roughshod across the region, breaking the bounds of the bogs and forests and devastating homes and communities. Show the grim and ordered life behind Haven's walls, but also show the culture, art, and progress that has come out of centuries of safety. Contrast the capricious nature of the Faint Divinities with the devotion of the Wicklings and Havenites fighting to save their home. In a place of long nights and days, dual seasons, and two nations in conflict, look for ways to highlight bold dualities.

■ SHOW THEM TRUE DANGER

Though it may be tragic, bodily harm is not the worst tragedy that can befall the characters. To illustrate what's truly at stake, use the PCs' origins in Fanewick or Haven to show them what they stand to lose, be it their homes, family, friends, communities, or even their core truths and beliefs. The events of this campaign may change, threaten, or destroy these aspects of their past—when your players create and are invested in their character's backstory, they have something to fight for.

■ OFFER ALTERNATIVES TO VIOLENCE

By illuminating nonviolent approaches to problem-solving, the PCs can help break the brutal cycle that binds this world. For example, showing compassion—rather than swordpoint—to a corrupted beast can free them from the Witherwild. Similarly, the conflict between Haven and Fanewick shouldn't only be solved with blood and blade. What threatens both could also unify them. Give the PCs opportunities to mend old wounds, right past wrongs, and heal the rift between Haven and Fanewick from within.

■ CREATE MULTIDIMENSIONAL ALLIES AND ADVERSARIES

No adversary or ally is all good or all bad, and they each have multidimensional lives. Even the most congenial ally should be hiding darkness inside them, hoping their failings will go undiscovered. Those painted as evil should sometimes do the right thing, even if it's for the wrong reason. Just because a PC or NPC is from Haven doesn't make them a villain, and, conversely, not all the inhabitants of Fanewick are virtuous. Finding the nuance, complications, and deeper motivations of the people of Haven and Fanewick will lead to richer interactions, more complex moral choices, and a deeper sense of attachment to the world for the players.

DISTINCTIONS

Use this information to prepare your campaign. You can also share it with your players as needed.

■ THE WEEKS OF DAY AND NIGHT

The day and night cycle occurs weekly, meaning the sun rises for an entire week before setting into a nighttime of the same length. This has an impact on everything from agriculture to trade, as many merchants refuse to travel through the night.

But this cycle doesn't just affect Wicklings, it's dictated how Fanewick's wondrous ecology has evolved. Days and nights are accompanied by entirely different natural soundscapes as Fanewick's nocturnal denizens sleep through the long days and stalk the woods in times of darkness while their diurnal counterparts sleep. The plants similarly live on this strange day-night loop, and many live out their entire life cycles in a week. Sun rose vines make a thorny ascent to the top of the tree canopy over the course of the week, only to wilt under the light of the moon. Conversely, night bloom, a bioluminescent flower that emits the smell of burnt sugar and decay, only blossoms when evening falls, illuminating patches of forest—a godsend to anyone forced to travel in the dark.

■ THE SERPENT'S SICKNESS

The plague sweeping across Haven spares no one. Since the initial outbreak, Haven officials have worked tirelessly to quarantine those in the early stages of the disease, but this effort has done little to stop its spread. Due to the rarity of crimson lady's veil, many citizens began to carry or consume all manner of flowers and snake sheddings in an attempt to protect or cure themselves.

In the initial stages, victims are afflicted with a hacking cough laden with dust that resembles powdered bone. Then a scaled rash erupts across their skin, cracking their flesh in a unique and painful pattern that resembles a snake's skin. Not long after, the victims' bodies harden until their organs solidify and cease to function. The final stages of the Serpent's Sickness is so quick that many transform into statues where they stand, leaving all of Haven a cenotaph to a once-great power.

■ LADY'S VEIL

These small flowers grow in patches of sun throughout Fanewick. For every ten thousand blossoms of white-petaled flowers, one blooms a unique and vibrant red. These flowers have long been used in herbal teas across the region, with the crimson flowers holding a place in specific ceremonies. Even so, they were only foraged until the Havenites discovered crimson lady's veil—the only known cure for Serpent's Sickness.

Thus, the Haven Army invaded Fanewick and began cultivating the flowers on massive farms that have overtaken the region's bogs. Though the theft of the Reaping Eye has created an indefinite growing season, the red flowers remain just as rare, and Fanewick is permeated by a sickly sweet smell as the Haven Army races to mass-produce a cure for the Serpent's Sickness.

■ THE WITHERWILD

This corruption, empowered by the endless spring, is spreading throughout Fanewick. Some believe the overgrowth began in the forest, while others claim it sprang from the bogs. But no matter its origins, this flourishing malignancy induces horrific changes and massive growth on anything it touches, transforming them into Withered beings. Plants spring to life with a desire to consume all around them. Animals grow to immense proportions, with onerous dispositions to match their exaggerated teeth, tusks, and claws. Even harmless creatures that were once hunted for food have become dangerous and formidable adversaries.

When a person is corrupted by the Witherwild, either from a purposeful attack or accidental harm (see the upcoming "Corruption from the Witherwild" section), they are transformed. They become a nightmarish hybrid—their body warped and intertwined with plant or beast. The Witherwild slowly replaces the personality of its victims with the same drive to consume exhibited by the rest of the corrupted Fanewick. Though the Withered may retain a semblance of who they are for a time, they eventually face the final loss of their personhood. Some Wicklings believe the Withered are gifted this power by Nikta's wrath to drive the forces of Haven from Fanewick and return the Shepherd's Reaping Eye.

■ THE GODS OF FANEWICK

Gods in this land aren't ethereal concepts that exist in another realm; instead, they wander the land as incarnate beings, residing in both the natural world as well as within homes and small villages. As such, they're generally present in Wicklings' lives. Many communities, and some larger families, even have their own small god or tutelary spirit who watches over them.

Belief and worship take on a different meaning in Fanewick—there is a constant push and pull between the goals of people and their deific neighbors. The gods must curry worship from mortals, often by performing small miracles, acts of service, or by testing their resolve with tricks and curses. Mortals rely on the small blessings from the gods to keep them safe when traveling and working in Fanewick. The most powerful and widely acknowledged Faint Divinity is the Shepherd of Seasons, Nikta, as the loss of her eye had the most recent and visible impact on everyone in Fanewick.

Fanewick's various divinities each have their own opinion concerning the Witherwild corruption. While some enjoy nature's newfound dominance, many of the lesser deities are wary of how out of balance Fanewick has become. While their behavior and motives may be inscrutable, these deities are more accessible than gods who watch from on high.

Fulg, Stacker of Stones: A small god who favors tribute in the form of smooth, stacked river rocks. Under his power, bivalves and limpets grow abundantly on rocks where they can be easily harvested. He is largely uninformed about the problems Fanewick faces, and he prefers it that way.

Hyacynis, They Who Spread Small Blossoms: A friend of bees and tiny flowers who has embraced the Witherwild after seeing their influence and domain swell (literally) to immense proportions. They're enjoying this rampant growth and do not see a reason to end it.

Ikla, the Sky Painter: Ikla's artistic prowess and talent are unmatched, painting the skies of each weekly sunrise and sunset over Fanewick in a myriad of scintillating colors. They could not be lazier the rest of the week, and their demeanor is exceedingly unpleasant, offended that anyone would ask a favor of them during their time off.

Oove, the Watcher of the Night Bloom: He is one of the few local gods who has never been seen, but he is often heard in the wilds at night, whispering directions to lost travelers, pointing them to the nearest source of night bloom. Locals claim he leads those who displease him or harm nocturnal creatures into dangerous terrain. It's rumored that he watches over Fanewick nights from his home on the moon.

Qui'Gar, Whispered Sweetness for a Thorny End: A quiet god who presides over the deaths of those who pass in thorny bushes and briar patches. Traditionally, she doesn't receive many visitors, but the Witherwild's corruptive growth has made her job harder and upended her quiet existence.

Rohkin, the Wandering Horn: Rohkin watches over the many herds of horned creatures that reside in Fanewick. In happier times, he preserved the balance of nature and civilization, preventing overhunting. But since the corruption of the Witherwild has taken hold, he's seen his herds change into unrecognizable, dangerous beasts.

These are but a small slice of the hundreds, if not thousands, of Faint Divinities lurking, relaxing, hunting, and playing throughout Fanewick.

What Faint Divinities do the PCs acknowledge and pay tribute to, if any?

How has the Witherwild changed the outlook, personality, and dispositions of the Faint Divinities the characters encounter?

Which gods ally themselves with Haven to preserve the endless spring? Which align with Fanewick?

THE INCITING INCIDENT

You can use the prompt below to start your campaign, or create your own.

The Reaping Eye is stowed in a secure vault beneath the central tower of Haven's wizarding school, seemingly impossible to recover. A secretive and dangerous rebel group, led by a mysterious figure known only as the **Fanewraith** (she/her), has hatched a plan to end the curse of the Witherwild: find the Great Owl, Nikta, and pluck out the Sowing Eye. While this may solve the immediate problem, the long-term consequences are not being considered, just as they weren't when Haven invaded.

Haven's beleaguered spymaster, **Kreil Dirn** (he/him), is not a popular person in Haven. He is responsible for rooting out insurgents, stopping schemes before they have a chance to start, and keeping a close watch on Haven's internal activities. Kreil has never agreed—at least not openly—with **Archmage**

Phylax's (they/them) decision to steal the Reaping Eye, and the consequences they've all paid for that decision have been grimly vindicating.

Recently, Kreil uncovered the Fanewraith's plot and is horrified by the possibility of her success. Knowing he can't send a troop of Haven soldiers deep into the woods to hunt down and stop the Fanewraith from stealing the Sowing Eye, Kreil uses his vast network of informants and spies to find a group of adventurers who can bring the Fanewraith to swift justice.

The party is sent an invitation from Haven to meet with Kreil. But is his information correct? Does he have his own motivation or secret ambition? Whether they come from Fanewick or Haven, the party must extend some trust to a person who is equally as dangerous and mercurial as the "enemy" they pursue. And what will they do when they find the Fanewraith? Bring her to justice? Side with her? Attempt to recover the Reaping Eye?

Kreil advises the party to start their hunt for the Fanewraith in the treetop village of Alula, where he suspects she runs her operation.

CAMPAIGN MECHANICS

The following mechanics are unique to this campaign.

■ CORRUPTION FROM THE WITHERWILD

Adversaries and environments in this campaign can gain an additional type called Withered. When an adversary is Withered, describe how the Witherwild changed or impacted how they would normally appear or operate. You also need about 20 Wither tokens (these can be the same as the tokens you use for Fear).

Any time a PC takes Severe damage from a Withered adversary or environment, gain a Wither token and place it on that PC's character sheet. When you do, the PC must roll their Fear Die. If they roll equal to or below the number of Wither tokens on their sheet, they immediately gain a scar and clear all tokens, describing how the Witherwild changes them permanently.

At the end of each session, clear all Wither tokens from the PCs' sheets and gain an equal amount of Fear. If a character ever dies with Wither tokens on their sheet, their body is permanently taken over by the Witherwild.

SESSION ZERO QUESTIONS

Ask any of these questions to your players, or make your own.

What dangerous animal comes out during the week of night that isn't out during the week of day?

What unique trait (such as appearance, smell, or taste) does anything tainted by the Witherwild have?

What superstitions does your character or their community have about traversing Fanewick during the long nights?

Your character has witnessed something beautiful that came from the Witherwild. What is it and how has it transformed their view of the corruption?

SUPPLEMENTAL CAMPAIGN MECHANICS

You can use following optional mechanics to supplement your campaigns.

FACTION TRACKING

You can use a campaign sheet to track multiple factions, the relationships between them, and their distinguishing assets, problems, or objectives, as well as their major assets and problems.

RELATIONSHIPS

The relationship between two factions is designated by a number between -3 and +3:

- -3: Nemeses
- -2: Opposed
- -1: Unfriendly
- 0: Neutral, Ambiguous, or Ambivalent
- +1: Friendly
- +2: Allied
- +3: Close Allies

The more intense their relationship, the more willing one faction is to act on behalf of or against the other, even at risk to itself. A Friendly (+1) faction might render help if it doesn't require much effort or risk, whereas a faction will go to great effort and expense to see its Nemeses (-3) suffer.

FACTION CARDS

Each Faction Card contains the following information:

- Name: What the faction is called
- Relationships: The faction's relationship rank with other factions
- Assets: 1-3 advantages the faction has, such as a large military or access to superior technology
- Problems: 1-3 disadvantages the faction has, such as a small territory or negative reputation
- Major Objectives: 1-3 goals the faction would expend significant resources to achieve, such as establishing a new trade route
- Minor Objectives: 1-3 less critical goals the faction would like to achieve, such as mounting a festival or implementing a civic project

OBJECTIVE COUNTDOWNS

You can use long-term countdowns to track a faction's efforts to exploit their assets, address their problems, and pursue their major and minor objectives.

Each in-game week, pick one countdown for each faction to advance (stepping down the countdown by one tick) as it makes progress toward its goal. These countdowns can also tick up (or down extra steps) according to the fiction.

When a countdown triggers, the relevant faction acquires an asset, removes a problem, or achieves some other objective. Pick a new goal based on the fiction and start a new countdown. Each nation can have no more than one major objective countdown and up to two minor objective countdowns active at the same time.

Achieving a major objective requires the faction to complete an Objective Countdown (10), whereas achieving a minor objective requires the faction to complete an Objective Countdown (4-6), depending on the scale of the endeavor.

Stagger the progression of your factions' objective countdowns so that no more than one or two trigger each in-game week. Triggering multiple objective countdowns at the same time can cause weeks of inactivity afterward and lessen the tension of the various lingering conflicts.

The party may often be dispatched or mobilized to complete or block these objectives. Meanwhile, completed countdowns generate major narrative shifts for the party to respond to.

EVERYDAY HERO STARTING EQUIPMENT

PCs without access to standard weapons and armor can choose from the following tables.

Primary Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Cleaver	Agility	Melee	d8 phy	One-Handed	Reliable: +1 to attack rolls
Sharpened Rake	Agility	Melee	d8+3 phy	Two-Handed	—
Butcher's Axe	Strength	Melee	d12+3 phy	Two-Handed	Heavy: –1 to Evasion
Iron Skillet	Strength	Melee	d8+1 phy	One-Handed	—
Pitchfork	Strength	Melee	d10+3 phy	Two-Handed	—
Sledgehammer	Strength	Melee	d10+3 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Cooking Knife	Finesse	Melee	d8+1 phy	One-Handed	—
Walking Staff	Instinct	Melee	d10+3 phy	Two-Handed	—
Rolling Pin	Presence	Melee	d8+1 phy	One-Handed	—
Sickle	Presence	Melee	d8 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Forge Poker	Strength	Very Close	d8+2 phy	Two-Handed	—
Crop Scythe	Finesse	Very Close	d8+2 phy	Two-Handed	—
Fishing Rod	Agility	Far	d6+3 phy	Two-Handed	—
Slingshot	Finesse	Far	d6+3 phy	Two-Handed	—
Firework Launcher	Agility	Very Far	d6+3 phy	Two-Handed	Cumbersome: –1 to Finesse

Primary Magic Weapons

| All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Enchanted Hammer	Strength	Melee	d10+1 mag	One-Handed	—
Enchanted Mop	Strength	Melee	d10+3 mag	Two-Handed	—
Enchanted Scissors	Finesse	Very Close	d10 mag	One-Handed	—
Enchanted Broomstick	Instinct	Very Close	d10+2 mag	Two-Handed	—
Exploding Potions	Finesse	Close	d8 mag	One-Handed	—
Enchanted Forge Lighter	Instinct	Close	d8 mag	One-Handed	—
Enchanted Boomerang	Instinct	Far	d6+3 mag	Two-Handed	—
Enchanted Kite	Presence	Far	d6 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d10.
Whisk Wand	Knowledge	Far	d6+1 mag	One-Handed	—
Sparkling Staff	Knowledge	Very Far	d6 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

Secondary Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Large Fork	Agility	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Barrel Lid Shield	Strength	Melee	d4 phy	One-Handed	Protective: +1 to Armor Score
Table Shield	Strength	Melee	d6 phy	One-Handed	Barrier: +2 to Armor Score; –1 to Evasion
Paring Knife	Finesse	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Festival Whip	Presence	Very Close	d6 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Towline Hook	Finesse	Close	d6 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range with you.
Flare Launcher	Finesse	Far	d6+1 phy	One-Handed	Bright: This weapon temporarily lights up the area the flare lands in.

Armor

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Quilted Clothing	5 / 11	3	Flexible: +1 to Evasion
Leather Apron	6 / 13	3	
Tree Bark Armor	7 / 15	4	Heavy: –1 to Evasion
Baking Tray Breastplate	8 / 17	4	Very Heavy: –2 to Evasion; –1 to Agility

FEASTS

You can use the following mechanics for campaigns in which the PCs harvest ingredients throughout play and use them to cook meals during downtime.

INGREDIENTS & FLAVORS

Every ingredient is denoted by a name and a flavor profile comprising 1–3 flavors with their relative strengths. For example, “Mushroom caps: Bitter (1), Savory (2).”

There are six flavors, each of which is represented by an associated die size: Sweet (d4), Salty (d6), Bitter (d8), Sour (d10), Savory (d12), and Weird (d20). A flavor’s strength is represented by a value between 1 and 3. The following list provides examples of ingredients and their flavor profiles:

- Mushroom caps: Bitter (1), Savory (2)
- Wyvern tongue: Sour (1), Savory (1), Weird (1)
- Ooze marrow: Sweet (1), Bitter (2)
- Direbear meat: Savory (3)
- Acid dragon saliva: Sour (2)
- Cave boar milk: Salty (1), Savory (1)
- Rileroot: Bitter (1)
- Ogre kidney stone: Sweet (1), Weird (1)

When a PC acquires an ingredient, they add it to their inventory. The maximum number of ingredients a PC can hold in their inventory is equal to their highest trait.

When the PCs cook with an ingredient, they roll a number of dice (of the flavor’s associated die size) equal to the strength of the flavor.

HARVESTING INGREDIENTS

Ingredients can be acquired from defeated adversaries or the party’s surroundings.

When an edible animal is defeated, the PCs can harvest ingredients from it. The number of ingredients that can be harvested is determined by the defeated animal’s maximum Hit Points, according to the following table:

Hit Points to Ingredients Guide

MAXIMUM HIT POINTS	NUMBER OF INGREDIENTS
1–4	1
5–7	2
8–10	3
12+	4

The GM determines the ingredients gained based on the details of the narrative. Usually, less powerful adversaries have predominantly Sweet, Salty, and Bitter flavor profiles, whereas more powerful adversaries tend to be more Sour, Savory, and Weird.

The PCs can also obtain ingredients by harvesting edible plants and fungi. Once per rest, each PC can spend a Hope to gather ingredients from their environment. The GM determines what ingredients they acquire based on the fiction or by having them roll their Hope Die, then, based on the result, gain an ingredient with the following flavor profile:

Environmental Ingredients Guide

HOPE DIE RESULT	FLAVOR PROFILES
1–2	Sweet (1)
3–4	Salty (1)
5–6	Bitter (1)
7–8	Sour (1)
9–10	Savory (1)
11–12	Weird (1)

MAKE A FEAST

In a feast-based campaign, players can't choose downtime moves to clear Stress, clear Hit Points, or gain Hope. Instead, they have a new downtime move: Make a Feast. Each PC who chooses this move can remove ingredients from their inventory and contribute them to the party's collective meal to gain the benefits of the resulting feast.

■ PREPARING THE DISH

To begin cooking, the party designates one PC to be the chef. The chef combines each contributed ingredient's flavor dice into a flavor pool. For example, a party might decide to make a steak dinner with the following recipe: 1 serving of direbear meat (3d12), 1 serving of mushroom caps (2d12 and 1d8), and 1 serving of ooze marrow (2d8 and 1d4). This gives the party 5d12, 3d8, and 1d4 altogether.

The chef makes a Prep Roll by rolling all the dice in the flavor pool and setting aside any matching values. If there are no matching values, the chef instead discards a die of their choice. The chef continues making Cooking Rolls until only one die remains in the flavor pool or all dice have been discarded or set aside.

■ DETERMINING A MEAL'S RATING

Once preparation is complete, the chef calculates the resulting Meal Rating. Each matching set of dice is worth a number of points equal to its matched value. For example, a d6 and a d8 that rolled matching 3s would be worth 3 points, a d10 and a d12 that rolled matching 4s would be worth 4 points, and a d8 and a d20 that rolled matching 4s on a different roll would also be worth 4 points. The chef adds the point totals together to determine the meal's Rating. In this example, the party's meal would have a Rating of 11 (3 + 4 + 4 = 11).

■ EATING THE MEAL

Each PC who partakes in the meal can clear a number of Hit Points, clear a number of Stress, and gain a number of Hope such that the total of all three numbers is equal to or less than the Meal Rating. For example, if the dish has a Meal Rating of 11, a PC could choose to clear 6 Hit Points, clear 3 Stress, and gain 2 Hope, and a different PC could choose to clear 5 Hit Points, clear 2 Stress, and gain 4 Hope.

■ RECORDING THE RECIPE

For a feast-based campaign, the players should choose a small shared notebook, decorated however they like, to be their cookbook and record the recipe for each dish they make in it. A recipe includes the following details:

- The dish's name, description, and preparation method as invented by the players
- The ingredients used to make it
- The resulting Meal Rating

When the party cooks a dish with the same flavor profile as a recipe in their cookbook, add a number of tokens equal to the party's tier to the dish's flavor pool. When the chef would be forced to discard a die from the Flavor Pool, they can choose to remove a token instead.

As a result, the more practice the characters get making meals with the same flavor profile, the easier that combination is to prepare.

QUICK INGREDIENT GENERATOR

When the PCs harvest an ingredient, roll a d20 for each of the following tables and use the combination to inspire what they gather. If one of the options doesn't fit the scenario, choose another that does.

What kind of ingredient is it?

RESULT	ANIMAL	PLANT/FUNGI
1	Feet	Flower
2	Powder	Roots
3	Limb	Stems
4	Belly	Leaves
5	Fat	Bulbs
6	Eggs	Nuts

RESULT	ANIMAL	PLANT/FUNGI
7	Marrow	Seeds
8	Tongue	Bark
9	Brain	Berries
10	Ribs	Fruit
11	Organ	Sap
12	Flesh	Pollen
13	Stones	Fungi
14	Eyes	Nectar
15	Jelly	Pods
16	Horn	Herbs
17	Meat	Algae
18	Scales	Moss
19	Wings	Grain
20	Secretion	Rind

What's interesting about it?

RESULT	DETAIL
1	It's particularly tender.
2	It's still wriggling.
3	It looks like something it isn't
4	It has a pungent smell.
5	It's brightly colored.
6	It's completely translucent.
7	It's an odd size or shape.
8	It has unique markings.
9	It recoils from the light.
10	It withers in the dark.
11	It smells unbelievably good.
12	It has an unexpected texture.
13	It's encased in something.
14	It's filled with something.
15	It's emitting a colorful gas.
16	It comes apart in layers.
17	It must be prepared in a strange way.
18	It's leathery or cartilaginous.
19	It's brittle.
20	It's deadly when consumed raw.

ADVANCED FEASTING

Once your table is comfortable with basic feasting mechanics, you can give the PCs opportunities to locate and acquire specific ingredients based on what they've learned about the world. You might also create special ingredients that have features. These are rarer than typical ingredients, and can only be harvested from Leader or Solo adversaries.

Example Special Ingredients

NAME	FLAVOR PROFILE	FEATURE
Diregazelle Skull Marrow	Sweet (1), Salty (1), Sour (1)	Built for Speed: +1 bonus to Agility until your next rest
Holy Cow's Milk	Weird (1)	Last Drop: When you prepare a dish with this ingredient and there's only one remaining die in the flavor pool, roll it and add the result to the dish's Meal Rating.
Ghost Scorpion Venom	Sour (1), Savory (1)	Spicy: If any matching sets from a dish prepared with this ingredient are worth 8 or more points, you can't clear Stress from consuming the resulting dish.
Deathflower	Bitter (2)	Risky: If you finish preparing a dish with this ingredient and have no matching sets of flavor dice, you clear all Hit Points and Stress and gain 3 Hope. Otherwise, the dish's Meal Rating is 0 and you must make a death move.

RESTAURANTS

A PC can spend up to 2 handfuls of gold during downtime to order food from a nearby restaurant and choose one of the following downtime moves for each handful of gold spent: clear Stress, clear Hit Points, or gain Hope.

GRIMDARK CAMPAIGNS

You can use the following mechanics when the party explores a vast and grim world of magical corrupting Shadow punctuated by scattered sanctuaries built around Sacred Bonfires that emit a halo of safety-providing light.

SHADOW-TOUCHED

Adversaries in this campaign can have a feature called Shadow-Touched:

Shadow-Touched – Passive. This Adversary critically succeeds on attack rolls of 19–20.

When you introduce a Shadow-Touched adversary, describe how magic has warped their essence and form.

PCs can also become *Shadow-Touched* when corrupted by dark magic. A *Shadow-Touched* PC gains a damage bonus equal to the number of scars they have marked. When a *Shadow-Touched* PC marks their last Hope slot with a scar, they succumb to corruption and charge into the darkness instead of making a death move.

SACRED BONFIRES & TORCHES

Sacred Bonfires are vibrant magical pyres lit by the flames of rare and magical Sacred Torches, each of which carries a fragment of divine power. Sacred Bonfires burn out unless continuously provided with a bit of kindling, and can't be reignited without a Sacred Torch. When a Sacred Bonfire is relit, each PC present gains 3 Hope. A Sacred Bonfire's light repels all but the most powerful monsters from its immediate vicinity.

TECH-BASED CAMPAIGNS

You can use the following mechanics for a campaign in which magic has been supplanted by technology.

TECH DAMAGE

Tech damage is a replacement for magic damage in campaigns where damage is caused by technomancy. You can re flavor magic attacks as sonic blasts, blinding flashes of light, swarming nanobots, plasma beams, or any other product of advanced technology.

ICONIC WEAPONS & OTHER TOOLS

The following sections detail how weapons, armor, and other items might work in a tech-based campaign.

ICONIC WEAPONS

Characters don't have access to Daggerheart's normal selection of primary and secondary weapons during a tech-based campaign. Instead, each character receives an Iconic Weapon that begins as a simple rod of metal but can be incrementally modified to suit the wielder's needs.

A player designs their character's Iconic Weapon using an Iconic Weapon Sheet. For inspiration, see the Motherboard Module sheet in *Daggerheart Core* or available online at daggerheart.com/downloads. Each player should take a copy of the module and complete the following steps:

1. Slide the Iconic Weapon Sheet under the right side of their character sheet so only the fillable section is visible
2. Make selections about trait, range, and damage
3. Make up a name and description
4. Record the weapon's details in the Primary Weapon slot of their character sheet

Iconic Weapons are considered two-handed weapons and start with the Bonded feature:

Bonded: Gain a bonus to your damage rolls equal to your level.

UPGRADES

A character's Iconic Weapon starts with two Upgrade slots at Tier 1 to indicate that it has evolved from its most basic form. An Iconic Weapon gains an additional Upgrade slot at each subsequent tier. An Upgrade can be crafted as a downtime move when a PC has the Parts to do so. See the upcoming "Crafting & Trading" section for more information.

Each Iconic Weapon begins without any installed Upgrades. A character can build as many Upgrades as they wish but can't install more Upgrades than the number of Upgrade slots their Iconic Weapon has. An installed Upgrade is treated as a weapon feature. During downtime, a PC can freely swap Upgrades they've already crafted or otherwise acquired.

The Iconic Weapon Sheet includes a selection of basic Upgrades. GMs are encouraged to make more, using the provided options as a template, and offer them to the players as appropriate.

TECH LINK

Each tech-based campaign setting includes a worldwide data and energy network that a PC must connect to in order to perform downtime moves. The primary way most PCs connect to this network is via a Tech Link, which looks like a data cable with a hook on one end, that each PC gains at character creation.

CRAFTING & TRADING

Gold is not used as a currency in tech-based campaign frames. Instead, PCs gather Scrap to trade for a currency known as Credits. The Iconic Weapon Sheet includes areas for tracking both Scrap and Credits. All PCs start with 5 Credits.

CONVERTING GOLD TO CREDITS

Use the following conversion for Daggerheart when pricing other goods and services using quantum:

- 10 Credits = 1 handful of gold
- 100 Credits = 1 bag of gold
- 1000 Credits = 1 chest of gold

GATHERING SCRAP

PCs can collect Scrap from defeated tech-based adversaries outside of combat. Each category of Scrap is represented by a die size. When the PCs collect Scrap, the GM determines how many of each category they find, which in turn determines the total dice pool each player rolls. Compare the results of each player's roll against your campaign's Scrap table to determine the number of each type they acquire. PCs can also obtain specific pieces of Scrap by completing NPC contracts, hunting particular adversaries, exploring certain areas, or purchasing them from special merchants.

Scrap Table

The table below lists generic outcomes you can replace as needed to suit your campaign.

RESULT	1	2	3	4	5	6	7	8	9	10
Shards (d6)	Gear	Coil	Wire	Trigger	Lens	Crystal	n/a	n/a	n/a	n/a
Metals (d8)	Aluminum		Copper		Cobalt	Silver	Platinum	Gold	n/a	n/a
Components (d10)	Fuse		Circuit			Disc		Relay	Capacitor	Battery

Parts Reward Table

Use the following table as general guidance for Scrap rewards after encounters:

ADVERSARIES	EASY FIGHT	STANDARD FIGHT	DIFFICULT FIGHT	VERY DIFFICULT FIGHT
Mostly non-tech-based	2 Shards	2 Shards, 1 Metal	2 Shards, 1 Metal, 1 Component	2 Shard, 2 Metals, 1 Component
Mostly tech-based	2 Shards, 1 Metal	2 Shards, 2 Metals, 1 Component	3 Shards, 2 Metals, 1 Component	3 Shards, 3 Metals, 2 Components
All tech-based	2 Shards, 1 Metal, 1 Component	3 Shards, 2 Metals, 2 Components	3 Shards, 3 Metals, 2 Components	4 Shards, 3 Metals, 3 Components

RELICS

Relics are unique pieces of Scrap only found on specific tech-based adversaries. When the PCs defeat a particularly important or powerful tech-based adversary, the GM can grant them each a Relic in addition to Scrap from the table above. Relics should be customized to reflect the adversary from which they were obtained. Relics are worth 20 Credits and can be used to craft powerful Upgrades.

CRAFTING WITH SCRAP

PCs can use a downtime move and spend the appropriate Scrap or Relics to craft Upgrades for their Iconic Weapons or other items. A PC can't craft an Upgrade until they satisfy its

Prerequisites. An Upgrade can always be broken back into its constituents to reacquire the Scrap used in its creation.

BUYING AND SELLING SCRAP

By default, a piece of Scrap is worth a number of Credits equal to the value rolled to acquire it on the table above. This value is unaffected by whether the party intends to buy or sell it.

Merchants have a limited amount and variety of Scrap for sale, usually 1d10 of each Shard, 1d8 of each Metal, and 1d6 of each Component. When a PC wants to buy a specific piece of Scrap from a particular merchant, the GM can roll to determine how many are in stock, subject to the GM's discretion.

WESTERN CAMPAIGNS

You can use the following mechanics in a western-themed campaign.

WEAPONS & LOOT

Primary Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Revolver	Finesse	Far	Tier 1: d8+1 phy Tier 2: d8+4 phy Tier 3: d8+7 phy Tier 4: d8+10 phy	One-Handed	Six Shot: Place 6 Ammo tokens on your character sheet. Spend 1 Ammo token to make an attack. You can mark a Stress to regain spent Ammo tokens.
Rifle	Agility	Very Far	Tier 1: d8+2 phy Tier 2: d8+5 phy Tier 3: d8+8 phy Tier 4: d8+11 phy	Two-Handed	Sightline: Spend 2 Hope to gain advantage on an attack roll.
Shotgun	Strength	Very Close	Tier 1: d6+2 phy Tier 2: d6+5 phy Tier 3: d6+8 phy Tier 4: d6+11 phy	Two-Handed	Scattershot: When you make an attack, target all creatures in front of you within range.

Secondary Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Lasso	Agility	Very Close	Tier 1: d4 phy Tier 2: d4+3 phy Tier 3: d4+6 phy Tier 4: d4+9 phy	One-Handed	Roped: On a successful attack, you can temporarily <i>Rope</i> the target instead of dealing damage. While <i>Roped</i> , the target is <i>Restrained</i> and <i>Vulnerable</i> , but you must remain within Very Close range of the target. When the target would clear this condition, you can make a Strength Reaction Roll. On a success, they remain Roped.
Small Revolver	Finesse	Far	Tier 1: d6 phy Tier 2: d6+3 phy Tier 3: d6+6 phy Tier 4: d6+9 phy	One-Handed	Quick Shot: Spend 2 Hope to gain a +4 bonus to primary weapon damage.

You can also make the following consumable available in a western-themed campaign:

Dynamite: (*Consumable*) You can light this dynamite and toss it within Close range. All creatures within Very Close range of where the dynamite lands must make a Reaction Roll (14). Targets who fail take **1d20+5** physical damage. Targets who succeed must mark a Stress. Dynamite deals double damage to inanimate objects or structures.

COLOSSAL ADVERSARIES

“Colossus” is a special adversary type that uses multiple adversary stat blocks called segments to represent the body parts of an extremely large creature. Information and features that apply to the colossus in its entirety are contained in a separate stat block called the framework:

- Name
- Tier
- Description
- Motives & Tactics
- Size
- Segments
- Damage Thresholds
- Stress
- Experiences
- Features that apply to all segments

Each segment of a colossus has its own stat block, which lists the following:

- Name of segment
- Adjacent segments
- Difficulty
- HP
- Standard attack
- Features

Some segments can be *Broken*. A *Broken* segment can't use actions or reactions until the condition is cleared. When a segment marks its last Hit Point, it's considered *Destroyed*. A *Destroyed* segment can't use any of its features. A colossus is defeated when all its segments are *Destroyed*, however a colossus's stat block often details alternative ways to defeat it. By default, a *Destroyed* segment is not gone or detached, it's simply non-working.

For example Colossus adversaries and Colossus features, see the “Colossus of the Drylands” campaign frame.

SEGMENT VS. COLOSSUS EFFECTS

When a feature refers to a segment's name, such as “the Head,” it refers only to that specific part of the colossus. For example, the Head might be immune to physical attacks or more difficult to climb. When a feature refers to the colossus's name, it applies to the adversary as a whole. For example, a reaction feature might trigger an attack after the colossus marks 2 or more Hit Points from a single attack. This would mean that when any segment marks 2 or more Hit Points from a single attack, the reaction is triggered.

ADJACENT SEGMENTS

A colossus's stat blocks should indicate which segments are adjacent to one another. By default, a PC can move from one segment to another only if those segments are adjacent (see the upcoming “Moving PCs Around a Colossus” section).

RUNNING COLOSSUS FIGHTS

Battles against colossi have unique rules.

SCALE

Unlike normal range in *Daggerheart*, we use a standard form of measurement when talking about a colossus's scale. (In our case, we use feet—but you should use whatever you find easiest.) Normal range bands still apply when taking actions and are at GM discretion as usual, but expressing the height or width of a creature through recognizable sizes helps the table to understand the scale of the colossus they're facing.

MOVING PCS AROUND A COLOSSUS

During an encounter with a colossus, use the following movement mechanics:

- A PC can climb onto a colossus segment unless its stat block indicates otherwise.
- Once on a segment, a PC can usually move around and within it without making additional rolls.
- To move to an adjacent segment, a PC must make an appropriate action roll (usually Agility or Strength) to leap onto it.

TEAMWORK

While fighting a colossus, a PC can initiate any number of Tag Team Rolls in a single session.

USING A COLOSSUS IN BATTLE

Treat each segment of a colossus as a separate adversary when moving the spotlight. You can spotlight a segment as a GM move, then spend a Fear to spotlight an additional segment as you would during a fight with regular adversaries. Some colossi also have actions in their colossus framework; you can spotlight the framework to use this action as you would spotlight a segment, but you should highlight the colossus as a whole in the narrative. You can still spotlight additional segments on your turn.

While a PC is on a segment of the colossus:

- They have advantage on attacks targeting that segment.
- The segment's standard attack cannot be used on that PC.

Any features that would pull or push normal adversaries can't move a colossus; instead, the feature pulls or pushes the PC making the attack. For example, using a grappler against a colossus can't pull it toward you, but instead pulls you toward them.

When an effect targets a specific segment, use the Difficulty of that segment. If an effect targets a colossus as a whole, use the highest Difficulty amongst all the segments. If a PC's feature targets multiple adversaries, it can target multiple segments.

If your table uses maps and minis for combat encounters, you can use notecards to represent the basic shape of a colossus and the layout of its segments. When a PC climbs onto a segment of the colossus, place their miniature directly on the notecard.

LEVELING UP

By default, the PCs levels up when they defeat a colossus. After defeating nine colossi, the party will be at level 10 and ready to take on a Final Colossus. The power of the final colossus is partially determined by the number of rests the party takes throughout the campaign.

During the campaign, track the increasing power of the final colossus with a d10 Siphoning Die that starts at 1 and a d100 Power Die that starts at 0. Tick the Power Die up by one when the PCs take a short rest and by two when they take a long rest. When the party defeats a colossus, roll a number of d12s equal to the value of the Siphon Die, and tick up the Power Die by the highest rolled result, then reset the Siphon Die to 1.

Once nine colossi have been defeated or the Power Die reaches 100, the final colossus reveals itself. Build it as a Colossus adversary with a Severe threshold equal to the value of Power Die and a Major threshold equal to half that value (rounded up).

FLOATING MAGIC SCHOOL CAMPAIGNS

You can use the following mechanics for a campaign set at a floating magic school.

FLIGHT

During character creation, each player creates a magic artifact they can use to fly. Flying PCs use the normal movement rules and can fly within Close range as part of an action roll, but they must make an appropriate trait roll to move beyond Close range or if movement is their primary action. At the GM's discretion, some threats, such as gaining the *Restrained* or *Vulnerable* conditions, losing their magic artifact, or taking Severe damage, can temporarily interrupt a PC's ability to fly.

USING TRAITS FOR FLIGHT

A PC can use any appropriate trait (not just Agility) to move while flying. The following are some examples of how each trait might be used:

Agility: Swift acrobatics, speed-boosting off an adversary's wake, maintaining an aerodynamic posture, or angling past a winged threat

Finesse: Focused, subtle, and well-timed adjustments, threading the needle, precision flying, operating finely tuned controls, or deftly weaving between obstacles

Strength: Blasting through floating debris, holding fast in shifting weather, or slamming into a racing rival

Instinct: Navigating by sheer intuition, keenly spotting a shortcut, following a migratory current, or sensing hidden danger in the clouds.

Presence: Flying with natural grace and effortless style, commanding attention, causing a distraction, creating a spectacle

Knowledge: Charting efficient flight plans, plotting rotational momentum, or deducing the exact timing of a foe's wingbeats

LESS LETHAL CAMPAIGNS

In a less lethal campaign, any death move that would normally lead to a character's demise instead puts them in the infirmary for a few weeks or sends them home for an extended period of time. While they recover, the PC is unplayable but not dead.

FAIRY TALE CAMPAIGNS

You can use the following mechanics in campaigns that center on curses, queens, and oracles.

CURSES

A creature afflicted with a magical curse gains the *Cursed* condition. The *Cursed* condition can only be cleared by magic from a spell, ritual, magic item, location, supernatural occurrence, higher power, or some combination of these options. Discovering how to end a curse often requires research, which might prompt the PCs to undergo a quest for additional information or help from an NPC.

TRANSFORMING ADVERSARIES

“Transform” is a special action that enables an adversary to shift between multiple stat blocks. By default, the adversary has a primary stat block that includes stats and features available to the adversary regardless of their active form. While in a particular form, the adversary has access to the stats and features contained in that form’s stat block and their primary stat block. Unless noted otherwise, the adversary tracks HP and Stress on their primary stat block regardless of their active form.

BUILDING VILLAINS COLLABORATIVELY

You can build a campaign villain collaboratively using the following process.

Prior to your session zero, write approximately 40 prompts, each in the form of a question about the villain. For example, you might ask about the villain’s background, demeanor, motives, or reputation. Write each prompt on an index card or slip of paper. For inspiration, see the Reign of the Weredragon Villain Builder sheet in *Hope & Fear* or available online at daggerheart.com/downloads.

During session zero (and prior to character creation) randomly select about 15 of your prepared prompts and place them in the center of the table so that everyone can reach them but no one can read them.

Starting with the person to your left, each player draws one of the pre-selected prompts and reads it aloud, then chooses one of the following options:

- The active player can answer the prompt. Other players can ask follow-up questions, though the active player can choose not to answer them.
- The active player can remove the prompt from play and draw a new prompt.
- The active player can pass the prompt to another player, who likewise chooses to answer, remove, or pass it.

When there are no more follow-up questions to a prompt, play passes to the left. Continue in this manner until all prompts at the center of the table have been answered or removed. Then proceed to character creation.

MONSTER HUNTING CAMPAIGNS

You can use the following mechanics for monster hunting campaigns.

MONSTER HUNTING EQUIPMENT

You can make the following weapons and items available to your players.

Primary Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Blessed Brass Knuckles	Strength	Melee	Tier 1: d8+1 mag Tier 2: d8+4 mag Tier 3: d8+7 mag Tier 4: d8+10 mag	One-Handed	—
Holy Shotgun	Agility	Very Close	Tier 1: d6+2 mag Tier 2: d6+5 mag Tier 3: d6+8 mag Tier 4: d6+11 mag	Two-Handed	Scattershot: When you make an attack, target all creatures in front of you within range.
Repeating Crossbow	Finesse	Far	Tier 1: d6+2 phy Tier 2: d6+5 phy Tier 3: d6+8 phy Tier 4: d6+11 phy	Two-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.

Secondary Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Wooden Stake	Strength	Melee	Tier 1: d8 phy Tier 2: d8+2 phy Tier 3: d8+4 phy Tier 4: d8+6 phy	One-Handed	Paired: Gain a bonus equal to 1 + your tier to primary weapon damage to targets within Melee range.
Hallowed Shield	Instinct	Melee	Tier 1: d4 mag Tier 2: d4+2 mag Tier 3: d4+4 mag Tier 4: d4+6 mag	One-Handed	Resonant: When you critically succeed on a primary weapon attack, you gain an additional Hope.
Chain Whip	Presence	Very Close	Tier 1: d6+1 phy Tier 2: d6+3 phy Tier 3: d6+5 phy Tier 4: d6+7 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.

Armor

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Coffinwood Armor	Tier 1: 4/10 Tier 2: 6/15 Tier 3: 8/22 Tier 4: 10/31	Tier 1: 3 Tier 2: 4 Tier 3: 5 Tier 4: 6	Splintering: Gain a bonus to your damage thresholds equal to your unmarked Armor Slots.
Leather Longcoat	Tier 1: 5/12 Tier 2: 8/18 Tier 3: 10/25 Tier 4: 12/34	Tier 1: 3 Tier 2: 4 Tier 3: 5 Tier 4: 6	Quiet: Gain a +2 bonus to rolls you make to move silently.
Silverweave Armor	Tier 1: 5/11 Tier 2: 7/16 Tier 3: 9/23 Tier 4: 11/32	Tier 1: 3 Tier 2: 4 Tier 3: 5 Tier 4: 6	Warded: You reduce incoming magic damage by your Armor Score before applying it to your damage thresholds.

TRANSFORMATIONS

You can use the following mechanics for introducing the Reanimated, Vampire, and Werewolf transformations to your campaign.

REANIMATED

When a character gains the Reanimated transformation, their maximum loadout is reduced to one. During a rest, they can use a downtime move to raise their maximum loadout by one until they reach the normal maximum loadout of five.

VAMPIRE

You can add the following feature to a prominent vampire adversary's stat block:

Vampire's Curse – Action. Make an attack roll against a target within Melee range. On a success, you can **spend a Fear** to have this adversary sink their teeth into the target's neck and try to turn them into a vampire. Roll a number of **d8s** equal to this adversary's tier and deal that much physical damage to the target. Then roll a **d6**. If the rolled result matches any of the damage dice results, the target marks all their Stress and gains the Vampire transformation.

If the player wishes for their character to become a vampire, the attack roll succeeds automatically. The PC takes the damage, marks all their Stress, and gains the transformation.

WEREWOLF

You can add the following feature to a prominent werewolf adversary's stat block:

Wolf's Curse – Action. Make an attack roll against a target within Melee range. On a success, you can **spend a Fear** to have this adversary viciously bite the target. Roll a number of **d20s** equal to this adversary's tier and deal that much physical damage to the target. If the target takes Major or greater damage from this attack, activate a long-term Lycanthropy Countdown (6). It ticks down each time the PC takes a rest without using a downtime move to halt their lycanthropy's progression. When it triggers, the PC gains the Werewolf transformation.

If the player wishes for their character to become a werewolf, the attack roll succeeds automatically. The PC takes the damage and activates a long-term Lycanthropy Countdown (6) regardless of how many HP they marked as a result of the attack. When the countdown triggers, the PC gains the transformation.

THE HUNT

The Hunt is a procedure for preparing and running monsters. The basic structure of the Hunt comprises five beats (although you can deviate from this basic structure as appropriate):

1. **Arrival:** The PCs are hooked into the adventure with a strange event that implies monster activity.
2. **Investigation:** The PCs follow leads and gather clues to discover the truth of the monster.
3. **Escalation:** The PCs bring together what they've discovered about the monster and develop a plan of action for finding and defeating it.
4. **Confrontation:** The PCs attempt to banish, bind, or destroy the monster using what they've previously learned.
5. **Epilogue:** The PCs wrap up loose ends and move on to their next mission.

MAKING A MONSTER

To create a creature altered by evil energy and driven to destroy, consume, or corrupt, answer four questions:

- What is it?
- What does it want?
- Where can you find it?
- How can you defeat it?

Optionally, you can ask: What else should you worry about? The answer to this question might involve underlings that serve the monster, important bystanders the monster might endanger, or events and location that might highlight the monster's strengths, weaknesses, and motivations.

LIMINAL CLUES

A Liminal Clue is a piece of evidence or information that exists in potential until it manifests through the party's discovery of it. Before a session begins, the GM should devise 4–6 pieces of information that each point the party toward answering at least one of the questions asked in "Making a Monster."

Write each Liminal Clue on a notecard and keep them on hand during the session. Whenever the PCs delve into danger or explore the mystery in a way that could reveal the answer to one of the questions, you can refer to your collection of Liminal Clues. If a clue fits the tone and place, it manifests in that moment, and you describe how the clue is revealed.

Liminal Clues indicate *what* manifests, not how or where; they are not bound to a particular place method of discovery. Once revealed, a Liminal Clue solidifies; record it as an undeniable discovery that's become part of the world's reality.

HEX CRAWL CAMPAIGNS

You can use the following mechanics for a hex crawl campaign.

THE HEX CRAWL

Your table can use a map divided into hexagons, or “hex map,” to track the party’s movement across a large area, such as a continent. The party moves one hex at a time in a style of travel called a “hex crawl.” Each hex on the map represents roughly 24 miles of land from one side to another, although narrative always supersedes literal representation in Daggerheart.

By default, the party travels through the wilderness between sanctuaries or settlements and resolves encounters along the way. A party can take up to three short rests while traveling through the wilderness but is restricted from taking long rests outside a sanctuary.

HEX MAPS

A Daggerheart hex crawl uses two copies of the same campaign map: a GM’s key map and a player-facing map. The GM fills out the key map beforehand with important information about each hex the party is likely to encounter in the next few sessions. This information includes the hex’s habitat, terrain, and potential points of interest or encounters. Meanwhile, the players fill out their map as the party enters each hex and the GM reveals what it holds, using the key map as a reference.

PREPARING THE GM’S KEY MAP

To fill out the key map, the GM can choose the contents of each hex, procedurally generate them, or use a combination of both methods. What follows is one potential method, in which the GM rolls a set of polyhedral dice to procedurally generate one multi-hex region at a time.

FILLING WILDERNESS HEXES

Start in any hex and fill out the key map one region at a time by doing the following:

- Roll a **d20** to determine the region’s habitat:
 - 1: Blighted by Dark Magic. Roll again to determine which kind of habitat has been blighted. If you roll another 1, the entire region is so corrupted that it’s become nigh impossible to traverse.
 - 2: Underground
 - 3–4: Aquatic
 - 5–6: Wetland
 - 7–8: Grassland
 - 9–10: Tropical
 - 11–12: Forest
 - 13–14: Drylands
 - 15–16: Rolling
 - 17–18: Mountain
 - 19: Frozen
 - 20: Badlands
- Roll a **d12** to determine the region’s size (how many contiguous hexes the region covers). The region’s shape can be whatever you want, as long as you don’t encircle empty hexes.
- Roll and add the results of a **d8** and **d6** to determine one type of encounter the party might face while traveling through the region:
 - 2: Roll twice and combine the resulting entries.
 - 3: Fellow travelers
 - 4: Temporary setback
 - 5: Powerful adversaries
 - 6: Extreme weather
 - 7: Potential adversaries
 - 8: Territorial beast or pack of creatures
 - 9: Environmental hazard or obstacle
 - 10: Enemy NPCs
 - 11: Wondrous or dangerous site
 - 12: Lucky break
 - 13: Settlement or outpost
 - 14: Loot or treasure
- Roll a **d4** to determine the terrain of the region, which determines how many Travel Days it takes the party to travel into the hex:
 - 1: Optimal (1 full day of traveling)
 - 2: Fair (2 full days of traveling)
 - 3: Rough (3 full days of traveling)
 - 4: Extreme (4 full days of traveling)
- Roll a **d100** to determine a rumor that the party might hear about this region referencing the result against the Rumors table from the “Journey to Horizon” campaign frame or a list of 100 rumors you create on your own.. You decide how true the rumor is and whether the PCs learn it.

TRACKING THE PARTY'S LOCATION

The party tracks its movement with the player-facing map using the following procedure. This procedure assumes the PCs are capable wayfinders and trailblazers, so they know the contents of the hex they are in (their “current hex”) and any hex adjacent to it. If an adjacent hex contains a non-hidden point of interest, such as a tower, the PCs are usually aware of it as well. Together, this gives the players enough information to decide which way to proceed. As always, the GM decides how much information they convey to the players.

TRAVEL DAYS

This system assumes that, on a full day of traveling, the PCs complete the following tasks:

1. Break camp, eat breakfast, and pack up shortly before sunrise
2. Travel overland for about 6–8 hours
3. Take a short break at midday to eat and get their bearings
4. Travel overland for another 6–8 hours until about sundown
5. Make camp, prepare and eat dinner, set a watch, and bed down for the night

As needed, various party members scout ahead, forage and hunt, refill waterskins, repair gear, and keep watch. If you like, you can narrate or even roleplay these activities, but you don't need to spend valuable table time describing or tracking these events if your group doesn't find them interesting or engaging.

RESOURCES & RESTING

This procedure doesn't meticulously track rations or other supplies. Travel moves at the pace of the story, and the party's resources are tracked via rests. Outside a safe place, such as a sanctuary or permanent settlement, the party can only take short rests, each of which represents an entire day spent in one location. Inside a safe place, the party can take a long rest, which represents multiple days recovering from hard travel and rough sleeping.

Remember that the term “rest” has a specific mechanical meaning in *Daggerheart*. Within the fiction, the party still rests (in the colloquial sense) most nights spent in the wilderness, but they don't gain the mechanical benefits of a short rest every time they go to sleep. When the party takes three short rests in a row, their next rest must be a long rest (see XX).

ENCOUNTER ROLLS

When the party enters a hex, roll a number of d6s equal to the hex's terrain rating. If any of the dice show a result of 1, activate an encounter you designed during region creation. Otherwise, you can spend Fear to activate an encounter. You can also change the size of the dice you roll to reflect more dangerous (d4) or safer (d8) areas.

The party can trigger more than one encounter in a single region. If this happens, either roll on the Encounter table to generate a new encounter in the moment or shift an encounter from a region that the party seems unlikely to pass through, then modify or re flavor it to suit the current situation.

ENDURANCE COUNTDOWNS (OPTIONAL)

You can heighten the tension of wilderness travel by giving each PC an Endurance Countdown (6) at the end of a rest. When the party enters a wilderness hex, each player rolls their Hope Die. If the result is equal to or lower than the value of their PC's Endurance Countdown, they mark a Stress. Otherwise, they tick down their Endurance Countdown. When a PC's Endurance Countdown triggers, they become *Vulnerable* until their next rest. At the start of a rest, all PCs' Endurance Countdowns end.

TRAVELING OVER WATER

For travel on rivers and oceans, use the standard travel mechanics with the following changes and clarifications:

- **Rivers.** The party can travel across overland hexes with navigable rivers if they acquire passage on an appropriate vehicle (usually a boat). Moving downstream reduces the terrain rating of the hex the party enters by 1. For example, entering a hex with rough terrain would take two days instead of three. Traveling upstream increases the terrain rating of the next hex by 1.
- **Ocean.** The party can travel through ocean hexes if they acquire passage on an appropriate vehicle (usually a ship). When the party enters an ocean hex, roll a **d4** to determine the weather they encounter:
 - On a result of 1, the party gets a **tailwind**, and entering the hex takes a day.
 - On a result of 2, the party enjoys **fair weather**, and entering the hex takes two days.
 - On a result of 3, the party encounters **rough waters**, and entering the hex takes three days.
 - On a result of 4, the party encounters **extreme weather**, and entering the hex takes four days.

DOOM TRACKS

You can use a Doom Track to represent the growing disasters that might befall your group's setting if the party acts too slowly. You can make your own Doom Track using the example track available in *Hope & Fear* or at daggerheart.com/downloads for inspiration.

To use a Doom Track, mark a box in the party's tier or below at the end of each session. You can't mark a nested box until you mark the box it's nested under. As your table's story develops, you can adjust how many boxes you mark at the end of a session.

HABITAT-BASED FEATURES

You can add the following habitat-based features to an adversary:

- **Blighted – Passive.** This adversary is corrupted by magic. When encountered within a similarly affected area, this adversary critically succeeds on attacks with a die roll of 18–20.
- **Enviromancer – Passive.** This adversary can draw upon the wild magic of their surroundings to fuel magical effects. **Mark a Stress** to activate an effect based on the habitat of their current location (if an effect's damage roll uses the adversary's tier, roll the damage die a number of times equal to their tier and total the results):
 - **Heat Spell (Desert, Salt Flats, Volcano).** The adversary exudes oppressive supernatural heat. Each target within Very Close range must succeed on an Instinct Reaction Roll. Targets who fail must mark a Stress and take **d6** direct magic damage using this adversary's tier.
 - **Overgrowth Spell (Forest, Jungle).** This adversary unleashes a burst of branches, brambles, or vines in all directions. Each target within Close range must make an Agility Reaction Roll. Targets who fail take **d8** physical damage using this adversary's tier and are *Restrained* until they break free with a successful Strength Roll.
 - **Wind Spell (Cliffs, Plains, Steppe).** A tornado surrounds this adversary. Each target within Close range must make a Strength Reaction Roll. Targets who fail take **d8** magic damage using this adversary's tier and are pushed up to Far range. Until this adversary takes damage, attack rolls against them have disadvantage.
 - **Ice Spell (Alpine, Glacier, Tundra).** This adversary unleashes daggers of ice. Make an attack against each PC in front of this adversary within Close range. Targets they succeed against take **d10** magic damage using this adversary's tier and are *Frostbitten* until they spend a Hope to clear the condition. While *Frostbitten*, a PC gains a –1 penalty to their Proficiency.
 - **Poison Spell (Moor, Swamp, Wetlands).** A cloud of toxic spores explodes from this adversary. Each PC within Close range must succeed on a Strength Reaction Roll or take **d6** direct damage using this adversary's tier and become *Nauseated* until they clear a HP. While *Nauseated*, a PC can't gain Hope.
 - **Stone Spell (Canyon, Mountain, Badlands).** This adversary gains a bonus to their damage thresholds equal to their tier until they take Severe damage or use this feature again.
 - **Water Spell (Riverlands, Sea).** This adversary unleashes a geyser or tidal wave. Make an attack against all targets within Very Close range. Targets they succeed against are pushed to Close range of where they were and mark a number of Stress equal to this adversary's tier.

APPENDIX

This section contains additional information and reference material. For additional reference sheets, visit daggerheart.com/downloads.

DOMAIN CARD REFERENCE

ARCANA DOMAIN

■ RUNE WARD

Level 1 Arcana Spell

Recall Cost: 0

You have a deeply personal trinket that can be infused with protective magic and held as a ward by you or an ally. Describe what it is and why it's important to you. The ward's holder can spend a Hope to reduce incoming damage by **1d8**.

If the Ward Die result is 8, the ward's power ends after it reduces damage this turn. It can be recharged for free on your next rest.

■ UNLEASH CHAOS

Level 1 Arcana Spell

Recall Cost: 1

At the beginning of a session, place a number of tokens equal to your Spellcast trait on this card.

Make a **Spellcast Roll** against a target within Far range and spend any number of tokens to channel raw energy from within yourself to unleash against them. On a success, roll a number of **d10s** equal to the tokens you spent and deal that much magic damage to the target. **Mark a Stress** to replenish this card with tokens (up to your Spellcast trait).

At the end of each session, clear all unspent tokens.

■ WALL WALK

Level 1 Arcana Spell

Recall Cost: 1

Spend a Hope to allow a creature you can touch to climb on walls and ceilings as easily as walking on the ground. This lasts until the end of the scene or you cast Wall Walk again.

■ CINDER GRASP

Level 2 Arcana Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Melee range. On a success, the target instantly bursts into flames, takes **1d20+3** magic damage, and is temporarily lit *On Fire*.

When a creature acts while *On Fire*, they must take an extra **2d6** magic damage if they are still *On Fire* at the end of their action.

■ FLOATING EYE

Level 2 Arcana Spell

Recall Cost: 0

Spend a Hope to create a single, small floating orb that you can move anywhere within Very Far range. While this spell is active, you can see through the orb as though you're looking out from its position. You can transition between using your own senses and seeing through the orb freely. If the orb takes damage or moves out of range, the spell ends.

■ COUNTERSPELL

Level 3 Arcana Spell

Recall Cost: 2

You can interrupt a magical effect taking place by making a reaction roll using your Spellcast trait. On a success, the effect stops and any consequences are avoided, and this card is placed in your vault.

■ FLIGHT

Level 3 Arcana Spell

Recall Cost: 1

Make a **Spellcast Roll (15)**. On a success, place a number of tokens equal to your Agility on this card (minimum 1). When you make an action roll while flying, spend a token from this card. After the action that spends the last token is resolved, you descend to the ground directly below you.

■ BLINK OUT

Level 4 Arcana Spell

Recall Cost: 1

Make a **Spellcast Roll (12)**. On a success, **spend a Hope** to teleport to another point you can see within Far range. If any willing creatures are within Very Close range, **spend an additional Hope** for each creature to bring them with you.

■ PRESERVATION BLAST

Level 4 Arcana Spell

Recall Cost: 2

Make a **Spellcast Roll** against all targets within Melee range. Targets you succeed against are forced back to Far range and take **d8+3** magic damage using your Spellcast trait.

■ CHAIN LIGHTNING

Level 5 Arcana Spell

Recall Cost: 1

Mark 2 Stress to make a **Spellcast Roll**, unleashing lightning on all targets within Close range. Targets you succeed against must make a reaction roll with a Difficulty equal to the result of your Spellcast Roll. Targets who fail take **2d8+4** magic damage. Additional adversaries not already targeted by Chain Lightning and within Close range of previous targets who took damage must also make the reaction roll. Targets who fail take **2d8+4** magic damage. This chain continues until there are no more adversaries within range.

■ PREMONITION

Level 5 Arcana Spell

Recall Cost: 2

You can channel arcane energy to have visions of the future. Once per long rest, immediately after the GM conveys the consequences of a roll you made, you can rescind the move and consequences like they never happened and make another move instead.

■ RIFT WALKER

Level 6 Arcana Spell

Recall Cost: 2

Make a **Spellcast Roll (15)**. On a success, you place an arcane marking on the ground where you currently stand. The next time you successfully cast Rift Walker, a rift in space opens up, providing safe passage back to the exact spot where the marking was placed. This rift stays open until you choose to close it or you cast another spell.

You can drop the spell at any time to cast Rift Walker again and place the marking somewhere new.

■ TELEKINESIS

Level 6 Arcana Spell

Recall Cost: 0

Make a **Spellcast Roll** against a target within Far range. On a success, you can use your mind to move them anywhere within Far range of their original position. You can throw the lifted target as an attack by making an additional Spellcast Roll against the second target you're trying to attack. On a success, deal **d12+4** physical damage to the second target using your Proficiency. This spell then ends.

■ ARCANA-TOUCHED

Level 7 Arcana Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Arcana domain, gain the following benefits:

- +1 bonus to your Spellcast Rolls
- Once per rest, you can switch the results of your Hope and Fear Dice.

■ CLOAKING BLAST

Level 7 Arcana Spell

Recall Cost: 2

When you make a successful **Spellcast Roll** to cast a different spell, you can **spend a Hope** to become *Cloaked*. While *Cloaked*, you remain unseen if you are stationary when an adversary moves to where they would normally see you. When you move into or within an adversary's line of sight or make an attack, you are no longer *Cloaked*.

■ ARCANE REFLECTION

Level 8 Arcana Spell

Recall Cost: 1

When you would take magic damage, you can **spend any number of Hope** to roll that many **d6s**. If any roll a 6, the attack is reflected back to the caster, dealing the damage to them instead.

■ CONFUSING AURA

Level 8 Arcana Spell

Recall Cost: 2

Make a **Spellcast Roll (14)**. Once per long rest on a success, you create a layer of illusion over your body that makes it hard to tell exactly where you are. **Mark any number of Stress** to make that many additional layers. When an adversary makes an attack against you, roll a number of **d6s** equal to the number of layers currently active. If any roll a 5 or higher, one layer of the aura is destroyed and the attack fails. If all the results are 4 or lower, you take the damage and this spell ends.

■ EARTHQUAKE

Level 9 Arcana Spell

Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per rest on a success, all targets within Very Far range who aren't flying must make a Reaction Roll (18). Targets who fail take **3d10+8** physical damage and are temporarily *Vulnerable*. Targets who succeed take half damage.

Additionally, when you succeed on the Spellcast Roll, all terrain within Very Far range becomes difficult to move through and structures within this range might sustain damage or crumble.

■ SENSORY PROJECTION

Level 9 Arcana Spell

Recall Cost: 0

Once per rest, make a **Spellcast Roll (15)**. On a success, drop into a vision that lets you clearly see and hear any place you have been before as though you are standing there in this moment. You can move freely in this vision and are not constrained by the physics or impediments of a physical body. This spell cannot be detected by mundane or magical means. You drop out of this vision upon taking damage or casting another spell.

■ ADJUST REALITY

Level 10 Arcana Spell

Recall Cost: 1

After you or a willing ally make any roll, you can **spend 5 Hope** to change the numerical result of that roll to a result of your choice instead. The result must be plausible within the range of the dice.

■ FALLING SKY

Level 10 Arcana Spell

Recall Cost: 1

Make a **Spellcast Roll** against all adversaries within Far range. **Mark any number of Stress** to make shards of arcane rain down from above. Targets you succeed against take **1d20+2** magic damage for each Stress marked.

BLADE DOMAIN

■ GET BACK UP

Level 1 Blade Ability

Recall Cost: 1

When you take Severe damage, you can **mark a Stress** to reduce the severity by one threshold.

■ NOT GOOD ENOUGH

Level 1 Blade Ability

Recall Cost: 1

When you roll your damage dice, you can reroll any 1s or 2s.

■ WHIRLWIND

Level 1 Blade Ability

Recall Cost: 0

When you make a successful attack against a target within Very Close range, you can **spend a Hope** to use the attack against all other targets within Very Close range. All additional adversaries you succeed against with this ability take half damage.

■ A SOLDIER'S BOND

Level 2 Blade Ability

Recall Cost: 1

Once per long rest, when you compliment someone or ask them about something they're good at, you can both gain 3 Hope.

■ RECKLESS

Level 2 Blade Ability

Recall Cost: 1

Mark a Stress to gain advantage on an attack.

■ SCRAMBLE

Level 3 Blade Ability

Recall Cost: 1

Once per rest, when a creature within Melee range would deal damage to you, you can avoid the attack and safely move out of Melee range of the enemy.

■ VERSATILE FIGHTER

Level 3 Blade Ability

Recall Cost: 1

You can use a different character trait for an equipped weapon, rather than the trait the weapon calls for.

When you deal damage, you can **mark a Stress** to use the maximum result of one of your damage dice instead of rolling it.

■ DEADLY FOCUS

Level 4 Blade Ability

Recall Cost: 2

Once per rest, you can apply all your focus toward a target of your choice. Until you attack another creature, you defeat the target, or the battle ends, gain a +1 bonus to your Proficiency.

■ FORTIFIED ARMOR

Level 4 Blade Ability

Recall Cost: 0

While you are wearing armor, gain a +2 bonus to your damage thresholds.

■ CHAMPION'S EDGE

Level 5 Blade Ability

Recall Cost: 1

When you critically succeed on an attack, you can **spend up to 3 Hope** and choose one of the following options for each Hope spent:

- You clear a Hit Point.
- You clear an Armor Slot.
- The target must mark an additional Hit Point.

You can't choose the same option more than once.

■ VITALITY

Level 5 Blade Ability

Recall Cost: 0

When you choose this card, permanently gain two of the following benefits:

- One Stress slot
- One Hit Point slot
- +2 bonus to your damage thresholds

Then place this card in your vault permanently.

■ BATTLE-HARDENED

Level 6 Blade Ability

Recall Cost: 2

Once per long rest when you would make a Death Move, you can **spend a Hope** to clear a Hit Point instead.

■ RAGE UP

Level 6 Blade Ability

Recall Cost: 1

Before you make an attack, you can **mark a Stress** to gain a bonus to your damage roll equal to twice your Strength.

You can Rage Up twice per attack.

■ BLADE-TOUCHED

Level 7 Blade Ability

Recall Cost: 1

When 4 or more of the domain cards in your loadout are from the Blade domain, gain the following benefits:

- +2 bonus to your attack rolls
- +4 bonus to your Severe damage threshold

■ GLANCING BLOW

Level 7 Blade Ability

Recall Cost: 1

When you fail an attack, you can **mark a Stress** to deal weapon damage using half your Proficiency.

■ BATTLE CRY

Level 8 Blade Ability

Recall Cost: 2

Once per long rest, while you're charging into danger, you can muster a rousing call that inspires your allies. All allies who can hear you each clear a Stress and gain a Hope. Additionally, your allies gain advantage on attack rolls until you or an ally rolls a failure with Fear.

■ FRENZY

Level 8 Blade Ability

Recall Cost: 3

Once per long rest, you can go into a *Frenzy* until there are no more adversaries within sight.

While *Frenzied*, you can't use Armor Slots, and you gain a +10 bonus to your damage rolls and a +8 bonus to your Severe damage threshold.

■ GORE AND GLORY

Level 9 Blade Ability

Recall Cost: 2

When you critically succeed on a weapon attack, gain an additional Hope or clear an additional Stress.

Additionally, when you deal enough damage to defeat an enemy, gain a Hope or clear a Stress.

■ REAPER'S STRIKE

Level 9 Blade Ability

Recall Cost: 3

Once per long rest, **spend a Hope** to make an attack roll. The GM tells you which targets within range it would succeed against. Choose one of these targets and force them to mark 5 Hit Points.

■ BATTLE MONSTER

Level 10 Blade Ability

Recall Cost: 0

When you make a successful attack against an adversary, you can **mark 4 Stress** to force the target to mark a number of Hit Points equal to the number of Hit Points you currently have marked instead of rolling for damage.

■ ONSLAUGHT

Level 10 Blade Ability

Recall Cost: 3

When you successfully make an attack with your weapon, you never deal damage beneath a target's Major damage threshold (the target always marks a minimum of 2 Hit Points).

Additionally, when a creature within your weapon's range deals damage to an ally with an attack that doesn't include you, you can **mark a Stress** to force them to make a Reaction Roll (15). On a failure, the target must mark a Hit Point.

BONE DOMAIN

■ DEFT MANEUVERS

Level 1 Bone Ability

Recall Cost: 0

Once per rest, **mark a Stress** to sprint anywhere within Far range without making an Agility Roll to get there.

If you end this movement within Melee range of an adversary and immediately make an attack against them, gain a +1 bonus to the attack roll.

■ I SEE IT COMING

Level 1 Bone Ability

Recall Cost: 1

When you're targeted by an attack made from beyond Melee range, you can **mark a Stress** to roll a **d4** and gain a bonus to your Evasion equal to the result against the attack.

■ UNTOUCHABLE

Level 1 Bone Ability

Recall Cost: 1

Gain a bonus to your Evasion equal to half your Agility.

■ FEROCITY

Level 2 Bone Ability

Recall Cost: 2

When you cause an adversary to mark 1 or more Hit Points, you can **spend 2 Hope** to increase your Evasion by the number of Hit Points they marked. This bonus lasts until after the next attack made against you.

■ STRATEGIC APPROACH

Level 2 Bone Ability

Recall Cost: 1

After a long rest, place a number of tokens equal to your Knowledge on this card (minimum 1). The first time you move within Close range of an adversary and make an attack against them, you can spend one token to choose one of the following options:

- You make the attack with advantage.
- You clear a Stress on an ally within Melee range of the adversary.
- You add a **d8** to your damage roll.

When you take a long rest, clear all unspent tokens.

■ BRACE

Level 3 Bone Ability

Recall Cost: 1

When you mark an Armor Slot to reduce incoming damage, you can **mark a Stress** to mark an additional Armor Slot.

■ TACTICIAN

Level 3 Bone Ability

Recall Cost: 1

When you Help an Ally, they can spend a Hope to add one of your Experiences to their roll alongside your advantage die.

When making a Tag Team Roll, you can roll a **d20** as your Hope Die.

■ BOOST

Level 4 Bone Ability

Recall Cost: 1

Mark a Stress to boost off a willing ally within Close range, fling yourself into the air, and perform an aerial attack against a target within Far range. You have advantage on the attack, add a **d10** to the damage roll, and end your move within Melee range of the target.

■ REDIRECT

Level 4 Bone Ability

Recall Cost: 1

When an attack made against you from beyond Melee range fails, roll a number of **d6s** equal to your Proficiency. If any roll a 6, you can **mark a Stress** to redirect the attack to damage an adversary within Very Close range instead.

■ KNOW THY ENEMY

Level 5 Bone Ability

Recall Cost: 1

When observing a creature, you can make an **Instinct Roll** against them. On a success, **spend a Hope** and ask the GM for one set of information about the target from the following options:

- Their unmarked Hit Points and Stress.
- Their Difficulty and damage thresholds.
- Their tactics and standard attack damage dice.
- Their features and Experiences.

Additionally on a success, you can **mark a Stress** to remove a Fear from the GM's Fear Pool.

■ SIGNATURE MOVE

Level 5 Bone Ability

Recall Cost: 1

Name and describe your signature combat move. Once per rest, when you perform this signature move as part of an action you're taking, you can roll a **d20** as your Hope Die. On a success, clear a Stress.

■ RAPID RIPOSTE

Level 6 Bone Ability

Recall Cost: 0

When an attack made against you from within Melee range fails, you can **mark a Stress** and seize the opportunity to deal the weapon damage of one of your active weapons to the attacker.

■ RECOVERY

Level 6 Bone Ability

Recall Cost: 1

During a short rest, you can choose a long rest downtime move instead. You can **spend a Hope** to let an ally do the same.

■ BONE-TOUCHED

Level 7 Bone Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Bone domain, gain the following benefits:

- +1 bonus to Agility
- Once per rest, you can **spend 3 Hope** to cause an attack that succeeded against you to fail instead.

■ CRUEL PRECISION

Level 7 Bone Ability

Recall Cost: 1

When you make a successful attack with a weapon, gain a bonus to your damage roll equal to either your Finesse or Agility.

■ BREAKING BLOW

Level 8 Bone Ability

Recall Cost: 3

When you make a successful attack, you can **mark a Stress** to make the next successful attack against that same target deal an extra **2d12** damage.

■ WRANGLE

Level 8 Bone Ability

Recall Cost: 1

Make an Agility Roll against all targets within Close range.

Spend a Hope to move targets you succeed against, and any willing allies within Close range, to another point within Close range.

■ ON THE BRINK

Level 9 Bone Ability

Recall Cost: 1

When you have 2 or fewer Hit Points unmarked, you don't take Minor damage.

■ SPLINTERING STRIKE

Level 9 Bone Ability

Recall Cost: 3

Spend a Hope and make an attack against all adversaries within your weapon's range. Once per long rest, on a success against any targets, roll your weapon's damage and distribute that damage however you wish between the targets you succeeded against. Before you deal damage to each target, roll an additional damage die and add its result to the damage you deal to them.

■ DEATHRUN

Level 10 Bone Ability

Recall Cost: 1

Spend 3 Hope to run a straight path through the battlefield to a point within Far range, making an attack against all adversaries within your weapon's range along that path. Choose the order in which you deal damage to the targets you succeeded against. For the first, roll your weapon damage with a +1 bonus to your Proficiency. Then remove a die from your damage roll and deal the remaining damage to the next target. Continue to remove a die for each subsequent target until you have no more damage dice or adversaries.

You can't target the same adversary more than once per attack.

■ SWIFT STEP

Level 10 Bone Ability

Recall Cost: 2

When an attack made against you fails, clear a Stress. If you can't clear a Stress, gain a Hope.

CODEX DOMAIN

■ BOOK OF AVA

Level 1 Codex Grimoire

Recall Cost: 2

Power Push: Make a **Spellcast Roll** against a target within Melee range.

On a success, they're knocked back to Far range and take **d10+2** magic damage using your Proficiency.

Tava's Armor: **Spend a Hope** to give a target you can touch a +1 bonus to their Armor Score until their next rest or you cast Tava's Armor again.

Ice Spike: Make a **Spellcast Roll (12)** to summon a large ice spike within Far range. If you use it as a weapon, make the Spellcast Roll against the target's Difficulty instead. On a success, deal **d6** physical damage using your Proficiency.

■ BOOK OF ILLIAT

Level 1 Codex Grimoire

Recall Cost: 2

Slumber: Make a **Spellcast Roll** against a target within Very Close range. On a success, they're *Asleep* until they take damage or the GM spends a Fear on their turn to clear this condition.

Arcane Barrage: Once per rest, **spend any number of Hope** and shoot magical projectiles that strike a target of your choice within Close range. Roll a number of **d6s** equal to the Hope spent and deal that much magic damage to the target.

Telepathy: **Spend a Hope** to open a line of mental communication with one target you can see. This connection lasts until your next rest or you cast Telepathy again.

■ BOOK OF TYFAR

Level 1 Codex Grimoire

Recall Cost: 2

Wild Flame: Make a **Spellcast Roll** against up to three adversaries within Melee range. Targets you succeed against take **2d6** magic damage and must mark a Stress as flames erupt from your hand.

Magic Hand: You conjure a magical hand with the same size and strength as your own within Far range.

Mysterious Mist: Make a **Spellcast Roll (13)** to cast a temporary thick fog that gathers in a stationary area within Very Close range. The fog heavily obscures this area and everything in it.

■ BOOK OF SITIL

Level 2 Codex Grimoire

Recall Cost: 2

Adjust Appearance: You magically shift your appearance and clothing to avoid recognition.

Parallela: **Spend 2 Hope** to cast this spell on yourself or an ally within Close range. The next time the target makes an attack, they can hit an additional target within range that their attack roll would succeed against. You can only hold this spell on one creature at a time.

Illusion: Make a **Spellcast Roll (14)**. On a success, create a temporary visual illusion no larger than you within Close range that lasts for as long as you look at it. It holds up to scrutiny until an observer is within Melee range.

■ BOOK OF VAGRAS

Level 2 Codex Grimoire

Recall Cost: 2

Runic Lock: Make a **Spellcast Roll (15)** on an object you're touching that can close (such as a lock, chest, or box). Once per rest on a success, you can lock the object so it can only be opened by creatures of your choice. Someone with access to magic and an hour of time to study the spell can break it.

Arcane Door: When you have no adversaries within Melee range, make a **Spellcast Roll (13)**. On a success, **spend a Hope** to create a portal from where you are to a point within Far range you can see. It closes once a creature has passed through it.

Reveal: Make a **Spellcast Roll**. If there is anything magically hidden within Close range, it is revealed.

■ BOOK OF KORVAX

Level 3 Codex Grimoire

Recall Cost: 2

Levitation: Make a **Spellcast Roll** to temporarily lift a target you can see up into the air and move them within Close range of their original position.

Recant: **Spend a Hope** to force a target within Melee range to make a Reaction Roll (15). On a failure, they forget the last minute of your conversation.

Rune Circle: **Mark a Stress** to create a temporary magical circle on the ground where you stand. All adversaries within Melee range, or who enter Melee range, take **2d12+4** magic damage and are knocked back to Very Close range.

■ BOOK OF NORAI

Level 3 Codex Grimoire

Recall Cost: 2

Mystic Tether: Make a **Spellcast Roll** against a target within Far range. On a success, they're temporarily *Restrained* and must mark a Stress. If you target a flying creature, this spell grounds and temporarily *Restrains* them.

Fireball: Make a **Spellcast Roll** against a target within Very Far range. On a success, hurl a sphere of fire toward them that explodes on impact. The target and all creatures within Very Close range of them must make a Reaction Roll (13). Targets who fail take **d20+5** magic damage using your Proficiency. Targets who succeed take half damage.

■ BOOK OF EXOTA

Level 4 Codex Grimoire

Recall Cost: 3

Repudiate: You can interrupt a magical effect taking place. Make a reaction roll using your Spellcast trait. Once per rest on a success, the effect stops and any consequences are avoided.

Create Construct: **Spend a Hope** to choose a group of objects around you and create an animated construct from them that obeys basic commands. Make a **Spellcast Roll** to command them to take action. When necessary, they share your Evasion and traits and their attacks deal **2d10+3** physical damage. You can only maintain one construct at a time, and they fall apart when they take any amount of damage.

■ BOOK OF GRYNN

Level 4 Codex Grimoire

Recall Cost: 2

Arcane Deflection: Once per long rest, **spend a Hope** to negate the damage of an attack targeting you or an ally within Very Close range.

Time Lock: Target an object within Far range. That object stops in time and space exactly where it is until your next rest. If a creature tries to move it, make a **Spellcast Roll** against them to maintain this spell.

Wall of Flame: Make a **Spellcast Roll (15)**. On a success, create a temporary wall of magical flame between two points within Far range. All creatures in its path must choose a side to be on, and anything that subsequently passes through the wall takes **4d10+3** magic damage.

■ MANIFEST WALL

Level 5 Codex Spell

Recall Cost: 2

Make a **Spellcast Roll (15)**. Once per rest on a success, **spend a Hope** to create a temporary magical wall between two points within Far range. It can be up to 50 feet high and form at any angle. Creatures or objects in its path are shunted to a side of your choice. The wall stays up until your next rest or you cast Manifest Wall again.

■ TELEPORT

Level 5 Codex Spell

Recall Cost: 2

Once per long rest, you can instantly teleport yourself and any number of willing targets within Close range to a place you've been before. Choose one of the following options, then make a **Spellcast Roll (16)**:

- If you know the place very well, gain a +3 bonus.
- If you've visited the place frequently, gain a +1 bonus.
- If you've visited the place infrequently, gain no modifier.
- If you've only been there once, gain a -2 penalty.

On a success, you appear where you were intending to go. On a failure, you appear off course, with the range of failure determining how far off course.

■ BANISH

Level 6 Codex Spell

Recall Cost: 0

Make a **Spellcast Roll** against a target within Close range. On a success, roll a number of **d20s** equal to your Spellcast trait. The target must make a reaction roll with a Difficulty equal to your highest result. On a success, the target must mark a Stress but isn't banished. Once per rest on a failure, they are banished from this realm.

When the PCs roll with Fear, the Difficulty gains a -1 penalty and the target makes another reaction roll. On a success, they return from banishment.

■ SIGIL OF RETRIBUTION

Level 6 Codex Spell

Recall Cost: 2

Mark an adversary within Close range with a sigil of retribution. The GM gains a Fear. When the marked adversary deals damage to you or your allies, place a **d8** on this card. You can hold a number of **d8s** equal to your level. When you successfully attack the marked adversary, roll the dice on this card and add the total to your damage roll, then clear the dice. This effect ends when the marked adversary is defeated or you cast Sigil of Retribution again.

■ BOOK OF HOMET

Level 7 Codex Grimoire

Recall Cost: 0

Pass Through: Make a **Spellcast Roll (13)**. Once per rest on a success, you and all creatures touching you can pass through a wall or door within Close range. The effect ends once everyone is on the other side.

Plane Gate: Make a **Spellcast Roll (14)**. Once per long rest on a success, open a gateway to a location in another dimension or plane of existence you've been to before. This gateway lasts until your next rest.

■ CODEX-TOUCHED

Level 7 Codex Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Codex domain, gain the following benefits:

- You can **mark a Stress** to add your Proficiency to a Spellcast Roll.
- Once per rest, replace this card with any card from your vault without paying its Recall Cost.

■ BOOK OF VYOLA

Level 8 Codex Grimoire

Recall Cost: 2

Memory Delve: Make a **Spellcast Roll** against a target within Far range. On a success, peer into the target's mind and ask the GM a question. The GM describes any memories the target has pertaining to the answer.

Shared Clarity: Once per long rest, **spend a Hope** to choose two willing creatures. When one of them would mark Stress, they can choose between the two of them who marks it. This spell lasts until their next rest.

■ SAFE HAVEN

Level 8 Codex Spell

Recall Cost: 3

When you have a few minutes of calm to focus, you can **spend 2 Hope** to summon your Safe Haven, a large interdimensional home where you and your allies can take shelter. When you do, a magical door appears somewhere within Close range. Only creatures of your choice can enter. Once inside, you can make the entrance invisible. You and anyone else inside can always exit. Once you leave, the doorway must be summoned again.

When you take a rest within your own Safe Haven, you can choose an additional downtime move.

■ BOOK OF RONIN

Level 9 Codex Grimoire

Recall Cost: 4

Transform: Make a **Spellcast Roll (15)**. On a success, transform into an inanimate object no larger than twice your normal size. You can remain in this shape until you take damage.

Eternal Enervation: Once per long rest, make a **Spellcast Roll** against a target within Close range. On a success, they become permanently *Vulnerable*. They can't clear this condition by any means.

■ DISINTEGRATION WAVE

Level 9 Codex Spell

Recall Cost: 4

Make a **Spellcast Roll (18)**. Once per long rest on a success, the GM tells you which adversaries within Far range have a Difficulty of 18 or lower. **Mark a Stress** for each one you wish to hit with this spell. They are killed and can't come back to life by any means.

■ BOOK OF YARROW

Level 10 Codex Grimoire

Recall Cost: 2

Timejammer: Make a **Spellcast Roll (18)**. On a success, time temporarily slows to a halt for everyone within Far range except for you. It resumes the next time you make an action roll that targets another creature.

Magic Immunity: Spend 5 Hope to become immune to magic damage until your next rest.

■ TRANSCENDENT UNION

Level 10 Codex Spell

Recall Cost: 1

Once per long rest, spend 5 Hope to cast this spell on two or more willing creatures. Until your next rest, when a creature connected by this union would mark Stress or Hit Points, the connected creatures can choose who marks it.

DREAD DOMAIN

■ BLIGHTING STRIKE

Level 1 Dread Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success:

- On a roll with Hope, deal **d6+1** magic damage using your Proficiency. On a roll with Fear, deal **d10+1** magic damage using your Proficiency.
- The target's next successful attack deals half damage.

On a failure, you must spend a Hope or mark a Stress.

■ UMBRAL VEIL

Level 1 Dread Spell

Recall Cost: 1

Once per rest, you can **mark a Stress** to encase yourself in shadowy energy. When you do, place a number of tokens on this card equal to the number of Fear in the GM's pool. After an attack roll is made against you, you can spend any number of tokens to give the result a -1 penalty per token spent.

At the end of the scene, clear all unspent tokens.

■ VOICE OF DREAD

Level 1 Dread Spell

Recall Cost: 0

You can magically speak to a creature you can see, tormenting them with your words. Make a **Spellcast Roll** against them. On a success, they must mark a Stress and are frozen with terror, making them temporarily *Restrained*.

■ HIDEOUS RETRIBUTION

Level 2 Dread Spell

Recall Cost: 2

When an ally within Close range takes damage from a target you can see, you can make a reaction roll against the target using your Spellcast trait. On a success, **mark a Stress** to deal **d6** magic damage using your Proficiency.

■ SIPHON ESSENCE

Level 2 Dread Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Very Close range. Once per long rest on a success, the target takes **d12+4** magic damage using your Proficiency. On a success with Fear, you gain a +1 bonus to your Proficiency for this attack.

You clear a number of Hit Points equal to the number of Hit Points the target marked from this attack.

■ SHARED TRAUMA

Level 3 Dread Spell

Recall Cost: 1

You can transfer suffering from one creature to another. Once per rest, mark any number of Hit Points on a willing creature within Melee range to clear an equal number of Hit Points on another willing creature within Melee range.

■ TERRIFY

Level 3 Dread Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Close range. On a success, the target marks **1d4** Stress, and you can make the target flee one range away from you (such as Very Close to Close or Close to Far). On a success with Fear, the target also becomes temporarily *Vulnerable*.

■ CHAINS OF AFFLICTION

Level 4 Dread Spell

Recall Cost: 2

Mark 2 Stress to temporarily *Chain* a target within Close range. When a *Chained* creature deals damage, the target of their attack marks one fewer Hit Point than they normally would. You can't have more than one creature *Chained* at a time.

■ SUMMON HORROR

Level 4 Dread Spell

Recall Cost: 2

Once per scene, **mark a Stress** to summon an otherworldly creature that deals **d8+1** magic damage using your Spellcast trait to a target within Far range. If the target marks any Hit Points from this attack, they must succeed on a **Reaction Roll (12)** to steel themselves against the horror or mark an equal number of Stress.

After making the attack, the creature dissipates.

■ DIRE STRIKE

Level 5 Dread Spell

Recall Cost: 2

When a target marks any number of Hit Points from an attack you make, you can **spend a Hope** to drain power from them. The GM loses a Fear.

■ SPECTRAL MIST

Level 5 Dread Spell

Recall Cost: 0

Spend 2 Hope to conjure an eerie mist that turns you and allies of your choice within Close range momentarily incorporeal. While a creature is incorporeal, they can move through solid objects and are immune to physical damage. They become corporeal again after they pass through a solid object or make an action roll. Otherwise, this effect lasts until the end of the scene.

■ DARKFIRE

Level 6 Dread Spell

Recall Cost: 2

Once per scene, **spend any number of Hope** to target an equal number of adversaries within Close range. Each target makes a **Reaction Roll (15)**. Targets who fail take **d8+6** magic damage using your Spellcast trait as they are engulfed in dark fire. Targets who succeed take half damage.

■ JUMP SCARE

Level 6 Dread Spell

Recall Cost: 1

When you deal magic damage to a target, you can **mark a Stress** to teleport into Melee range with them. When you do, they are *Vulnerable* until they mark 1 or more Hit Points.

■ DREAD-TOUCHED

Level 7 Dread Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Dread domain, gain the following benefits:

- When you succeed with Fear, you can **mark 2 Stress** to prevent the GM from gaining a Fear.
- Once per rest when making an action roll, you can gain a bonus to the roll equal to the number of Fear in the GM's pool.

■ WALL OF HUNGER

Level 7 Dread Spell

Recall Cost: 2

Make a **Spellcast Roll (10)**. On a success, you can **spend a Hope** to create a visible wall of writhing necrotic energy between two points within Far range. The wall lasts until you mark a Hit Point or cast this spell again. A creature inside the wall when it appears or that passes through it must mark 2 Stress.

■ DARK ARMY

Level 8 Dread Spell

Recall Cost: 2

Make a **Spellcast Roll (14)**. Once per long rest on a success, you can summon fiends that surround and move with you. Place 8 tokens on this card. When you deal damage to a target within Very Close range, you can spend any number of tokens to add **1d8** for each token spent to your damage roll. Additionally, when you take damage, you can spend any number of tokens to reduce the damage by **1d8** for each token spent. Each time you spend a token, a fiend acts on your behalf, then disappears.

When you take a rest, clear all unspent tokens.

■ ELDRITCH FLESH

Level 8 Dread Spell

Recall Cost: 1

Gain a +1 bonus to your damage thresholds for each Stress you have marked.

Additionally, when you roll with Fear, you can **spend 2 Hope** to clear an Armor Slot.

■ DAMNATION

Level 9 Dread Spell

Recall Cost: 2

Make a **Spellcast Roll** against a target within Far range. On a success, **mark any number of Stress** to roll an equal number of **d20s**, dealing magic damage equal to the total result. If this attack defeats the target, all adversaries within Far range of the target must mark a Stress.

■ SAVOR THE ANGUISH

Level 9 Dread Ability

Recall Cost: 1

When an adversary within Close range takes Severe damage, you can clear a Stress.

■ AVATAR OF TERROR

Level 10 Dread Spell

Recall Cost: 2

Mark a Stress to transform into a creature fueled by fear.

While in this form, you gain a **1d6** bonus to your damage rolls for each Fear in the GM's pool. Additionally, you gain a Hope when the GM spends a Fear to spotlight an adversary within Very Close range.

Before you make an action roll, you must spend a Hope. If you can't, you revert to your normal form.

■ INVOKE TORMENT

Level 10 Dread Ability

Recall Cost: 2

You deal double damage to targets that have all their Stress marked.

Additionally, when an adversary within Close range is defeated with all its Stress marked, you gain a Hope..

GRACE DOMAIN

■ DEFT DECEIVER

Level 1 Grace Ability

Recall Cost: 0

Spend a **Hope** to gain advantage on a roll to deceive or trick someone into believing a lie you tell them.

■ ENRAPTURE

Level 1 Grace Spell

Recall Cost: 0

Make a **Spellcast Roll** against a target within Close range. On a success, they become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. Once per rest on a success, you can **mark a Stress** to force the *Enraptured* target to mark a Stress as well.

■ INSPIRATIONAL WORDS

Level 1 Grace Ability

Recall Cost: 1

Your speech is imbued with power. After a long rest, place a number of tokens on this card equal to your Presence. When you speak with an ally, you can spend a token from this card to give them one benefit from the following options:

- Your ally clears a Stress.
- Your ally clears a Hit Point.
- Your ally gains a Hope.

When you take a long rest, clear all unspent tokens.

■ TELL NO LIES

Level 2 Grace Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Very Close range. On a success, they can't lie to you while they remain within Close range, but they are not compelled to speak. If you ask them a question and they refuse to answer, they must mark a Stress and the effect ends. The target is typically unaware this spell has been cast on them until it causes them to utter the truth.

■ TROUBLEMAKER

Level 2 Grace Ability

Recall Cost: 2

When you taunt or provoke a target within Far range, make a **Presence Roll** against them. Once per rest on a success, roll a number of **d4s** equal to your Proficiency. The target must mark Stress equal to the highest result rolled.

■ HYPNOTIC SHIMMER

Level 3 Grace Spell

Recall Cost: 1

Make a **Spellcast Roll** against all adversaries in front of you within Close range. Once per rest on a success, create an illusion of flashing colors and lights that temporarily *Stuns* targets you succeed against and forces them to mark a Stress. While *Stunned*, they can't use reactions and can't take any other actions until they clear this condition.

■ INVISIBILITY

Level 3 Grace Spell

Recall Cost: 1

Make a **Spellcast Roll (10)**. On a success, **mark a Stress** and choose yourself or an ally within Melee range to become *Invisible*. An *Invisible* creature can't be seen except through magical means and attack rolls against them are made with disadvantage. Place a number of tokens on this card equal to your Spellcast trait. When the *Invisible* creature takes an action, spend a token from this card. After the action that spends the last token is resolved, the effect ends.

You can only hold Invisibility on one creature at a time.

■ SOOTHING SPEECH

Level 4 Grace Ability

Recall Cost: 1

During a short rest, when you take the time to comfort another character while using the Tend to Wounds downtime move on them, clear an additional Hit Point on that character. When you do, you also clear 2 Hit Points.

■ THROUGH YOUR EYES

Level 4 Grace Spell

Recall Cost: 1

Choose a target within Very Far range. You can see through their eyes and hear through their ears. You can transition between using your own senses or the target's freely until you cast another spell or until your next rest.

■ THOUGHT DELVER

Level 5 Grace Spell

Recall Cost: 2

You can peek into the minds of others. **Spend a Hope** to read the vague surface thoughts of a target within Far range. Make a **Spellcast Roll** against the target to delve for deeper, more hidden thoughts.

On a roll with Fear, the target might, at the GM's discretion, become aware that you're reading their thoughts.

■ WORDS OF DISCORD

Level 5 Grace Spell

Recall Cost: 1

Whisper words of discord to an adversary within Melee range and make a **Spellcast Roll (13)**. On a success, the target must mark a Stress and make an attack against another adversary instead of against you or your allies.

Once this attack is over, the target realizes what happened. The next time you cast Words of Discord on them, gain a -5 penalty to the Spellcast Roll.

■ NEVER UPSTAGED

Level 6 Grace Ability

Recall Cost: 2

When you mark 1 or more Hit Points from an attack, you can **mark a Stress** to place a number of tokens equal to the number of Hit Points you marked on this card. On your next successful attack, gain a +5 bonus to your damage roll for each token on this card, then clear all tokens.

■ SHARE THE BURDEN

Level 6 Grace Spell

Recall Cost: 0

Once per rest, take on the Stress from a willing creature within Melee range. The target describes what intimate knowledge or emotions telepathically leak from their mind in this moment between you. Transfer any number of their marked Stress to you, then gain a Hope for each Stress transferred.

■ ENDLESS CHARISMA

Level 7 Grace Ability

Recall Cost: 1

After you make an action roll to persuade, lie, or garner favor, you can **spend a Hope** to reroll the Hope or Fear Die.

■ GRACE-TOUCHED

Level 7 Grace Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Grace domain, gain the following benefits:

- You can **mark an Armor Slot** instead of marking a Stress.
- When you would force a target to mark a number of Hit Points, you can choose instead to force them to mark that number of Stress.

■ ASTRAL PROJECTION

Level 8 Grace Spell

Recall Cost: 0

Once per long rest, **mark a Stress** to create a projected copy of yourself that can appear anywhere you've been before.

You can see and hear through the projection as though it were you and affect the world as though you were there. A creature investigating the projection can tell it's of magical origin. This effect lasts until your next rest or your projection takes any damage.

■ MASS ENRAPTURE

Level 8 Grace Spell

Recall Cost: 3

Make a **Spellcast Roll** against all targets within Far range. Targets you succeed against become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. **Mark a Stress** to force all *Enraptured* targets to mark a Stress, ending this spell.

■ COPYCAT

Level 9 Grace Spell

Recall Cost: 3

Once per long rest, this card can mimic the features of another domain card of level 8 or lower in another player's loadout.

Spend Hope equal to half the card's level to gain access to the feature. It lasts until your next rest or they place the card in their vault.

■ MASTER OF THE CRAFT

Level 9 Grace Ability

Recall Cost: 0

Gain a permanent +2 bonus to two of your Experiences or a permanent +3 bonus to one of your Experiences. Then place this card in your vault permanently.

■ ENCORE

Level 10 Grace Spell

Recall Cost: 1

When an ally within Close range deals damage to an adversary, you can make a **Spellcast Roll** against that same target. On a success, you deal the same damage to the target that your ally dealt. If your Spellcast Roll succeeds with Fear, place this card in your vault.

■ NOTORIOUS

Level 10 Grace Ability

Recall Cost: 0

People know who you are and what you've done, and they treat you differently because of it. When you leverage your notoriety to get what you want, you can **mark a Stress** before you roll to gain a +10 bonus to the result. Your food and drinks are always free wherever you go, and everything else you buy is reduced in price by one bag of gold (to a minimum of one handful).

MIDNIGHT DOMAIN

■ PICK AND PULL

Level 1 Midnight Ability

Recall Cost: 0

You have advantage on action rolls to pick nonmagical locks, disarm nonmagical traps, or steal items from a target (either through stealth or by force).

■ RAIN OF BLADES

Level 1 Midnight Spell

Recall Cost: 1

Spend a Hope to make a **Spellcast Roll** and conjure throwing blades that strike out at all targets within Very Close range. Targets you succeed against take **d8+2** magic damage using your Proficiency.

If a target you hit is *Vulnerable*, they take an extra **1d8** damage.

■ UNCANNY DISGUISE

Level 1 Midnight Spell

Recall Cost: 0

When you have a few minutes to prepare, you can **mark a Stress** to don the facade of any humanoid you can picture clearly in your mind. While disguised, you have advantage on Presence Rolls to avoid scrutiny.

Place a number of tokens equal to your Spellcast trait on this card. When you take an action while disguised, spend a token from this card. After the action that spends the last token is resolved, the disguise drops.

■ MIDNIGHT SPIRIT

Level 2 Midnight Spell

Recall Cost: 1

Spend a Hope to summon a humanoid-sized spirit that can move or carry things for you until your next rest.

You can also send it to attack an adversary. When you do, make a **Spellcast Roll** against a target within Very Far range. On a success, the spirit moves into Melee range with that target. Roll a number of **d6s** equal to your Spellcast trait and deal that much magic damage to the target. The spirit then dissipates. You can only have one spirit at a time.

■ SHADOWBIND

Level 2 Midnight Spell

Recall Cost: 0

Make a **Spellcast Roll** against all adversaries within Very Close range. Targets you succeed against are temporarily *Restrained* as their shadow binds them in place.

■ CHOKEHOLD

Level 3 Midnight Ability

Recall Cost: 1

When you position yourself behind a creature who's about your size, you can **mark a Stress** to pull them into a chokehold, making them temporarily *Vulnerable*.

When a creature attacks a target who is *Vulnerable* in this way, they deal an extra **2d6** damage.

■ VEIL OF NIGHT

Level 3 Midnight Spell

Recall Cost: 1

Make a **Spellcast Roll (13)**. On a success, you can create a temporary curtain of darkness between two points within Far range. Only you can see through this darkness. You're considered *Hidden* to adversaries on the other side of the veil, and you have advantage on attacks you make through the darkness. The veil remains until you cast another spell.

■ STEALTH EXPERTISE

Level 4 Midnight Ability

Recall Cost: 0

When you roll with Fear while attempting to move unnoticed through a dangerous area, you can **mark a Stress** to roll with Hope instead.

If an ally within Close range is also attempting to move unnoticed and rolls with Fear, you can **mark a Stress** to change their result to a roll with Hope.

■ GLYPH OF NIGHTFALL

Level 4 Midnight Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Very Close range. On a success, **spend a Hope** to conjure a dark glyph upon their body that exposes their weak points, temporarily reducing the target's Difficulty by a value equal to your Knowledge (minimum 1).

■ HUSH

Level 5 Midnight Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Close range. On a success, **spend a Hope** to conjure suppressive magic around the target that encompasses everything within Very Close range of them and follows them as they move.

The target and anything within the area is *Silenced* until the GM spends a Fear on their turn to clear this condition, you cast Hush again, or you take Major damage. While *Silenced*, they can't make noise and can't cast spells.

■ PHANTOM RETREAT

Level 5 Midnight Spell

Recall Cost: 2

Spend a Hope to activate Phantom Retreat where you're currently standing. **Spend another Hope** at any time before your next rest to disappear from where you are and reappear where you were standing when you activated Phantom Retreat. This spell ends after you reappear.

■ DARK WHISPERS

Level 6 Midnight Spell

Recall Cost: 0

You can speak into the mind of any person with whom you've made physical contact. Once you've opened a channel with them, they can speak back into your mind. Additionally, you can **mark a Stress** to make a **Spellcast Roll** against them. On a success, you can ask the GM one of the following questions and receive an answer:

- Where are they?
- What are they doing?
- What are they afraid of?
- What do they cherish most in the world?

■ MASS DISGUISE

Level 6 Midnight Spell

Recall Cost: 0

When you have a few minutes of silence to focus, you can **mark a Stress** to change the appearance of all willing creatures within Close range. Their new forms must share a general body structure and size, and can be somebody or something you've seen before or entirely fabricated. A disguised creature has advantage on Presence Rolls to avoid scrutiny.

Activate a Countdown (8). It ticks down as a consequence the GM chooses. When it triggers, the disguise drops.

■ MIDNIGHT-TOUCHED

Level 7 Midnight Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Midnight domain, gain the following benefits:

- Once per rest, when you have 0 Hope and the GM would gain a Fear, you can gain a Hope instead.
- When you make a successful attack, you can **mark a Stress** to add the result of your Fear Die to your damage roll.

■ VANISHING DODGE

Level 7 Midnight Spell

Recall Cost: 1

When an attack made against you that would deal physical damage fails, you can **spend a Hope** to envelop yourself in shadow, becoming *Hidden* and teleporting to a point within Close range of the attacker. You remain *Hidden* until the next time you make an action roll.

■ SHADOWHUNTER

Level 8 Midnight Ability

Recall Cost: 2

Your prowess is enhanced under the cover of shadow. While you're shrouded in low light or darkness, you gain a +1 bonus to your Evasion and make attack rolls with advantage.

■ SPELLCHARGE

Level 8 Midnight Spell

Recall Cost: 1

When you take magic damage, place tokens equal to the number of Hit Points you marked on this card. You can store a number of tokens equal to your Spellcast trait.

When you make a successful attack against a target, you can spend any number of tokens to add a **d6** for each token spent to your damage roll.

■ NIGHT TERROR

Level 9 Midnight Spell

Recall Cost: 2

Once per long rest, choose any targets within Very Close range to perceive you as a nightmarish horror. The targets must succeed on a Reaction Roll (16) or become temporarily *Horried*. While *Horried*, they're *Vulnerable*. Steal a number of Fear from the GM equal to the number of targets that are *Horried* (up to the number of Fear in the GM's pool). Roll a number of **d6s** equal to the number of stolen Fear and deal the total damage to each *Horried* target. Discard the stolen Fear.

■ TWILIGHT TOLL

Level 9 Midnight Ability

Recall Cost: 1

Choose a target within Far range. When you succeed on an action roll against them that doesn't result in making a damage roll, place a token on this card. When you deal damage to this target, spend any number of tokens to add a **d12** for each token spent to your damage roll. You can only hold Twilight Toll on one creature at a time.

When you choose a new target or take a rest, clear all unspent tokens.

■ ECLIPSE

Level 10 Midnight Spell

Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per long rest on a success, plunge the entire area within Far range into complete darkness only you and your allies can see through. Attack rolls have disadvantage when targeting you or an ally within this shadow.

Additionally, when you or an ally succeeds with Hope against an adversary within this shadow, the target must mark a Stress.

This spell lasts until the GM spends a Fear on their turn to clear this effect or you take Severe damage.

■ SPECTER OF THE DARK

Level 10 Midnight Spell

Recall Cost: 1

Mark a Stress to become *Spectral* until you make an action roll targeting another creature. While *Spectral*, you're immune to physical damage and can float and pass through solid objects.

Other creatures can still see you while you're in this form.

SAGE DOMAIN

■ GIFTED TRACKER

Level 1 Sage Ability

Recall Cost: 0

When you're tracking a specific creature or group of creatures based

on signs of their passage, you can **spend any number of Hope** and ask the GM that many questions from the following list.

- What direction did they go?
- How long ago did they pass through?
- What were they doing in this location?
- How many of them were here?

When you encounter creatures you've tracked in this way, gain a +1 bonus to your Evasion against them.

■ NATURE'S TONGUE

Level 1 Sage Ability

Recall Cost: 0

You can speak the language of the natural world. When you want to speak to the plants and animals around you, make an **Instinct Roll (12)**. On a success, they'll give you the information they know. On a roll with Fear, their knowledge might be limited or come at a cost.

Additionally, before you make a Spellcast Roll while within a natural environment, you can **spend a Hope** to gain a +2 bonus to the roll.

■ VICIOUS ENTANGLE

Level 1 Sage Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, roots and vines reach out from the ground, dealing **1d8+1** physical damage and temporarily *Restraining* the target.

Additionally on a success, you can **spend a Hope** to temporarily *Restrain* another adversary within Very Close range of your target.

■ CONJURE SWARM

Level 2 Sage Spell

Recall Cost: 1

Tekaira Armored Beetles: Mark a **Stress** to conjure armored beetles that encircle you. When you next take damage, reduce the severity by one threshold. You can **spend a Hope** to keep the beetles conjured after taking damage.

Fire Flies: Make a **Spellcast Roll** against all adversaries within Close range. **Spend a Hope** to deal **2d8+3** magic damage to targets you succeeded against.

■ NATURAL FAMILIAR

Level 2 Sage Spell

Recall Cost: 1

Spend a Hope to summon a small nature spirit or forest critter to your side until your next rest, you cast Natural Familiar again, or the familiar is targeted by an attack. If you **spend an additional Hope**, you can summon a familiar that flies. You can communicate with them, make a **Spellcast Roll** to command them to perform simple tasks, and **mark a Stress** to see through their eyes.

When you deal damage to an adversary within Melee range of your familiar, you add a **d6** to your damage roll.

■ CORROSIVE PROJECTILE

Level 3 Sage Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, deal **d6+4** magic damage using your Proficiency. Additionally, **mark 2 or more Stress** to make them permanently *Corroded*. While a target is *Corroded*, they gain a -1 penalty to their Difficulty for every 2 Stress you spent. This condition can stack.

■ TOWERING STALK

Level 3 Sage Spell

Recall Cost: 1

Once per rest, you can conjure a thick, twisting stalk within Close range that can be easily climbed. Its height can grow up to Far range.

Mark a Stress to use this spell as an attack. Make a **Spellcast Roll** against an adversary or group of adversaries within Close range. The erupting stalk lifts targets you succeed against into the air and drops them, dealing **d8** physical damage using your Proficiency.

■ DEATH GRIP

Level 4 Sage Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Close range and choose one of the following options:

- You pull the target into Melee range or pull yourself into Melee range of them.
- You constrict the target and force them to mark 2 Stress.
- All adversaries between you and the target must succeed on a Reaction Roll (13) or be hit by vines, taking **3d6+2** physical damage.

On a success, vines reach out from your hands, causing the chosen effect and temporarily *Restraining* the target.

■ HEALING FIELD

Level 4 Sage Spell

Recall Cost: 2

Once per long rest, you can conjure a field of healing plants around you. Everywhere within Close range of you bursts to life with vibrant nature, allowing you and all allies in the area to clear a Hit Point.

Spend 2 Hope to allow you and all allies to clear 2 Hit Points instead.

■ THORN SKIN

Level 5 Sage Spell

Recall Cost: 1

Once per rest, **spend a Hope** to sprout thorns all over your body. When you do, place a number of tokens equal to your Spellcast trait on this card. When you take damage, you can spend any number of tokens to roll that number of **d6s**. Add the results together and reduce the incoming damage by that amount. If you're within Melee range of the attacker, deal that amount of damage back to them.

When you take a rest, clear all unspent tokens.

■ WILD FORTRESS

Level 5 Sage Spell

Recall Cost: 1

Make a **Spellcast Roll (13)**. On a success, **spend 2 Hope** to grow a natural barricade in the shape of a dome that you and one ally can take cover within. While inside the dome, a creature can't be targeted by attacks and can't make attacks. Attacks made against the dome automatically succeed. The dome has the following damage thresholds and lasts until it marks 3 Hit Points. Place tokens on this card to represent marking Hit Points.

Thresholds: 15/30

■ CONJURED STEEDS

Level 6 Sage Spell

Recall Cost: 0

Spend any number of Hope to conjure that many magical steeds (such as horses, camels, or elephants) that you and your allies can ride until your next long rest or the steeds take any damage. The steeds double your land speed while traveling and, when in danger, allow you to move within Far range without having to roll. Creatures riding a steed gain a -2 penalty to attack rolls and a +2 bonus to damage rolls.

■ FORAGER

Level 6 Sage Ability

Recall Cost: 1

As an additional downtime move you can choose, roll a d6 to see what you forage. Work with the GM to describe it and add it to your inventory as a consumable. Your party can carry up to five foraged consumables at a time.

1. A unique food (Clear 2 Stress)
2. A beautiful relic (Gain 2 Hope)
3. An arcane rune (+2 to a Spellcast Roll)
4. A healing vial (Clear 2 Hit Points)
5. A luck charm (Reroll any die)
6. Choose one of the options above.

■ SAGE-TOUCHED

Level 7 Sage Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Sage domain, gain the following benefits:

- While you're in a natural environment, you gain a +2 bonus to your Spellcast Rolls.
- Once per rest, you can double your Agility or Instinct when making a roll that uses that trait. You must choose to do this before you roll.

■ WILD SURGE

Level 7 Sage Spell

Recall Cost: 2

Once per long rest, **mark a Stress** to channel the natural world around you and enhance yourself. Describe how your appearance changes, then place a **d6** on this card with the 1 value facing up.

While the Wild Surge Die is active, you add its value to every action roll you make. After you add its value to a roll, increase the Wild Surge Die's value by one. When the die's value would exceed 6 or you take a rest, this form drops and you must **mark an additional Stress**.

■ –FOREST SPRITES

Level 8 Sage Spell

Recall Cost: 2

Make a **Spellcast Roll (13)**. On a success, **spend any number of Hope** to create an equal number of small forest sprites who appear at points you choose within Far range, providing the following benefits:

- Your allies gain a +3 bonus to attack rolls against adversaries within Melee range of a sprite.
- An ally who marks an Armor Slot while within Melee range of a sprite can mark an additional Armor Slot.

A sprite vanishes after granting a benefit or taking any damage.

■ REJUVENATION BARRIER

Level 8 Sage Spell

Recall Cost: 1

Make a **Spellcast Roll (15)**. Once per rest on a success, create a temporary barrier of protective energy around you at Very Close range. You and all allies within the barrier when this spell is cast clear **1d4** Hit Points. While the barrier is up, you and all allies within have resistance to physical damage from outside the barrier.

When you move, the barrier follows you.

■ FANE OF THE WILDS

Level 9 Sage Ability

Recall Cost: 2

After a long rest, place a number of tokens equal to the number of Sage domain cards in your loadout and vault on this card.

When you would make a Spellcast Roll, you can spend any number of tokens after the roll to gain a +1 bonus for each token spent.

When you critically succeed on a Spellcast Roll for a Sage domain spell, gain a token.

When you take a long rest, clear all unspent tokens.

■ PLANT DOMINION

Level 9 Sage Spell

Recall Cost: 1

Make a **Spellcast Roll (18)**. Once per long rest on a success, you reshape the natural world, changing the surrounding plant life anywhere within Far range of you. For example, you can grow trees instantly, clear a path through dense vines, or create a wall of roots.

■ FORCE OF NATURE

Level 10 Sage Spell

Recall Cost: 2

Mark a Stress to transform into a hulking nature spirit, gaining the following benefits:

- When you succeed on an attack or Spellcast Roll, gain a +10 bonus to the damage roll.
- When you deal enough damage to defeat a creature within Close range, you absorb them and clear an Armor Slot.
- You can't be *Restrained*.

Before you make an action roll, you must **spend a Hope**. If you can't, you revert to your normal form.

■ TEMPEST

Level 10 Sage Spell

Recall Cost: 2

Choose one of the following tempests and make a **Spellcast Roll** against all targets within Far range. Targets you succeed against experience its effects until the GM spends a Fear on their turn to end this spell.

- **Blizzard:** Deal **2d20+8** magic damage and targets are temporarily *Vulnerable*.
- **Hurricane:** Deal **3d10+10** magic damage and choose a direction the wind is blowing. Targets can't move against the wind.
- **Sandstorm:** Deal **5d6+9** magic damage. Attacks made from beyond Melee range have disadvantage.

SPLENDOR DOMAIN

■ BOLT BEACON

Level 1 Splendor Spell

Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, **spend a Hope** to send a bolt of shimmering light toward them, dealing **d8+2** magic damage using your Proficiency. The target becomes temporarily *Vulnerable* and glows brightly until this condition is cleared.

■ MENDING TOUCH

Level 1 Splendor Spell

Recall Cost: 1

You lay your hands upon a creature and channel healing magic to close their wounds. When you can take a few minutes to focus on the target you're helping, you can **spend 2 Hope** to clear a Hit Point or a Stress on them.

Once per long rest, when you spend this healing time learning something new about them or revealing something about yourself, you can clear 2 Hit Points or 2 Stress on them instead.

■ REASSURANCE

Level 1 Splendor Ability

Recall Cost: 0

Once per rest, after an ally attempts an action roll but before the consequences take place, you can offer assistance or words of support. When you do, your ally can reroll their dice.

■ FINAL WORDS

Level 2 Splendor Spell

Recall Cost: 1

You can infuse a corpse with a moment of life to speak with it. Make a **Spellcast Roll (13)**. On a success with Hope, the corpse answers up to three questions. On a success with Fear, the corpse answers one question. The corpse answers truthfully, but it can't impart information it didn't know in life. On a failure, or once the corpse has finished answering your questions, the body turns to dust.

■ HEALING HANDS

Level 2 Splendor Spell

Recall Cost: 1

Make a **Spellcast Roll (13)** and target a creature other than yourself within Melee range. On a success, **mark a Stress** to clear 2 Hit Points or 2 Stress on the target. On a failure, **mark a Stress** to clear a Hit Point or a Stress on the target. You can't heal the same target again until your next long rest.

■ SECOND WIND

Level 3 Splendor Ability

Recall Cost: 2

Once per rest, when you succeed on an attack against an adversary, you can clear 3 Stress or a Hit Point. On a success with Hope, you also clear 3 Stress or a Hit Point on an ally within Close range of you.

■ VOICE OF REASON

Level 3 Splendor Ability

Recall Cost: 1

You speak with an unmatched power and authority. You have advantage on action rolls to de-escalate violent situations or convince someone to follow your lead.

Additionally, you're emboldened in moments of duress. When all of your Stress slots are marked, you gain a +1 bonus to your Proficiency for damage rolls.

■ DIVINATION

Level 4 Splendor Spell

Recall Cost: 1

Once per long rest, **spend 3 Hope** to reach out to the forces beyond and ask one "yes or no" question about an event, person, place, or situation in the near future. For a moment, the present falls away and you see the answer before you.

■ LIFE WARD

Level 4 Splendor Spell

Recall Cost: 1

Spend 3 Hope and choose an ally within Close range. They are marked with a glowing sigil of protection. When this ally would make a death move, they clear a Hit Point instead.

This effect ends when it saves the target from a death move, you cast Life Ward on another target, or you take a long rest.

■ SHAPE MATERIAL

Level 5 Splendor Spell

Recall Cost: 1

Spend a Hope to shape a section of natural material you're touching (such as stone, ice, or wood) to suit your purpose. The area of the material can be no larger than you. For example, you can form a rudimentary tool or create a door.

You can only affect the material within Close range of where you're touching it.

■ SMITE

Level 5 Splendor Spell

Recall Cost: 2

Once per rest, **spend 3 Hope** to charge your powerful smite. When you next successfully attack with a weapon, double the result of your damage roll. This attack deals magic damage regardless of the weapon's damage type.

■ RESTORATION

Level 6 Splendor Spell

Recall Cost: 2

After a long rest, place a number of tokens equal to your Spellcast trait on this card. Touch a creature and spend any number of tokens to clear 2 Hit Points or 2 Stress for each token spent.

You can also spend a token from this card when touching a creature to clear the *Vulnerable* condition or heal a physical or magical ailment (the GM might require additional tokens depending on the strength of the ailment).

When you take a long rest, clear all unspent tokens.

■ ZONE OF PROTECTION

Level 6 Splendor Spell

Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per long rest on a success, choose a point within Far range and create a visible zone of protection there for all allies within Very Close range of that point. When you do, place a **d6** on this card with the 1 value facing up. When an ally in this zone takes damage, they reduce it by the die's value. You then increase the die's value by one. When the die's value would exceed 6, this effect ends.

■ HEALING STRIKE

Level 7 Splendor Spell

Recall Cost: 1

When you deal damage to an adversary, you can **spend 2 Hope** to clear a Hit Point on an ally within Close range.

■ SPLENDOR-TOUCHED

Level 7 Splendor Ability

Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Splendor domain, gain the following benefits:

- +3 bonus to your Severe damage threshold
- Once per long rest, when incoming damage would require you to mark a number of Hit Points, you can choose to mark that much Stress or spend that much Hope instead.

■ SHIELD AURA

Level 8 Splendor Spell

Recall Cost: 2

Mark a Stress to cast a protective aura on a target within Very Close range. When the target marks an Armor Slot, they reduce the severity of the attack by an additional threshold. If this spell causes a creature who would be damaged to instead mark no Hit Points, the effect ends.

You can only hold Shield Aura on one creature at a time.

■ STUNNING SUNLIGHT

Level 8 Splendor Spell

Recall Cost: 2

Make a **Spellcast Roll** to unleash powerful rays of burning sunlight against all adversaries in front of you within Far range. On a success, **spend any number of Hope** and force that many targets you succeeded against to make a Reaction Roll (14).

Targets who succeed take **3d20+3** magic damage. Targets who fail take **4d20+5** magic damage and are temporarily *Stunned*. While *Stunned*, they can't use reactions and can't take any other actions until they clear this condition.

■ OVERWHELMING AURA

Level 9 Splendor Spell

Recall Cost: 2

Make a **Spellcast Roll (15)** to magically empower your aura. On a success, **spend 2 Hope** to make your Presence equal to your Spellcast trait until your next long rest.

While this spell is active, an adversary must mark a Stress when they target you with an attack.

■ SALVATION BEAM

Level 9 Splendor Spell

Recall Cost: 2

Make a **Spellcast Roll (16)**. On a success, **mark any number of Stress** to target a line of allies within Far range. You can clear Hit Points on the targets equal to the number of Stress marked, divided among them however you'd like.

■ INVIGORATION

Level 10 Splendor Spell

Recall Cost: 3

When you or an ally within Close range has used a feature that has an exhaustion limit (such as once per rest or once per session), you can **spend any number of Hope** and roll that many **d6s**. If any roll a 6, the feature can be used again.

■ RESURRECTION

Level 10 Splendor Spell

Recall Cost: 2

Make a **Spellcast Roll (20)**. On a success, restore one creature who has been dead no longer than 100 years to full strength. Then roll a **d6**. On a result of 5 or lower, place this card in your vault permanently.

On a failure, you can't cast Resurrection again for a week.

VALOR DOMAIN

■ BARE BONES

Level 1 Valor Ability

Recall Cost: 0

When you choose not to equip armor, you have a base Armor Score of 3 + your Strength and use the following as your base damage thresholds:

- **Tier 1:** 9/19
- **Tier 2:** 11/24
- **Tier 3:** 13/31
- **Tier 4:** 15/38

■ FORCEFUL PUSH

Level 1 Valor Ability

Recall Cost: 0

Make an attack with your primary weapon against a target within Melee range. On a success, you deal damage and knock them back to Close range. On a success with Hope, add a **d6** to your damage roll.

Additionally, you can **spend a Hope** to make them temporarily *Vulnerable*.

■ I AM YOUR SHIELD

Level 1 Valor Ability
Recall Cost: 1

When an ally within Very Close range would take damage, you can **mark a Stress** to stand in the way and make yourself the target of the attack instead. When you take damage from this attack, you can mark any number of Armor Slots.

■ BODY BASHER

Level 2 Valor Ability
Recall Cost: 1

You use the full force of your body in a fight. On a successful attack using a weapon with a Melee range, gain a bonus to your damage roll equal to your Strength.

■ BOLD PRESENCE

Level 2 Valor Ability
Recall Cost: 0

When you make a Presence Roll, you can **spend a Hope** to add your Strength to the roll.

Additionally, once per rest when you would gain a condition, you can describe how your bold presence aids you in the situation and avoid gaining the condition.

■ CRITICAL INSPIRATION

Level 3 Valor Ability
Recall Cost: 1

Once per rest, when you critically succeed on an attack, all allies within Very Close range can clear a Stress or gain a Hope.

■ LEAN ON ME

Level 3 Valor Ability
Recall Cost: 1

Once per long rest, when you console or inspire an ally who failed an action roll, you can both clear 2 Stress.

■ GOAD THEM ON

Level 4 Valor Ability
Recall Cost: 1

Describe how you taunt a target within Close range, then make a **Presence Roll** against them. On a success, the target must mark a Stress, and the next time the GM spotlights them, they must target you with an attack, which they make with disadvantage.

■ SUPPORT TANK

Level 4 Valor Ability
Recall Cost: 2

When an ally within Close range fails a roll, you can **spend 2 Hope** to allow them to reroll either their Hope or Fear Die.

■ ARMORER

Level 5 Valor Ability
Recall Cost: 1

While you're wearing armor, gain a +1 bonus to your Armor Score.

During a rest, when you choose to repair your armor as a downtime move, your allies also clear an Armor Slot.

■ ROUSING STRIKE

Level 5 Valor Ability
Recall Cost: 1

Once per rest, when you critically succeed on an attack, you and all allies who can see or hear you can clear a Hit Point or 1d4 Stress.

■ INEVITABLE

Level 6 Valor Ability
Recall Cost: 1

When you fail an action roll, your next action roll has advantage.

■ RISE UP

Level 6 Valor Ability
Recall Cost: 2

Gain a bonus to your Severe threshold equal to your Proficiency.

When you mark 1 or more Hit Points from an attack, clear a Stress.

■ SHRUG IT OFF

Level 7 Valor Ability
Recall Cost: 1

When you would take damage, you can **mark a Stress** to reduce the severity of the damage by one threshold. When you do, roll a **d6**. On a result of 3 or lower, place this card in your vault.

■ VALOR-TOUCHED

Level 7 Valor Ability
Recall Cost: 1

When 4 or more of the domain cards in your loadout are from the Valor domain, gain the following benefits:

- +1 bonus to your Armor Score
- When you mark 1 or more Hit Points without marking an Armor Slot, clear an Armor Slot.

■ FULL SURGE

Level 8 Valor Ability
Recall Cost: 1

Once per long rest, **mark 3 Stress** to push your body to its limits. Gain a +2 bonus to all of your character traits until your next rest.

■ GROUND POUND

Level 8 Valor Ability
Recall Cost: 2

Spend 2 Hope to strike the ground where you stand and make a **Strength Roll** against all targets within Very Close range. Targets you succeed against are thrown back to Far range and must make a Reaction Roll (17). Targets who fail take **4d10+8** damage. Targets who succeed take half damage.

■ HOLD THE LINE

Level 9 Valor Ability
Recall Cost: 1

Describe the defensive stance you take and **spend a Hope**. If an adversary moves within Very Close range, they're pulled into Melee range and *Restrained*.

This condition lasts until you move or fail a roll with Fear, or the GM spends 2 Fear on their turn to clear it.

■ LEAD BY EXAMPLE

Level 9 Valor Ability

Recall Cost: 3

When you deal damage to an adversary, you can **mark a Stress** and describe how you encourage your allies. The next PC to make an attack against that adversary can clear a Stress or gain a Hope.

■ UNBREAKABLE

Level 10 Valor Ability

Recall Cost: 4

When you mark your last Hit Point, instead of making a death move, you can roll a **d6** and clear a number of Hit Points equal to the result. Then place this card in your vault.

■ UNYIELDING ARMOR

Level 10 Valor Ability

Recall Cost: 1

When you would mark an Armor Slot, roll a number of **d6s** equal to your Proficiency. If any roll a 6, reduce the severity by one threshold without marking an Armor Slot.